OOTP 9

Welcome to the Out of the Park Baseball 9 online manual!

This web site contains information about OOTP 9, including detailed descriptions of each page in the game. The online manual is designed to be read through sequentially, using the "Next Page" links at the bottom of each page.

However, feel free to use the menu on the left to browse through the different sections of the manual. You can also use the search engine on the top right of this page to look up specific keywords in the manual.

OOTP 9's online manual is accessible from *inside* OOTP 9 as well. When you use the F1 key in the game to open the in-game help, you will be directed to the appropriate page in our online manual.

Here are a few other helpful links: OOTP Message Board | Tech Support Forum | Online FAQ

Introduction and Installation

OOTP?9 is the next in the series of baseball management simulations from Out of the Park Developments. No baseball simulation offers you this much flexibility and this much fun. Ideal for historical, fictional, and online fans alike. No game does it better!

OOTP lets you do almost anything a real-life general manager can do to guide a team to glory. You can create your ideal baseball universe using real world players and teams, or fictional ones. Play solo or compete with other human players in online leagues.?

In OOTP, you control every aspect of your team. Set your pitching rotation. Scour the waiver wire for someone to fill out that last roster spot. Trade that aging veteran at the deadline for an up-and-coming prospect. Fund your organization's scouting arm to try to build?up your minor leagues. It's all there.?

System Requirements

System requirements for OOTP Baseball are as follows:

	Minimum	Recommended
PC	Windows?XP 1 GHz processor 1024 x 768 screen resolution 400 MB free hard disk space 256 MB RAM	Windows Vista or XP AMD or Intel Dual Core 2GHz 1GB RAM 1024 x 768 32Bit display 1GB HD space MS compatible mouse & keyboard
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/PowerBook: PowerPC G5 2GHz Mac OS 10.4.8 1GB RAM 1GB HD space Mac Pro/MacBook: Intel Core Duo 2GHz Mac OS 10.4.8 1GB RAM 1GB HD space

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

Important: Your video card must support Open GL in order to use the fictional face generation feature, although some older video cards may not be able to handle the fictional face generator. Without Open GL support, you can still play Out of the Park Baseball, but you will be unable to use the fictional face generator.

Purchasing the Game

Out of the Park Baseball is available for PC and Mac through digital download only. OOTP Developments has partnered with ViaTech Technologies, Inc. to handle the licensing of the Windows version of the game through its eLicense system. Licensing for the Mac version of the game will be handled by E-Sellerate.

Upon purchase, an 'Order ID' will be generated and displayed on the purchase screen. It will also be e-mailed to the purchaser. This 'Order ID' is a string composed of letters and numbers. Do NOT lose the Order ID as it is needed to unlock and activate the game itself. Also, if you ever need to reinstall the game, such as due to a computer issue or moving the game to another computer, this Order ID will be needed again. Don't lose the Order ID!

Visit our purchase page for more information on purchasing Out of the Park Baseball.

You can also download the game directly from our download page.

Installing the Game

Well, you've purchased OOTP 9 and downloaded the software - now, how to get started? OOTP 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 OOTP up and running.

Installing OOTP (Windows)

To install the game, follow these steps:

1. Download the game. After this step is completed, you should have a file called **ootp9setup.exe**?saved somewhere on your computer.

2. Double-click the .exe file. The setup program will launch and bring you to the Welcome screen. Click the Next button to continue with the installation. You will be taken to the License Agreement page.

3. Read the License Agreement. Click the 'I agree' radio button, and then click Next to continue. You will be taken to the?Installation Folder page.

4. If you want to use the default destination folder, click Next and skip to Step?6 below. If you want to change the destination folder, click the Change button. You will be taken to another page.

5. Select the installation directory you wish to use, or use the Make New Folder to create a new one, and then click OK. Click Next to proceed.

Note: Normal installations install different files in different areas of your computer. If you choose to install in a directory other than the default, all files will be stored in the

new directory. See what?gets installed?where for more information.

6.? Choose a shortcut folder ("program group") for the game to use, and whether these shortcuts should be available for all users or just the current users.

7. On the "Ready to Install" screen, confirm the settings you have selected, and then click Next to begin the installation. During the install process, you will see a progress meter.

8. When the install is complete, you will see a completion message. Click Finish to complete the installation. A shortcut to the game will be placed on your Desktop, and in the shortcut location you specified, (by default,?**Start | All Programs | Out of the Park Developments | OOTP Baseball 9**).

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 ootp9macsetup.zip saved somewhere on your computer. Double-click the .zip file to unzip it.

2. A new folder will be created called OOTP 9 Install. Open this folder and double-click the program called "Mac Installer." A 'splash' page will display.

3. On the Select options screen, choose where you would like to install the game. If you leave the "Use default folders" box checked, OOTP will be installed in your Applications folder. Choose whether or not you want a shortcut on your desktop, and then click Install.

4. The game will be installed. This might take a few minutes.

5. When the installation is complete, click on the?Finish button. The game will be placed in the destination folder you defined during the installation.

Installing Your License

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

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

Licensing OOTP (Windows)

Use the following steps to install your license for OOTP, assuming you have already purchased a copy of the game:

1. Double-click on the OOTP Baseball 9 icon on your desktop to start the game. You will be presented with a licensing page.

2. If you have not yet purchased the game, you can purchase the game directly from here by clicking on?the **Purchase** button. You will have several options to purchase the game, including through a series of screens on your desktop, through a web site, and by phone. Once you have completed your purchase and have received an Order ID, continue with these steps to license your game.

3. Once you have an Order ID, click on the License button. You will be taken to the Install License page shown below. 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-page to install your license.

4. Once the license has been installed, you will receive a confirmation message. Click the **Launch!** button to start the game. You're ready to play!

Licensing OOTP (Mac)

Use the following steps to install your license for OOTP, assuming you have already purchased a copy of the game:

1. Double-click on the?OOTP Baseball 9?icon in the OOTP Baseball 9 folder to launch the program.

2. From the main page, if you have not yet purchased the game, you can do so by clicking on the "Buy OOTP Baseball" link at the bottom of the page. If you have already purchased the game, and know your license key, proceed to Step 3 below.

3. Click on the "Enter a License Key" button at the bottom of the page. A small window will appear.

4. Enter your complete license key into box, or cut-and-paste it from your receipt. Then click OK. You will be returned to the main page. The game is now licensed. (You can double-check this by viewing the buttons at the bottom of the page. If the button there says "unlicense game," then you have successfully licensed the game.)

5. That's it, you're ready to play!

What gets installed where?

OOTP installs a number of files and directories. In the case of Windows machines, these files get installed in several different places, thanks largely to Microsoft! Here is a breakdown of what gets installed where in a default installation!

Note: Some of this information changes if you chose to install in a directory other than the default. See the end of this page for more information!

Program Files

Program files that users cannot modify are all placed in the Program Files directory, by default in this directory:

C:\Program Files\Out of the Park Developments\OOTP Baseball 9\

On Steam, it is:

c:\program files\steam\steamapps\common\out of the park baseball 9\

On the Mac OS:

Applications\Out of the Park Developments\OOTP Baseball 9\

The information installed here includes the program and some other miscellaneous files, as well as font, skin, and uninstall data.

Custom Files

Any files that could potentially be customized by users are all placed in your My Documents directory, which is the following by default:

C:\Documents and Settings\<your user name>\My Documents\Out of the Park Developments\OOTP Baseball 9\

On Steam, it's:

c:\program files\steam\steamapps\common\out of the park baseball 9\

On the Mac OS:

Users\<your user name>\Documents\Out of the Park Developments\OOTP Baseball 9\

This directory actually contains the lion's share of files, including:

Saved games
Core database files
Help and manual files
Graphics
etc.

Generally speaking, if you need to look at files related to OOTP, in almost all cases it's going to be in the My Documents area.

Configuration Files

Finally, OOTP also has a few special configuration files that aren't required for normal usage of the game. These are placed in the following directory, which is typically hidden for most Windows XP users:

C:\Documents and Settings\<your user name>\Application Data\Out of the Park Developments\OOTP Baseball 9\config

For Windows Vista, it's here:

C:\users\(your username)\appdata\roaming\Out of the Park Developments\OOTP Baseball 9

On the Mac OS:

Users\<your user name>\.Out of the Park Developments\OOTP Baseball 9\config

Installing in a Directory other than the Default

Most of the shenanigans above happen because both recent operating systems think they "know best" where your files should go. They want to separate "program files" (which you shouldn't ever touch, they claim), from "user files" (which you may want to modify). These operating systems often configure system permissions in such a way as to outright prevent users from modifying programs. As a result, we've elected to follow their schema in order to stay in line with their operating systems as best we can.

However, if you choose during installation to install in a directory other than the default, OOTP behaves a little bit differently. When you do that, OOTP assumes that you have the correct permissions for the new directory you have specified, and that you're saying "I don't NEED to split up my files all over my drive." To hopefully make your life easier, in this case we install *all of the OOTP directories and files* into the directory you specified. (Except for the handful of hidden files, that is.)

For example, if you choose to install into **d:\ootp9** instead of the default, we don't stick half of your files in My Documents and half in d:\ootp9. We put them ALL into d:\ootp9.

We hope this makes life easier for those of you who can't stand the way the operating systems split things up these days!

Uninstalling the Game

Uninstalling OOTP (Windows)

To uninstall OOTP, use the following steps:

1. Quit OOTP 9.

2. Go to Start | All Programs | Out of the Park Developments | OOTP Baseball 9 | Uninstall OOTP 9.

3. Follow the prompts.

4. When finished, click "Finish".

5. After the uninstall is complete, some files might remain in the directory where you installed the game. In particular, all of your saved games will be untouched by the uninstall process. These files can be safely deleted manually, if you no longer need them.

Uninstalling OOTP (Mac)

To uninstall OOTP 9, simply drag the OOTP 9 folder to the Trash.

Unlicensing the Game

To unlicense OOTP 9 on the Mac use the following steps:

1. Double-click on the OOTP 9 icon to launch the game.

2. On the main page, click on the "Unlicense Game" button at the bottom of the page.

OOTP Interface and Controls

Out of the Park Baseball 9 features a browser-style interface with hyperlinks, right-click menus, drag and drop, recent page history, bookmarks, customizable player lists and filters, and much more. Not only does the interface look great, it makes your OOTP experience comfortable and incredibly flexible.

This section reviews most of the components of the OOTP 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 our description of OOTP's powerful Views and Filters as well.

If you're more of a visual learner, check out our video tutorials. Video tutorials can be accessed through the Help menu in the game.

OOTP Controls

OOTP 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 page 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.

Right-Clicking

OOTP uses right-clicking 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 page. 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 below for more information on the terms 'tab,' 'page,' and 'subpage.')

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

Drag-and-Drop

Many game pages also support 'drag-and-drop' functionality. For example, you can often make changes by dragging players from one area of the page 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.

Backspace

In most areas within OOTP, hitting the Backspace key on your keyboard will take you back one page, just like the back arrow in a web browser.

The OOTP Interface

The OOTP 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 OOTP. Not all of these will be used on each page in the game. The numbers in the following text correspond to the numbered circles in the screen shots.

1. Game Page Navigation Arrows

Game page navigation arrows appear at both the top and bottom of the page. They allow you to move back and forth between game pages. 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.

Additionally, the backspace key on your keyboard can also be used to move you back one page.

2. Banner

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

3. Game Menus

OOTP has eight primary game menus that run across the top of the page beneath the banner. Unlike many other aspects of OOTP, 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 elsewhere in the online help, hyperlinked below.

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.
Auto-play (Baseball icon)	Contains options that move the game date forward. See Auto-Play (Simulating Games), for more information.
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 selected league, including the league home page, league news, standings, scores and schedules, statistics, history, and transactions. *Note: The League menu is not actually called 'League.' The menu will display the abbreviation of the selected league. For example, if your league is the Pro Baseball League (PBL), then this menu would be called 'PBL.'*
Teams	Contains pages for each team in the league. Each team page then contains all the information relevant to that team.
Recent	Contains a list of the fifteen pages 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.

Bookmarks	Contains a list of your bookmarked pages. OOTP supports the creation of bookmarks through a menu on the bottom right of the page. 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 page 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 page 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 page 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.* As you add bookmarks, you will notice that the first nine bookmarks you create are assigned to the function keys on your keyboard, F2 through F10. (F1 is reserved for the help system.)
?	Contains a list of Help-related options. See In-Game Help for more information about the in-game help system.

4. 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. The search engine is not case-sensitive, and it does not support Boolean commands such as AND, OR, or NOT.

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

5. Game Information

The top right of the page 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.

6. Select League Drop-Down

In OOTP, although you can have multiple leagues, the game generally displays one league at a time. In the top right-hand corner of most pages in OOTP 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 Game Universe Terminology for more information on what defines a league.

7. League Information

Below the Select League drop-down are three rows of information. They include:

a. The current date in the league.
b. The abbreviation of the selected league.
c. The current period of the baseball season; for example, spring training or regular season.

Note: The current date 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.

8. Tabs and Pages

Many of the areas in OOTP are so full of information that they have been divided into multiple pages through the use of tabs across the top part of the page. 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 Right-Clicking for more information.

9. 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

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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 Right-Clicking for more information.

10. Drop-Down Menus

Drop-downs menus are an important part of the OOTP interface. Most drop-downs are located near the top of the page, underneath a row of tabs. In many cases, especially on pages 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.

11. Column Headings

Game data, such as player information, is usually displayed in a spreadsheet style, with rows and columns. Most columns in OOTP 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.

12. Right-Click Menus

As mentioned in Right-Clicking you can often see a right-click menu when you right-click on an object on the page. Not all objects support right-click menus. However, most hyperlinked names support right-click menus.

Note: Right-click menus are also available within HTML reports in the game.

13. Breadcrumbs

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

14. 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 page; some pages 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 Right-Clicking for more information.

15. Icon Bar

The Icon Bar is a series of icons that run across the bottom of most game screens. The icons in the icon bar provide quick access to key areas of the game. Most of these areas are also accessible through the menus and tabs in the game. The icons are here simply to make your life easier. They also have 'tips' that appear if you hold the mouse over an icon for a few seconds.

16. Finish Today Button

The Finish Today button is the second way of advancing time in OOTP, along with the Auto-Play Menu described in The Auto-Play Menu. Clicking the Finish Today button advances time by one day in all leagues across your baseball universe.

Note: Do not use the Finish Day button if you want to play out a game using the Play-by-Play engine. See Play-by-Play Mode (Playing out Games), Play-by-Play, for more information.

Warning! *Be careful with the Finish Day 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 The Finish Today Button for more information on using Auto-Play and the Finish Today button.

17. 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 a slider to move the marker one step in that direction. Sliders are primarily used on management strategy pages. 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.

18. 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 or next player in the list you were viewing. Click on a name to open the selected player's profile.

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 pages.

Views and Filters

Many game pages that include player data also have powerful View and Filter drop-downs. They are excellent for customizing the game to provide the data you want to see.

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?'

OOTP 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 breadcrumbs, described in The OOTP Interface.

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

Using Views

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

Customizing Views

To customize a view, select Customize from the drop-down menu. Doing this brings up a separate page 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 page that looks like this:

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 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

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fields you select, the more cluttered the display will become, since there is limited space on the page 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 page. 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 page. The newly selected view is also displayed in the breadcrumbs, described in The OOTP Interface.

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.

Modifying the Default Views

You can modify the default views as well. For example, if you like the default Batting Ratings view, but you want to add 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 want to replace, in this case 'Batting Ratings.'

4. You will be prompted to verify that you want to replace the view. Say 'Yes,' and you now have a customized version of the default view.

Editing and Deleting Views

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

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, OOTP

displays data for all relevant people for the current page. For example, the draft page displays all players in the draft by default.

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

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, has a contact rating of at least 60 (out of 100), and 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 page much like the Customize View page.

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.

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 page. 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:

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 page. 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 that 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 breadcrumbs.

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.*

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.

Filter Templates

The filter page 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.

Other Filter Options

Within the Player Filter page, 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.

At the bottom is a drop-down like that on the custom filter page 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 page. 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.

Different Types of Views and Filters

There are eight types of filters and views in OOTP. 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. _Note: This is not a customizable filter._
All Messages views / filters	Used when selecting a filter on the Manager News page. _Note: This is not a customizable filter._
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:\Documents and Settings\<your user name>\My Documents\Out of the Park Developments\OOTP Baseball 9\data\tables.)

Using Views and Filters across Multiple Games

One of the most important features of views and filters is that they apply to every OOTP 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.

Common Drop-Downs

In addition to the views and filters described in Views and Filters, OOTP uses a number of drop-down menus in the game to help you manage your data. Many of these drop-downs appear on some pages, 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.

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.

Note: The Position drop-down filters players according to their rated abilities, not their currently assigned positions. So, even if you have a player who is a 3B, he may show up when you filter by SS, if he is rated at that position. You can create more complicated filters using the filter functionality.

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 trainer.

Use this drop-down to limit the staff displayed to those who prefer a certain occupation. See Coaches and Personnel for more information.

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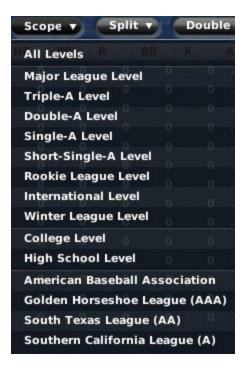
Most pages that show player ratings include a Scouting drop-down. This drop-down allows you to select which scout's ratings you want to view. You can also view the assessments of the game's OOTPSA (OOTP Scouting Association), which produces its own set of ratings.

If you have scouting turned off, all ratings shown will be the true player ratings. See Scouting for more information.

The Scope Drop-Down

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

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 the level of the currently selected league or team.

League levels are classifications of leagues in OOTP. These are defined during the game creation process. See League Overview for more information on league levels.

The Split Drop-Down

Most pages in the game that include statistical data also include the 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.'

OOTP has the following statistical split categories:

- Overall
- Versus Left
- Versus Right
- 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' splits. '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
- Career
- 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; for example, 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)

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

The Double-Split Drop-Down

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

Note: The game does not store double-split information for years other than the current year, so in most cases you cannot perform a double split with "Career," "Last Year," or "2 Years Ago" selected as the first split.

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

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

The Open in External Browser Button

Many 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.

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 pages, 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.

The Report Action Menu

OOTP has many pages 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.

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 page 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\2007-03-21-10-42-54.html.
Open report	Opens an in-game report with data on the current page in the in-game browser.

Warning! In the in-game preferences, there is an option to display lists in pages, or with a scroll bar. If your preference is set to use pages, only one page at a time will be visible or be written to disk. For example, if you are looking at a list of players that spans ten pages, this feature will create a report of the selected page only.

The Affiliated Teams Action Menu

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

Selecting a team from this menu takes you to the Team Home Page described in The Team Home Page.

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.

Importing and exporting is covered in more detail in Importing Team Files (Commissioner).

The Picture Action Menu

The Picture action menu appears any time you are on a player or coach-related page. It includes options related to fictional player pictures:

Option	Description
Same picture	Creates a new fictional picture for the person. It will be the same face, but the angle, background, or facial hair may change.
New picture	Creates an entirely new fictional picture for the person.
Freeze picture	Prevents any future changes to this picture, including changes due to logo/team changes or aging.
Change beard	Retains the same face, angle, and background, but changes the facial hair model for the picture.
Change hair color	Changes the picture's facial hair only

In-Game Help

In addition to this manual, OOTP comes with an in-game help system. You can access the help system at any time by pressing the F1 key on your keyboard. A help window like the one below will appear.

The in-game help is context-sensitive, so that any time you press F1, you will receive help specifically about the page you are currently viewing. For example, the screen shot above shows a portion of the text that displays if you hit F1 while looking at the Game Preferences page.

Many of the pages in the in-game help system include hyperlinks to take you to additional information. The in-game help system also has forward and back arrows, so that you can navigate while browsing through the system.

All in-game help pages also have a string of five links in the top right, as follows:

Index	Brings you to an index page that lists all the help pages in the in-game help system.
Manual	Opens up a page where you can download this manual in PDF format.
OOTP Website	Opens a link to the OOTP web site, http://www.ootpbaseball.net.
Online FAQ	Opens a link to a forum on OOTP's community site, with frequently asked questions.
Online Tech. Support	Opens a link to the technical support forum on OOTP's community site.

Getting Started

OOTP offers both solo and online play. For the purpose of teaching you more about the game, however, we're going to assume that you're starting out with a solo game.

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

By default, an icon is also placed in?the Start menu on Windows machines, under **Start | Programs | Out of the Park Developments | OOTP Baseball 9**. On the Mac OS, an icon is placed in the program folder, by default in your Applications folder.

Main Page

After OOTP is finished loading, the Main page will appear:

The Main page has eight options along the left side, plus one at the bottom right:

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 page will display the name of the last game you created in parentheses.
Load Game	Allows you to load a previously saved game.
New 2008 Major League Game	Creates a new game based on the 2008 MLB Opening Day rosters. See Creating a Major League Game for more information.
New Custom Game	Creates a new custom game. See Creating a Custom Game (Wizard) or Creating a Custom Game (Advanced) for more information.
Quick-Start Game	Loads a quick-start game. See Quick-Start Games for more information on quick-start games.
Import OOTP 2007 / 8 Game	Imports a game from OOTP Baseball 8 or OOTP Baseball 2007. See Importing Old OOTP Games for more information on importing games from previous versions of OOTP.
Import OOTP 6.12/6.5 Game	Imports a game from Out of the Park Baseball 6.12 or 6.5. See Importing Old OOTP Games for more information on importing games from previous versions of OOTP.

Game Preferences	Allows you to modify global game preferences. See the☐Game Preferences Page for more information on Game Preferences.
Exit Game (lower right)	Quits the game.

A Few Important Concepts

OK, so you've seen the Main page. Before you jump into a game, there are a few concepts that hold true across all of the different types of games. We feel it would be helpful for you to be familiar with these concepts before you dive in. The concepts include:

- Some key terminology about OOTP's baseball universes
- A description of the different types of leagues available in OOTP

Game Universe Terminology

Before you can understand what choices to make in creating a game, it helps to know some of the terminology used in OOTP.

A **game** is one 'universe' of baseball in OOTP. A game could contain one league, five leagues, one league with multiple 'subleagues,' or any other combination of leagues and subleagues. In fact, in OOTP, 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. OOTP supports four types of leagues: standard leagues, historical leagues, fictional leagues, and imported leagues from previous versions of OOTP. Each of these is described in League Types. There is no programmatic limit to the number of leagues your game can have, although the reality is that your hardware will limit the number of leagues.

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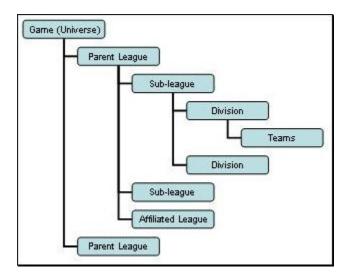
A **subleague** is a group of teams within a league. A league can have one or two subleagues. For example, if you create a league called My League and divide it into a Northern League and Southern League, the latter two are subleagues of My League.

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. OOTP 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 using 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.
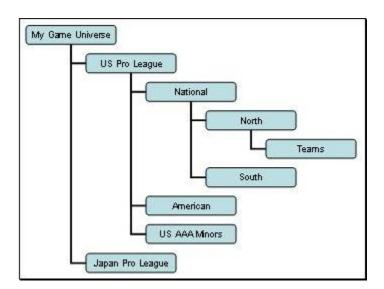
Note: Minor league teams do not need to be affiliated with a major league team.

In addition, there are two special kinds of affiliated leagues called **feeder leagues**: college feeder leagues and high school feeder leagues. These leagues are designed to feed players into your minor leagues.

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

An actual game might look something like this:

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OOTP League Types

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

Standard Leagues

Standard leagues are based closely on professional baseball leagues that exist in the world today. In standard leagues, league structure and details have been configured to match the real-world details of those leagues as closely as possible, although the player and team names are different. OOTP comes with the following standard leagues:

- Major American League (This is league similar in structure to the Major Leagues, but with different team names. Players who want a true Major League experience should use the Create a Major League Game option.)
- Japanese Pro League
- Korean Baseball League
- Taiwanese Baseball League
- Mexican Baseball League
- Cuban Baseball League
- Mexican Winter League
- Dominican Winter League
- Puerto Rican Winter League
- Venezuelan Winter League

For information about creating a Standard League, see the Standard League Wizard, or the Advanced Mode page about Standard Leagues.

Historical Leagues

Historical Leagues are closely based on Major League historical data. You can think of this option as the "Major League option for every year but the current one." This option is most commonly used by players who prefer to do historical simulations. Historical leagues are based on statistical databases that are created by third parties. These databases include all of the true Major League baseball statistics for every year from 1871 through last year.

OOTP comes with two types of historical databases already loaded and available for your use:

- Version 5.5 of the standard Lahman database by Sean Lahman.
- A "park-neutral" version of the Lahman database created by OOTP forum members Garlon and Spritze. In this database, all stats have been park- and run-neutralized using Bill James' neutralization process, so that it provides the truest possible representation of a player's abilities. (For example, players who played their entire careers at a hitter's stadium like Coors Field will not receive inflated ability ratings.) See here for more information about neutralization. See here for more information about what changes Garlon and Spritze made.

Note: Other OOTP modders often create their own versions of historical databases. You can generally use any historical database that matches the Lahman format in OOTP, although the game works best with one of the two databases above.

For information about creating Historical Leagues, see the Historical League Wizard, or the Advanced Mode page about Historical Leagues.

Fictional Leagues

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, including the team names, cities, financial model, free agency, player settings, and more.

For information about creating a Fictional League, see the Fictional League Wizard, or the Advanced Mode page about Fictional Leagues.

Imported Leagues

OOTP also allows you to import OOTP leagues from prior versions of the game. See Importing Old OOTP Games for more information about which versions can be imported, and how it works.

Note: Remember, in OOTP 9, one game can contain multiple leagues. So, your game universe could theoretically contain a combination of all of these types of leagues!

Game Preferences

The Game Preferences page contains a number of options that affect the way OOTP behaves. Game preferences are global, meaning that these changes affect all OOTP games saved on your computer. These settings can be changed at any time without any impact on your saved games. Use the Reset button to set all preferences back to the game defaults.

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.
In-Game Sound	Defines whether or not in-game sound will be used. You can choose "Enabled" or "Disabled."
Auto-play Display	Determines whether the standings and leaderboard will be shown during auto-play, or whether a simpler dialog box will be displayed. You can choose from a Simple Dialog, which speeds up auto-play, or the Standings/Leaderboards page, which will slow down auto-play but provide more information. See Auto-Play Display for more information on the

	simulation page options.
Menus	Sets the behavior of in-game menus. You can choose from the following options. • 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 OOTP. See Customizing OOTP for more information about customization.)
Lists	Sets the behavior of large lists in the game. By default, the game uses scroll bars. However, some people prefer to use 'page selectors,' in which the data is divided into multiple pages of data: Page 1 of 25 Even if you choose the page selector option, the game will use page selectors only 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 page. *Note: Even in Windowed mode, you cannot resize the game window.*
Window Size	Changes the window size while in Windowed mode. OOTP supports many different window resolutions, up to 1920 x 1200. *Note: Changes to this preference will not take effect until you quit OOTP and restart.*
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. OOTP comes with three skins: ootp blue, ootp classic, and ootp modern. You can change skins at any time without affecting your game. ***Warning!*** *Changing skins can take up to several minutes. Be patient!* *Note: You can create your own custom skins and load skins that others have created. See Customizing Skins for more information.*
Export	Sets the delimiter used when exporting game data to text files. Exporting is

Field Delimiter	described in more detail in League Functions. You can choose from comma-delimited and semicolon-delimited.
Help	Defines whether in-game help files are opened using the game's internal web browser, or in your machine's default web browser.
Online features	This defines whether or not the game will use an active Internet connection to download content. Most notably, this affects the help content of the game. There are three settings: • Use online features & content (always download) - the game will always download online content if it is available • Use online features & content (update old files) - the game will download content if local files are more than 1 week out of date • Do not use online features & content - the game will never download online content
FaceGen	Enables or disables FaceGen, the engine used to create fictional player faces. By default this is enabled, but it can be disabled if you aren't using fictional faces, or if video problems prevent you from playing with FaceGen enabled. *Note: Changes to this preference will not take effect until you quit OOTP and restart.*
FaceGen mode	Defines the FaceGen mode. Default is Standard. You should never have to select either of the troubleshooting modes unless instructed to do so by OOTP Developments.
FaceGen angle	Defines the angle from which pictures of fictional players are displayed. You can choose between random, from the left, from the right, or straight ahead.
FaceGen zoom	Defines the level of zoom on the fictional player pictures. You can choose between normal, random, in (which shows a larger face), or out (which shows more jersey).
Custom User Data Path	Sets a custom user path for the storage of saved games and other application files. By default, these files are stored in C:\Documents and Settings\<your user name>\My Documents\Out of the Park Developments\OOTP Baseball 9\ on a PC, and in Applications/OOTP Baseball 9/data/saved_games on a Mac. To change this value, do the following: 1. Use the Select button to browse to the path where you want to store OOTP user data. 2. Close OOTP. 3. Using your operating system, manually move all files from the original user data path to the new user data path. 4. Restart OOTP. *Note: We realize this process is a little cumbersome. However, moving this many files from within the game engine would have been incredibly slow.*

	Affects what the game does with team export files in online leagues, after the commissioner imports them. There are three options:
Online team files	• Do not delete or rename files after import. • Delete team export files after import. • Rename team export files after import (the file will be renamed as team_#.ootp.imported_date_time; for example, team_1.ootp.imported_20070206_083110).

In addition to these preferences, there are also two other buttons on this screen.

Option	Description
Reset	Resets all preferences to the default values.
Open Config Folder	OOTP also has several configuration files that can be customized to change the behavior of the game. This button opens up the folder on your computer that holds these configuration files.
Restore Game	Allows you to restore a game from a backup.
Unlicense Game	Available on this screen for Mac users only, this allows the user to unlicense their copy of the game.

Creating Games

Well, hopefully you read through the Getting Started pages, because they're pretty important! But, you may have just jumped straight to here, because you're the sort of person who wants to get right into the game!

This section of the online manual is all about creating your baseball universe. OOTP has a number of different ways to enjoy the game. Use the links below to jump to the type of game that interests you most, or browse through each in order using the Next Page links at the bottom of the page:

- Creating a Major League Game
- Creating a Custom Game, using our League Creation Wizard (for less experienced players)
- Creating a Custom Game, using our Advanced Mode (for experienced or extremely detail-oriented players)
- Importing from an Old Version of OOTP
- Using a Quick-Start Game, a quick way for new players to get right into a game without worrying about the complexities of defining your own leagues

Creating a Major League Game

Creating an OOTP league using real-world Major League teams and players has never been easier. From the Main page, just click on the
New Major League Game button.OOTP's Major League game contains complete Opening Day 2008 rosters, including all minor league affiliates, as well as the complete history of Major League Baseball built into its record-books, so it takes a minute to set up your game.

Creating Custom Games via Wizard

For many OOTP fans, one of the best things about OOTP is the ability to create your own custom baseball universe. OOTP offers unparalleled flexibility in creating a baseball world that perfectly suits your preferences.

Creating an entire baseball universe can be a daunting task, though. How many teams will there be? What will the league structure look like? The financial system? Free agency? Trading rules? The schedule? OOTP lets you define all of these in fine detail.

In fact, OOTP has so many options that defining them all one-by-one can be quite time-consuming. That's why OOTP offers two ways to create a custom game: a series of helpful league creation wizards that walk you through the creation process, and an Advanced Mode where you can tweak to your heart's content. In this section of the online manual, we'll take the faint of heart folks and show them how the League Creation Wizards work!

To create a custom game, just click on the **New Custom Game** button on the Main page. If this is your first time playing, the League Creation Wizard will open automatically. This section of the online manual will walk you through the league creation wizards. If you're the sort of detail-oriented type who would prefer to cross every "t" and dot every "i," jump to the Advanced Mode section of the manual!

Note: League Creation Wizards create one league each. But remember, a single OOTP game can contain multiple leagues. (See Game Universe Terminology if you're unclear on that concept.) You can run the different wizards as many times as you desire to create your ideal baseball universe!

In the first page of the League Creation Wizard, you can select from four options. Click on the hyperlinks below to jump to the page in the manual that covers that wizard:

- Create Fictional League
- Create Standard League
- Create Historical League
- Create League from Template

Normally, this wizard will open automatically any time you select **New Custom Game** from the Main page. However, if you deselect the check box in the lower left called "Always open wizard when creating a new game," the wizard will no longer appear automatically, and each time you select **New Custom Game**, you will be taken straight to the Advanced Mode.
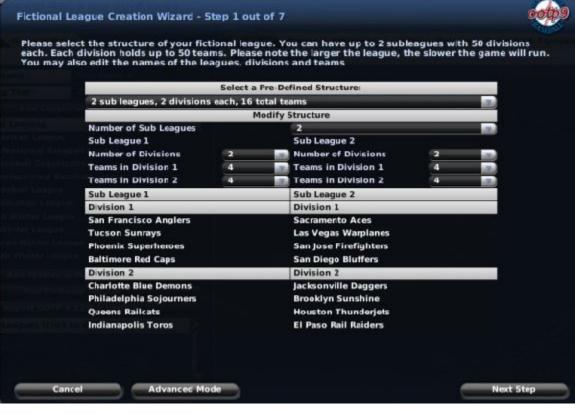
You can also cancel out of the League Creation Wizard at any time, or click to switch into Advanced Mode.

Fictional Wizard

There are seven steps in the Fictional League Creation Wizard:

Step 1 - League Structure

In Step 1 of the Fictional League Creation Wizard, you define the structure of your league. That is, how many subleagues, how many divisions, and how many teams you will have.

Select a predefined league structure from the top drop-down menu. The Fictional League Creation Wizard has a set of thirteen predefined structures. These are just starting points. You'll still be able to adjust the actual league structure if you wish.

Next, adjust the number of subleagues, divisions, and teams in your league, using the drop-downs. You can have:

- 1 or 2 subleagues
- 1-50 divisions per subleague
- 2-50 teams per division

As you create a structure, OOTP will automatically select cities and nicknames for your team. You'll be able to edit these later.

When you are done, click **Next Step**.

Step 2 - League Nation and Names

In Step 2 of the Fictional League Creation Wizard, you define the league nation for your league and customize the names of your leagues, subleagues, divisions, teams, and nicknames.

First, select a League Nation. Each league must have a home nation. OOTP 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 customizable. See Nations, Cities, and Player Origins for more information on customizing nations. 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.

Use the rest of the page to customize your League Name, League Abbreviation, and customize the subleagues, abbreviations, and any team names and nicknames. You can click the Randomize Cities or Randomize Nickname buttons at any time to have the computer recreate all team names and nicknames.

These names and abbreviations are used extensively in the game in reports and news articles, so be sure to pick something you like. See?League Name Setup for more important information about league name setup.

When you are done, click **Next Step**.

Step 3 - Minor Leagues

In Step 3 of the Fictional League Creation Wizard, you decide whether or not you want minor leagues.

Check the box for each level of minor leagues that you want to have in your league. If you choose not to have minor leagues, your league will use a reserve roster, described in more detail in Reserve Rosters.

If you want to have a more complicated minor league structure, such as one in which there are multiple leagues at Triple-A level, you can drop into Advanced Mode.

When you are done, click **Next Step**.

Note: Once you have advanced past Step 3, you cannot go back without cancelling the league you are creating. If you think you have made a mistake, you must cancel out of the wizard and start over.

Step 4 - Drafts and Player Settings

In Step 4 of the Fictional League Creation Wizard, you make some decisions about drafts and initial player population.

Please specify which real season is used as the standard for your fictional league. This will determine financial settings (i.e. typical salary, ticket prices etc.), league strategy settings (i.e. how often players bunt, or how often closers are used) and player creation modifiers. If you select 1905 for example, the stats of your fictional league will be very similar to those of the real 1905 season. For typical modern-day settings, simply choose 2008.

Select Standard Settings   2008 Settings

Please choose if you want to hold an inaugural (fantasy) draft of the league, or if you would like to randomly assign players to all teams.

√ Hold Inaugural Draft

Select your amateur draft options below. If the amateur draft is disabled, fictional free agents are generated at the start of the offseason. Please note that the earliest date for the amateur draft is 03/01.

√ Hold Amateur Draft
Amateur Draft Date   15th   June   2008
Amateur Draft Number of Rounds   20

Please specify the percentage of foreign players that are generated for this league.

Foreigner Percentage (0 - 100)   30

Cancel   Advanced Mode   Next Step

First, decide which real season is to be used as the standard for your fictional league. This will determine financial settings such as typical player salaries, and league strategy settings such as how often players bunt.

Decide whether you want to hold an inaugural draft. In an inaugural draft, all players are placed into a draft pool, each team starts out with no players, and the first event in your league will be to draft players onto teams. If you don't hold an inaugural draft, each team will start out with a full roster of players. See Inaugural Drafts for more information on inaugural drafts.

Next, decide whether you want to hold an annual amateur draft for first-year players, and define the draft date and number of rounds. If you do not hold an amateur draft, the game will create fictional players each offseason so that your league does not run out of players. See First-year Player Drafts for more information on first-year player drafts.

Finally, select the percentage of foreigners in your league. By default, 70% of the players in your league will be of the nationality of your selected League Nation, and the remaining 30% will be chosen from other nations.

When you are done, click **Next Step**.

Step 5 - Schedule and Playoff Options

In Step 5 of the Fictional League Creation Wizard, you define schedule, All-Star Game, and playoff options for your league.

First, select your schedule options. Choose a start date for your season and the number of games each team will play. You can also decide whether to use a balanced schedule, how long the typical series should be, and whether interleague games will be scheduled. For more detailed information about schedule options, see?Schedule Options.

Next, select options for the All-Star Game. You can choose to have an All-Star Game, or not, and you can choose whether or not to have the game automatically scheduled. For more detailed information about All-Star Game options, see All-Star Game Options.

Finally, choose your playoff options. You can disable playoffs entirely, use split-season playoffs, or choose a number of different playoff configurations. For more detailed information on playoff options, see Playoff Options.

When you are done, click **Next Step**.

Step 6 - FaceGen

In Step 6 of the Fictional League Creation Wizard, you define settings for the fictional face generator for your league.

First, decide which of your players and coaches should receive fictional pictures, using the top two drop-downs.

Next, specify when you want the game to create player pictures. You can have them created at the time players are created, or on demand.

Next, define when pictures should be updated to reflect changes, such as to account for aging or team changes.

Finally, choose the type of pictures you want to use. You can choose from Normal (full color), Black and White, or Sepia.

For more detailed information about fictional picture options, see Fictional Picture Options.

Step 7 - Manager Settings

In Step 7 of the Fictional League Creation Wizard, you define your manager identity and a name and starting year for your file.

First, select a name, nationality, and birth date for your manager.

Next, select a team to manage. During league creation, you can choose to manage any team in your league. You can choose to start unemployed, but be careful-once you start the game, you are at the mercy of team owners, who might not want to hire a greenhorn like you!

Next, decide whether or not to play in Commissioner 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.

Finally, enter a name for your saved game, and select a starting year for your game.

When you are done, click **Start Game**. OOTP will process all the information you have selected and drop you onto the Manager Home page described in Manager Home. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Game Setup.

Standard Wizard

OOTP 9 comes with a number of standard leagues, which are each 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.

There are five steps in the Standard League Creation Wizard:

Step 1 - Select Standard League

In Step 1 of the Standard League Creation Wizard, choose one of the ten standard leagues provided in OOTP.

Step 2 - League Nation and Names

In Step 2 of the Standard League Creation Wizard, you define the league nation for your league and customize the names of your leagues, subleagues, divisions, teams, and nicknames.

This is identical to Step 2 of the Fictional League Creation Wizard.

When you are done, click **Next Step**.

Step 3 - Drafts and Player Settings

In Step 3 of the Standard League Creation Wizard, you make some decisions about drafts and initial player population.

This is identical to Step 4 of the Fictional League Creation Wizard.

When you are done, click **Next Step**.

Step 4 - FaceGen

In Step 4 of the Standard League Creation Wizard, you define settings for the fictional face generator for your league.

This is identical to Step 6 of the Fictional League Creation Wizard.

When you are done, click **Next Step**.

Step 5 - Manager Settings

In Step 5 of the Standard League Creation Wizard, you define your manager identity and a name and starting year for your file.

This is identical to Step 7 of the Fictional League Creation Wizard.

When you are done, click **Next Step**.

When you are done, click **Start Game**. OOTP will process all the information you have selected and drop you onto the Manager Home page described in Manager Home. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Game Setup.

Historical Wizard

Historical Leagues are those based on historical Major League Baseball data. This option is most commonly used by players who prefer to do historical simulations. See here for more information on what Historical Leagues are.

There are six steps in the Historical League Creation Wizard. For more detail on any of the historical options in the wizard, see the manual page about setting up historical leagues in advanced mode.

Step 1 - Historical Import Settings

In Step 1 of the Historical League Creation Wizard, you tell OOTP where to find your historical database, define which historical year you want to play, and set a number of factors that impact the ratings of imported players.

First, browse to find the path where the historical database you wish to use is located. Locate the primary database file for your historical database. To use either one of the two built-in historical databases provided by OOTP 9 (Lahman, or stat-neutralized Lahman), choose the file **historical_database.odb**. In default installations, this file can be found in C:\Documents and Settings\user name\My Documents\Out of the Park Developments\OOTP Baseball 9\stats on a PC, and Users\user name\Documents\Out of the Park Developments\OOTP Baseball 9\stats on a Mac. This should be the default directory on this screen, so in all likelihood you're already in the right place. If you are using another historical database, you should select the file from that database called **master.csv**.

Next, enter the year you want to import, and use the check box to indicate whether or not you want to import the complete history prior to the selected year. For example, if you select 1977 and check the box, your leaderboards will appear exactly as the leaderboards appeared in 1977. If you do not select the check box, it will be as if your league had no history prior to 1977.

Next, choose how to calculate current and potential ratings, and whether L/R splits should be randomized.

Finally, set the values to adjust pitchers and hitters.

When you are done, click **Next Step**.

Step 2 - League Nation and Names

In Step 2 of the Historical League Creation Wizard, you define the league nation for your league and customize the names of your leagues, subleagues, divisions, teams, and nicknames.

This is identical to Step 2 of the Fictional League Creation Wizard.

When you are done, click **Next Step**.

Step 3 - Minor Leagues and Ghost Players

In Step 3 of the Historical League Creation Wizard, you define your minor leagues and some roster settings.

Just check the box for each level of minor leagues that you want to have in your league. If you choose not to have minor leagues, your league will use a reserve roster, described in more detail in this section.

If you want to have a more complicated minor league structure, such as one in which there are multiple leagues at Triple-A level, you can drop into Advanced Mode.

For the bottom part of the page, decide whether you would like to require full minor league rosters. If you do require full rosters, most historical databases do not have enough information about minor leaguers to fill all roster spots. Therefore, the game will create fictional players to fill those slots. If you choose this option, you will also have the ability to block these fictional players from ever reaching the major leagues. Many historical OOTP players do this so that fictional players do not replace real historical players on major league rosters.

When you are done, click **Next Step**.

Step 4 - Recalculation and Expansion Settings

In Step 4 of the Historical League Creation Wizard, you define a few more settings specific to historical leagues.

First, define whether you want the game to recalcuate player ratings before each season, based on their real-life statistics.

Next, decide whether you want to automatically expand the league and hold an expansion draft.

Finally, decide whether you want to enable the automatic import of financial settings.

When you are done, click **Next Step**.

Step 5 - FaceGen

In Step 5 of the Historical League Creation Wizard, you define settings for the fictional face generator for your league.

This is identical to Step 6 of the Fictional League Creation Wizard, except that the default in Historical leagues is NOT to use fictional pictures.

When you are done, click **Next Step**.

Step 6 - Manager Settings

In Step 6 of the Historical League Creation Wizard, you define your manager identity and a name and starting year for your file.

This is identical to Step 7 of the Fictional League Creation Wizard.

When you are done, click **Start Game**. OOTP will process all the information you have selected and drop you onto the Manager Home page described in Manager Home. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Game Setup.
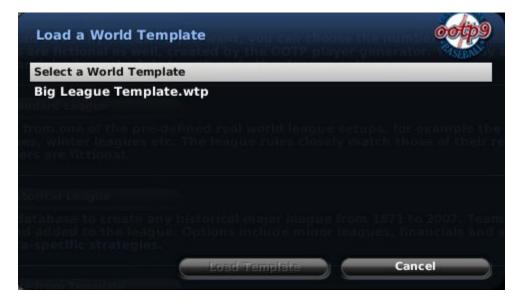
Template Wizard

OOTP 9 has a template feature that allows you to save a league as a template to be reused again later. See the section of the online manual about templates for more detailed information?about OOTP's template function.

If you already have templates saved, you can use the Template Wizard to quickly create a league based on a previously created template. There are two steps in the Template Wizard:

Step 1 - Load a World Template

In Step 1 of the Template Wizard, you select the template that you wish to use, and then click **Load Template**.

Step 2 - Manager Settings

In Step 2 of the Template Wizard, you define your manager identity, name, and a starting year for your file.

This is identical to Step 7 of the Fictional League Creation Wizard.

When you are done, click **Start Game**. OOTP will process all the information you have selected and drop you onto the Manager Home page described in Manager Home. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Game Setup.

Creating Custom Games in Advanced Mode

For many OOTP fans, one of the best things about OOTP is the ability to create your own custom baseball universe. OOTP offers unparalleled flexibility in creating a baseball world that perfectly suits your preferences.

The League Creation Wizard offers an easy way to get started with a custom game, but many OOTPers crave complete control over all aspects of their baseball universe, and the **Advanced Mode** we'll cover in this section of the online manual is where you can accomplish that control.

To get into Advanced Mode, just click on the **New Custom Game** button on the Main page. If this is your first time playing, the League Creation Wizard will open automatically. Click on the **Advanced Mode** button to cancel out of the wizard. Now you're in Advanced Mode! Let the fun begin!

Advanced Mode Overview

When you switch into Advanced Mode for creating a custom game, you are presented with a screen with a number of different tabs, also known as the "Create New Game" page. At a high level, the process of setting up a custom game is pretty simple: go through the tabs on this page and select the options you want. Once you're done, click on the **Start Game** button in the lower left. In practicality, there's a ton of information here. Let's start looking at it a little more closely:

To make this page easier to grasp, think of the page as divided into two panes, left and right. The left pane holds *global* settings within your new game; everything in the tabs on the left side of the screen affects your entire saved game. The right pane contains *league-specific* settings; everything in the tabs on the right side of the screen affects one specific league within your saved game.

Note: All OOTP games are initially "solo" games. Enabling a game for online play happens after the creation process. See the section on Online Leagues for more information.

This part of the manual is going to take you through every option you can get to through this page, so grab a drink and settle in! We'll go tab-by-tab, starting from the left-most tab, Create Game.

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

Create Game Page

The Create Game page is the left-most tab in the Advanced Mode, and it's where you put together the most fundamental pieces of your game, including:

- The name of your saved game
- The year in which your game will start
- The leagues that will be included in your game

Generally speaking, you will add leagues to your game on this side of the page, and then edit the characteristics of that league on the right-hand pane of the page. The Create Game page 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 name can contain spaces, but should not include special characters such as punctuation or the '\' and '/' characters. Game names must be unique. *Note: OOTP will automatically give your game a name of 'New Game' plus a sequential number if you do not choose a name yourself.*
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.
Add League via Wizard	Allows you to add a new league to your game via the League Creation Wizard.
Select	Select a check box next to one of the listed Standard Leagues to include

Standard League	that league in your game universe. See this page of the online manual for more information about adding Standard Leagues.
Add Historical Major League	Click on the Add Historical Major League button to add a historical league to your game. See this page of the online manual for more information about adding Historical Leagues.
Add Fictional League	Click the Add Fictional League button to add a fictional league to your game. You can add multiple fictional leagues. See this page of the online manual for more information about adding Fictional Leagues.
Import OOTP 6.12/6.5 League	Click the Import OOTP 6.12/6.15 League button to import a league from OOTP 6.12 or 6.5. See this page of the online manual for more information.
Cancel	Clicking **Cancel** cancels the game creation process and sends you to the Database Info page without saving your game. If you already had a game loaded previously, you will be returned to that game.
Templates	Allows you to load or save a world template. See the section on Templates for more information.
Start Game	Clicking **Start Game** creates your game, with all the settings you have specified. A new directory will be created on your computer, in the **OOTP Baseball 9\data\saved_games** directory. The directory will be called '**yourgamename.lg**,' where 'yourgamename' is the name of the game you entered on this page. So, if you entered a name of 'MyLeague,' there would be a new directory called **data\saved_games\MyLeague.lg**. **Warning!** Some league-specific settings cannot be changed after your game has started. It's generally easier to go through league creation once and get it right than to try to change some details later on. Don't click on the **Start Game** button until you've gone through every tab on both sides of this page.
The All Included Leagues Box	In the lower left corner of the page 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 page.

Adding Standard Leagues

To add a Standard League in Advanced Mode, select a Standard League using the appropriate check box. Standard Leagues have predefined league structures. In selecting a Standard League, you can actually add many leagues to your universe. For example, if you select the check box for Major American League, the All Included Leagues box is populated with a major league and thirteen minor leagues, like this:

For more information on what Standard Leagues are, see the section of the manual on different OOTP league types.

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, or through the use of world templates.

Once you've added a league or leagues, click on one of the leagues in the All Included Leagues box on the lower left, then go to the right pane of the page and configure the league settings for that league. Repeat that process as many times as necessary.

Adding Historical Leagues

Adding a Historical League to your game requires a few additional steps, since OOTP offers quite a few options for historical simmers. Historical Leagues are based on third-party historical databases, and OOTP 9 comes with two such databases. Before you add a Historical League, you should make yourself familiar with the historical databases that come with OOTP, or you should obtain another third-party database you wish to use, because you'll need to make a decision about which historical database to use once you try to add a Historical League to your game.

To create a historical league in Advanced Mode, follow these steps:

1. From Advanced Mode, click on the **Add Historical Major League** button on the left side of the Create New Game page.
2. A browser window will open. Locate the primary database file for your historical database. To use either one of the two built-in historical databases provided by OOTP 9 (Lahman, or stat-neutralized Lahman), choose the file **historical_database.odb**. In default installations, this file can be found in C:\Documents and Settings\user name\My Documents\Out of the Park Developments\OOTP Baseball 9\stats on a PC, and Users\user name\Documents\Out of the Park Developments\OOTP Baseball 9\stats on a

Mac. This should be the default directory on this screen, so in all likelihood you're already in the right place.

If you are using another historical database, you should select the file from that database called **master.csv**.

3. Click on the file to highlight it, and then click the **Confirm** button.
4. You will be presented with the Historical League Import Options page.

This page has a number of options to set, as follows:

Option	Description
Enter Season Year	The historical season that you wish to import. This is the season in which your league will begin. You can choose any year your historical database supports, but OOTP 9 typically supports from 1871-2007.
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 OOTP. For example, let's say you decide to import the year 1927. If you check this box, Babe Ruth will have 60 home runs (the number he hit in 1927) added to his career total. If you leave it unchecked, it will be as if you are beginning the 1927 season, and only homers Ruth hit prior to 1927 will be in his career total.
Import complete history	If this box is checked, all player history prior to the selected year will be imported. For example, if you start a game in 1977 with this option checked, all the leaderboards and record books in the game will be accurate as of the end of the 1976 season. If you leave the checkbox blank, there will be no history in your league

	when you first start. *Note: Importing complete history will cause the import process to take much, much longer, as instead of importing a single year of data, you are effectively importing 40, 60, or even 100 years of history!*

Base Current Ratings on...	This option basically allows you to choose between the pure Lahman statistical database, and Garlon and Spritze's neutralized database. There are two options in this drop-down, used to determine the current ratings assigned to imported players.
	
	   o **Real Stats:**The "standard Lahman" option. Current player ratings will be assigned based on a player's historical statistics. So, in this case, a player who played in a hitter-friendly park throughout his career could end up with inflated ratings.
	   o **Neutralized Stats:**The "Garlon and Spritze" option. Current player ratings will be assigned based on a player's neutralized statistics, giving perhaps the most accurate assessment of individual player ratings on an even playing field.

Base Potential Ratings on...	There are four options in this drop-down, used to determine the potential ratings assigned to imported players.
	
	   o **Career Totals:** Player potential ratings will be assigned based on a player's entire career.
	   o **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 and later.
	   o **Peak Seasons of Career:** Player ratings will be assigned based on the best years of a player's career.
	   o **Remaining Peak Seasons:** Player ratings will be assigned based on the best years a player has yet to play.

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 Fewer than X At-Bats	This setting forces the game to adjust the batting 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 making them closer to the league average. By default, players with fewer than 200 at-bats

	will be adjusted.
Weaken Hitters with Fewer than X At-Bats	Similar to the prior setting, this setting forces the game to severely reduce the batting ratings for players who had a very low number of at-bats in the selected season, reducing their hits/HRs, etc. By default this is set to 50 at-bats.
Adjust Pitchers with Fewer 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 making them closer to the league average. By default, players with fewer than 25 innings pitched will be adjusted.
Weaken Pitchers with Fewer 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, reducing strikeouts, etc. By default this is set to 10 innings.

5. Once you have the settings you want, click on the **Import League** button, and your Historical League will be created. It might take several minutes to import, because the game is loading and creating ratings for each player from the season you selected. If you chose the "Import Complete History" option, this process can take an hour or more, especially on older machines!

6. When the import is complete, you will be returned to the Create New Game page, where you can make additional adjustments to your game. You can have multiple historical leagues in your game, if you so desire. So, for example, 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 should schedule your first-year player draft between October and November. Otherwise, your rookies will make their Major League debuts a year earlier than you expected. Also note: As the Historical Import Options screen indicates, pre-1901 Historical Leagues always start with an inaugural draft.

7. Once you've added a league or leagues, click on one of the leagues in the All Included Leagues box on the lower left, then go to the right pane of the page and configure the league settings for that league. Repeat that process as many times as necessary.

Other Historical Options

In addition to importing entire Historical Leagues, you can also import historical players or teams individually.

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, entitled 'Fictional Baseball League':

All Included Leagues (click to edit)
Fictional Baseball League

Any leagues added using this button are considered *parent leagues*. Affiliated (minor) leagues are added through the **Add Minor League** action menu on the right side of the page. We'll cover that in a minute. If you're unclear on what we mean by parent leagues and affiliated leagues, see the section of the manual on Game Universe Terminology.

Once you've added a league or leagues, click on one of the leagues in the All Included Leagues box on the lower left, then go to the right pane of the page and configure the league settings for that league. Repeat that process as many times as necessary.

Adding OOTP 6.12/6.5 Leagues

The process for adding an?OOTP 6.12 or 6.5 league to your game via Advanced Mode is exactly as described in the section of the manual about creating games from OOTP 6.12 or 6.5 leagues.

Once you've added a league or leagues, click on one of the leagues in the All Included Leagues box on the lower left, then go to the right pane of the page and configure the league settings for that league. Repeat that process as many times as necessary.

Templates

At the bottom of the Create Game page is an action menu called **Templates**.

Load World Template
Save this Setup as Template

Templates ▲

Templates are a neat feature that can save you time if you like to create multiple worlds. A template is like a oopy of the game structure you have created, that can later be used to create a new game with an identical structure. Templates created during the game creation process contain only the structure of your game. Templates created *after* a game has started include all of the players in that game as well.

Saving a Template

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, enter a name for your template and click **Save Template.**

Loading a Template

To load an already exiting template into your game, select **Load World Template** from the **Templates** action menu. Then, choose the template from the menu. Templates are saved in the **world_templates** directory inside your OOTP installation 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 OOTP, you will be able to select the new template.

Example of Template Usage

As an example, you could create a fictional game with 16 teams in 2 subleagues, starting in 2000. Then, before starting the game, you could save the game as a template. Then, you could create 3 copies of the same game based on that template, and you could sim 20 years in each. They would be like 3 "alternate universes," where you could compare who became Hall of Famers in each of your three worlds.

Alternately, you could do the same thing, but create the template *after* the game had started. Then, you could set your 3 alternate universes to see how certain players or teams did with a salary cap in one world and no free agency in another world.

Game Options Page

The second tab on the left side of the page displays the **Game Options** page, which is filled with options that broadly affect your game. Remember, stuff on the left side is *global*, which means that it affects every league in your game. But, each saved game can have different Game Option settings.

This page sets some important global variables for your baseball universe. The settings on this page affect every league in your world, although they do not affect other saved games. The Game Options are as follows:

Game Options

Game Options hold a few very broad options that drastically affect your game:

Option	Description
Use Complete Scouting System	If this box is checked, OOTP's scouting system will be in use. See the section on Scouting for further details. If scouts are turned off, all player ratings and potential values you see in the game will be the actual values.
Scouting Accuracy	This allows you to select how accurate scouts are in your game world. This can be set from very low to very high. (*This option only available in OOTP 9 version 9.1.0 and later*.)
Use Complete Coaching System	If this box is checked, OOTP'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 trainers. See the section on Coaches and Personnel for further details on these features.

Fictional Picture Options

OOTP 9 can create fictional pictures for your players and coaches. Fictional faces appear with their team's cap and jersey, and their logos as well. Faces are divided into several facial types. They can be displayed at multiple angles with multiple backgrounds, and change as players age or gain weight.

Option	Description
Player Pictures for	• **All Players** - All players in your game will receive fictional player pictures. • **Major League Players Only** - Players in the major leagues receive fictional pictures. All other players will not automatically receive pictures. • **No Fictional Pictures** - No players will receive fictional player pictures.

Create Player Pictures	• **Upon Player Creation** - Fictional pictures are created at the time players are newly created, such as when an first-year player draft pool is generated. • **On Demand** - Fictional pictures are created automatically whenever required to display the image on-page. For example, when you open a player's profile, the picture will be generated.
Update Player Pictures	• **Yearly Only** - Pictures are updated on January 1. Updates include changes based on age, weight, or team. • **Always if Needed** - Pictures are updated immediately. Updates include changes based on age, weight, or team.
Coach Pictures for	• **All Coaches/Scouts/Managers** - All coaches, scouts, and managers will have fictional pictures. • **No Fictional Pictures** - No coaches or other personnel will receive fictional pictures.

Player Options

The Player Options allow you flexibility regarding OOTP's player model.:

The first several options in this section are *modifiers*. Modifiers are used in a number of places in OOTP 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 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 are the modifiers 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.

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

The rest of the player options are as follows:

Option	Description
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 the section on international scouting for more information on scouting hidden players. If this option is not selected, no hidden players will be created, and international scouting will be disabled. Additionally, if you have turned scouting off, you will be unable to access hidden players, even if this check box is selected.

Show & use player personality ratings	Players in OOTP have distinct personalities based on a number of personality ratings. If this option is checked, the game will display these player personalities in the player profile and use them in game decision-making. See Player Personality for more information.
Show & use player morale ratings	Players in OOTP have morale, which affects how they play, and of course whether they are interested in signing a contract with your team. If this option is checked, the game will display player morale information and use it in game decision-making. See Player Morale for more information.
Keep career L/R splits	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • **Keep All** - Saves the player's career left/right splits (highest disk/memory usage). • **Major League Stats Only** - Saves only the player's major league left/right splits. • **Keep None** - Does not save career splits (lowest disk/memory usage).
Keep career fielding stats	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • **Keep All** - Saves the player's career fielding stats (highest disk/memory usage). • **Major League Stats Only** - Saves only the player's major league career fielding stats. • **Keep None** - Does not save career fielding stats (lowest disk/memory usage).
Keep career postseason stats	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • **Keep All** - Saves the player's career postseason stats (highest disk/memory usage). • **Major League Stats Only** - Saves only the player's major league postseason stats. • **Keep None** - Does not save career postseason stats (lowest disk/memory usage).

Retiring Players
OptionsThis 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.

Financial Modifiers

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.

Financial Modifiers	
Financial Coefficient	1.000

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 the section on OOTP's financial model.

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 .500, 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, click on any tab and then return to the tab that you want to view.

AI Options

AI options control how the game's artificial intelligence selects team lineups.

AI Options	
Lineup Selection	Traditional

Option	Description
Lineup Selection	**Traditional** - The AI will choose lineups using traditional theory, which factors in both player ratings and L/R split ratings. **Sabermetric (Splits Favored)** - The AI will choose lineups based on Sabermetric theory, which uses exclusively L/R split data to make decisions.

AI Player Evaluation Options

These options control how the game's artificial intelligence evaluates players.

AI Player Evaluation Options		
Ratings Weight	30	%
Current Year Stats Weight	50	%
Prev. Year Stats Weight	15	%
2 Years Ago Stats Weight	5	%

In OOTP 9, the computer considers both a player's ratings and his statistical performance over the past 3 years when evaluating players. By changing the values here, you can adjust the formula the computer uses to evaluate players.

In the example above, 30% of a player's evaluation will come from his ratings, 50% from his statistics in the current season, 15% from his statistics from last year, and 5% from two years ago.

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 Coach / Personnel Personalities and Strategies for more information.

Also see the section on Trading for more information.

Suspension, Injury & Fatigue Options

These options affect how player suspensions, injuries, and fatigue are handled in your universe.

Option	Description
Enable Suspensions	When this check box is deselected, no players will experience suspensions due to in-game brawls, etc., but not including drug-related suspensions.
Enable Drug Suspensions	When this check box is deselected, no players will experience drug-related suspensions.
Enable Injuries	When this check box is deselected, 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.
Position Player Fatigue	This option controls how quickly position players become fatigued during the season. The value can be set from None to High.

See Suspensions for more information on player suspensions, and see Injuries, Fatigue, and Aging for more information on player injuries and fatigue.

Rating Scales

OOTP uses a number of ratings to describe the abilities of players and coaches. These rating scales can be changed at any time. They don't actually change player ratings, just the scale on which they are displayed.

Player ratings are defined in more detail in the section on Current Ratings and Potential Ratings, but the numeric range you choose is strictly a matter of preference.

Option	Description
Player Ratings	Defines the scale used to view current player ratings.
Player Potential	Defines the scale used to view player potential ratings.
Other Ratings	Defines the scale used to view other player ratings (such as speed and baserunning skills).
Show Ratings > Max	By default, OOTP limits ratings to the scale defined. However, if this option is enabled, some exceptionally rare players might have ratings above the top end of the defined ratings scale. For example, on a scale of 1-100, there could be players with 120 ratings.

Overall/Potential Rating	Scouts in OOTP give each player an overall rating. You can choose not to show these overall ratings, use a 20-80 scale, or use a star-based system. The star-based system displays player ratings from one-half to five stars, in half-star increments. OVR ★★★★ POT ★★★★★
Overall rating based on all players, not position	By default, OOTP overall ratings compare players to other players at the same position. For example, shortstops are rated relative to all other shortstops. If you select this check box, the game will instead rate all players compared to all players in the entire league, across positions.
Coach/Scout Ratings	Defines the scale used to view coach/scout ratings. See Coaches and Personnel for more information on coaches and scouts.

OOTP 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 (in increments of 5)
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.

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

Auto-Save & Logs Options

The Auto-Save & Logs Options section contains a few additional choices for administering your league. These options mainly give you some flexibility in terms of what files OOTP saves over the course of your game's history. Depending on what you're interested in, adjusting these settings can drastically impact the size of your league files.

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, 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. See here for more information about box scores. 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, or consider using OOTP's Almanac.
Save Game Logs from . . .	The Save Game Logs from . . . option allows you to choose which game logs will be 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. See here for more information about game logs. 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, or consider using OOTP's Almanac.
Save Replays from . . .	The Save Replays from . . . option allows you to choose which replays will be saved. The more replays you save, the more space is taken up on your computer. You can choose to save replays from all leagues, human leagues, human organizations, human teams, or none. For more information, see the section of the manual on replays.

Keep news logs . . .	Allows you to define whether to discard old news log files to save disk space. You can choose to keep none, all, or just the logs from the last two or ten years. Discarding news log files means that you will no longer be able to read news articles from those years.
Keep injury logs . . .	Allows you to define whether to discard old injury log files to save disk space. You can choose to keep none, all, or just the logs from the last two or ten years. Discarding injury log files means that you will no longer be able to see injury reports from those years.
Keep transaction logs . . .	Allows you to define whether to discard old transaction log files to save disk space. You can choose to keep none, all, or just the logs from the last two or ten years. Discarding transaction log files means that you will no longer be able to view transaction logs from those years.

League Settings

The right half of the Create Game page is all league-specific. That is, when you add a new league to your game on the left, you use the tabs on the right to define the settings for that league.

Each league in your game has many league settings, but OOTP can only display these settings for one league at a time. You define which league you are currently editing by clicking on a league in the All Included Leagues box on the lower left hand side of the screen. The right side of the screen also confirms the Selected League:

There are five different tabs/pages in the League Settings, as follows:

- Structure
- Names & Affiliations
- Rules
- Options
- Strategies & Equivalencies

In addition to these, which we will cover in a moment, the right pane has an action menu, which functions as follows:

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, OOTP 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 Customizing OOTP for more information on customization. *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.*
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 OOTP is customizable. See Customizing OOTP for more information on customization.

Add Minor Leagues Menu

If the currently selected league is not a child league, then another menu called the Add Minor Leagues menu will appear at the bottom right. Read on for more information about adding minor leagues.

Adding Minor Leagues

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 selected league. OOTP supports five levels of minor league play: Triple A, Double A, Single A, Short Season A, and Rookie, plus two 'feeder leagues,' college and high school.

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 All Levels option creates five new minor leagues underneath the selected league, one at each level (Triple A, Double A, Single A, Short Season A, and Rookie). It does not create any feeder leagues. 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 page.

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.

Feeder Leagues

A feeder league feeds players into its parent league. Feeder leagues have minimum and maximum age limits for players, and once players exceed their age maximum, the players go into the draft pool for their parent league. When a new season starts in a feeder league, the rosters are filled up again with players of the minimum age. So, the older players get drafted, or dumped into the free agent pool if undrafted, and young ones get added automatically for the following season.

Each feeder league can feed players into only one league, and you cannot have a 'daisy chain' of feeder leagues. That is, you can't have a high school league that feeds into a college league that feeds into a professional league.

There are two types of feeder leagues: college and high school. These two types behave identically. The names, like league levels, are mainly just for categorization.

Important: Feeder leagues are not meant to simulate real-world college and high school baseball. There is no early entry into the draft, recruiting, redshirting, or similar staples of college and high school baseball.

In past versions of OOTP, GMs knew relatively little about players in the upcoming first-year player draft pool, other than their scouted ratings. Feeder leagues add immersion, providing a draft pool full of players with several years of statistical history leading up to the draft, in addition to scouting reports. This gives general managers much more information on which to base draft decisions. This is additionally helpful in leagues that allow the trading of draft picks, because GMs can make intelligent decisions about how strong a particular draft class looks by scouting and researching the draft class in advance.

Feeder leagues behave very similarly to minor leagues. Players in feeder leagues have minor league contracts and share all the rules of the parent league.

Players in a feeder league will appear in the first-year player draft pool of the major league once they are no longer eligible for their feeder league. Your first-year player draft will also be supplemented with enough fictional players to fill out the draft, if necessary.

Feeding First-year player drafts Completely through Feeder Leagues

If you want your parent league's first-year player draft to be fed completely by feeder leagues, you will need to do some math to determine how many feeder league teams you will need to fill out your draft class completely. So, using the default of a 5-year age range, we calculate as follows:

Feeder leagues with 5-year age ranges (18-22, for example) typically feed 6-9 players per team to the parent league each year. Smaller age-ranges result in more players entering the draft each year.

[Number of teams in your parent league] x [Number of rounds in your first-year player draft] = total # of players needed in first-year player draft

[total # of players needed for draft] / 6 (rounded up) = minimum # of feeder league teams required

For example, let's say you have a 16-team major league, and a 5-round first-year player draft. You need 16 x 5, or 80 players in your first-year player draft each year. We divide 80 by 6 and round up, getting 14. If you have 14 feeder league teams, you should get enough players from your feeder leagues to populate your first-year player draft entirely with feeder league players.

Of course, it's always better to err on the side of more teams. If you end up with more players than you need for the draft, then the undrafted players will simply enter the free agent pool.

Adding Independent Minor Leagues

Minor leagues created through the Add Minor League action menu are automatically affiliated with the 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 first-year player draft, and could potentially have affiliated leagues underneath it as well.

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

Structure Page

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

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	You choose one of the following league levels for a league: • Major League Level • Triple A (AAA) • Double A (AA) • Single A (A) • Short Season A (S A) • Rookie League (R) • International (INT) • Winter League (WL) • College (COL) • High School (HS) League levels are used as classifications only. Each league level has slightly different default settings. 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. Additionally, player statistics are tracked separately for each league level, giving you the ability to view a player's statistics only for certain league levels, or for all combined. *Note: In the real world, teams send players to play in Winter Leagues. This does not happen in OOTP. Winter Leagues are just a different classification of league. A Winter League behaves the same as any other league.* *Note: If you have selected a standard league, the league levels are set by default to the appropriate values.*
League Nation	Each league must have a home nation. OOTP 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 Nations, Cities, and Player Origins for more information on customizing nations. 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.

Parent League	This field identifies the league that is the parent of the selected league. If the selected league is a parent league, this display reads 'Not Affiliated.' See Game Universe Terminology for more information on parent and affiliated leagues.

League Structure Set Up

The League Structure Set Up section defines the number of subleagues in the 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.

Subleagues

The Subleagues section defines the configuration of each subleague in the 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.

Names & Affiliations Page

The Names & Affiliations page is used to modify the names of your league and all of its components - subleagues, divisions, and teams. It is also used to define affiliations, or relationships between teams in child leagues and teams in parent leagues. It's also used to set names for your annual player awards.

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

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 3 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 inserted into the game's 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 pages and reports.

Team Nations

In addition, on this screen you can associate any team in your league with a specific nation. Just choose the nation from the drop-down box. By default, all teams in your league will match the League Nation.

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.

Additionally, OOTP 9 allows one custom award. With some screen resolutions, you might need to scroll down to find this award. This custom award can be used for any purpose you choose; Relief Pitcher of the Year, Best Left-Handed Third Baseman, whatever you like. However, unlike the others, this award will not be granted automatically. This award, as well as others, can be awarded to a player manually by a commissioner. See Other Commissioner Functions for more information on manually assigning awards.

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 with teams in the parent league. Minor leagues also have drop-downs for you to set their 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 first-year player 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 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.*

Rules Page

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

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.

Roster Rules

The Roster Rules section defines how rosters are handled in the selected league. See Roster Rules and Management for more information about rosters in OOTP.

Option	Description
Age Minimum	The minimum age for players on this roster. Players under this age cannot be placed on rosters in this league. Set to 0 for no age minimum. *Note: Age limits are checked on the first day of the offseason.*
Age Maximum	The maximum age for players on this roster. Players over this age cannot be placed on rosters in this league. Set to 0 for no age maximum. *Note: Age limits are checked on the first day of the offseason. So, you could have a player who is over the age maximum for part of the season.*
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 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 0 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 15 and 70 players. Expanded rosters can be disabled. See 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 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 25 and 70 players. Secondary rosters can be disabled. See Secondary (40-Man) Rosters for more information. *Note: Even if you set your secondary roster to a number other than 40, some pages might still refer to the '40-man roster.'*
Minimum Days of Service for One Service Year	The number of calendar days a player must be on a team before he accumulates one 'service year.' Service Years impact free agency for players. See 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 30 days, or waivers can be disabled. See 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 30 days, or DFA can be disabled. See 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 Minor League Option Years for more information.
Disable Right to Refuse Minor League Assignment	If this box is checked, players will no longer have the right to refuse minor league assignment. This option is typically only required in online leagues where the commissioner wishes this ability.
Rule 5 Draft	If this box is checked, the league will have a Rule 5 Draft. See for more information.

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

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 leagues. Otherwise, trades can happen only within the selected league, if allowed at all.

Allow trading of recently drafted players	If this is unchecked, then players with less than a full year of pro service who were recently drafted cannot be traded. This is the so-called "Incaviglia Rule" from professional baseball. (This is new in OOTP 9.1.2.)
Allow Draft Pick Trading	If this box is checked, teams can trade draft picks in the upcoming first-year player draft to other teams. Only the upcoming draft's picks can be traded.

See Trading for more information on trading in OOTP.

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.

Option	Description
Automatically Import Historical Rookies	If this box is checked, each year the actual rookies from the historical database will be imported into your league automatically. *Note: If you want historical rookies to be assigned to the same teams they played for in real life, you must disable the first-year player draft, described in the Amateur Draft Rules section below. 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 first-year player draft pool.*
Database Path	During game creation, this area displays the text 'Please set after game has been created!' When you access this page 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. *Warning!* *If the historical database is moved or deleted without correcting this value, your game will be unable to continue!*

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

Amateur Draft Rules

The Amateur draft rules establish league rules concerning first-year player drafts.

Option	Description
Amateur draft	If this box is checked, an amateur player draft will be held each year in the league. *Note: If this option is deselected, the game will create fictional free agents during each offseason, so that teams do not run out of players.*
Amateur Draft Date	The date on which the first-year player draft will be held.
Amateur Draft Number of Rounds	The number of rounds in the first-year player draft. This value can be between 1 and 50 rounds.
Generate Players for X Rounds	This option allows you to define how many rounds' worth of players you want to generate. By default, the game will generate just enough players for all teams to draft in each round. This gives you the ability to create more or fewer players than necessary. This value can be between 0 and 150.
Amateur Draft Pool Reveal Date	By default, the annual draft pool is revealed one month prior to the first-year player draft date. However, this option allows you to customize this value. It can be set anywhere between 5 and 75 days before the draft, in increments of 5 days. This option is most commonly used in online leagues, where first-year player drafts typically take place over a longer period of time.

See First-year Player Drafts for more information.

Note: If you elect not to have a first-year player 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 first-year player drafts. Affiliated leagues receive players directly from their parent leagues. Any parent league might or might not have an first-year player draft.

Financial Rules

The Financial Rules section sets up the financial model to be used in the league. See the Financial Model for more information on finances in OOTP.

Financial Rules

Average Attendance per Game	30000
Average Ticket Price	$15.00
Away team's gate share (%)	20
Financial System	✓ Enable Financials
Minimum Service Years for Free Agency	6 Years
Allow Free Agents from other Leagues	✓ Enabled
Allow Free Agents to leave League	✓ Enabled
Draft Pick Compensation for lost FA's	✓ Enable Compensation
Service Years Required for Arbitration	3 Years
Minimum Service Years for Minor League FA	6 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	Luxury Tax
Soft Cap (% of average payroll):	120
Tax above Soft Cap (%):	20
Cash Maximum	$25,000,000
Average Scouting Budget	$2,000,000

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.
Away Team's Gate Share	Percentage of ticket sales revenue at the home team's ballpark that is paid to the away team.
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 Free Agency for more information.
Allow Free Agents from other Leagues	If this box is checked, free agents from other leagues can be signed to play in the selected league. If unchecked, players from other leagues cannot be signed. See Free Agency for more information.
Allow Free Agents to leave 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 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 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 Salary Arbitration for more information.

Minimum Service Years for Minor League FA	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 free agency can be disabled. See 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	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. *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 might be best to play with the player salary averages a bit before assigning a specific salary cap.*
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	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. 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.
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. Cash Maximum is calculated on the day the offseason starts.
Average Scouting Budget	The average scouting budget for teams in this league. See Scouting for more information.

Average Coach Salary	$200,000
Minimum Player Salary	$390,000
Super Star Quality Player typical Salary	$15,000,000
Star Quality Player typical Salary	$10,000,000
Good Quality Player typical Salary	$6,000,000
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	$450,000

Option	Description
Average Coach Salary	The salary of an average coach or staff 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.

Options Page

The Options page contains miscellaneous league options, and is divided into nine separate sections.

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.

If the box is unchecked, players will be distributed among teams automatically when the league is started. See Inaugural Drafts for more information.

Progressing Options

Progressing options are used only in fictional historical leagues. These options control how your league behaves between seasons.

Option	Description
Automatically adjust League Strategy	This option automatically changes leaguewide strategies according to the historical era. This includes things such as the frequency of stolen bases, etc. See the Team Strategy Page for more information on the different strategies this can affect.
Import adjusted financial settings after each year	This option uses a set of historical financial data stored in \OOTP Baseball 9\data\database\financials.txt to realign your league finances after each season with actual historical numbers.
Automatically adjust league totals modifiers after each season for historical accuracy	This option will automatically adjust league totals after each season, based on the actual league totals in the upcoming year. This will result in your historical league producing league totals very similar to actual historical totals from that year.
Automatically import historical player-creation modifiers	This option will automatically adjust player-creation modifiers based on real-world player performance during that specific year, resulting in players who tend to match the skillsets of similar players in the same years in the real world.

Historical Progressing Options

These options are only available when configuring league settings for historical leagues. They control how your league behaves between seasons.

Option	Description
Automatically expand league	Automatically expands your historical league at the precise time that real-world leagues expanded. OOTP will automatically handle changes in team names, nicknames, league structure, etc.

Expansion Mode	Defines whether or not an expansion draft will be held if you have chosen automatic expansion. See League Expansion for more information.
Protected Players per Team	Defines how many players are protected in the expansion draft.
Base Roles / Positions on	Defines whether historical progression will be based on the real-life statistics of a player, or the AI's assessment of his skills. For example, real-life statistics would cause Dennis Eckersley to become a relief pitcher at the same time he did in real life, while AI evaluation could cause him to remain a starter.
Automatically adjust League Strategy	Automatically changes leaguewide strategies according to the historical era. This includes things such as the frequency of stolen bases, etc. See the Team Strategy Page for more information on the different strategies this can affect.
Import adjusted financial settings after each year	Uses a set of historical financial data stored in \OOTP Baseball 9\data\database\financials.txt to realign your league finances after each season with actual historical numbers.
Retire players according to history	Forces players to retire from OOTP after the same season in which they retired in real life. Otherwise, OOTP will decide retirement by itself, and historical players may end up having significantly longer or shorter careers than they did in real life.
Recalc player ratings based on real stats after each year	Forces OOTP to recalculate player ratings after each season based on how the players performed in real life. For example, if in the next season in real life a player performed at a much higher level, his OOTP ratings will increase automatically. If this is not enabled, players will improve normally according to their OOTP potential ratings.
Double weight of current year stats	Doubles the weight of the player's current year stats evaluating historical players. If you are playing in 3-yr recalc mode in 1988, for example, then player ratings will be based on 1987+1988+1989 stats. If you are playing in 3-yr recalc mode with "double-weight" in 1988, then player ratings will be based on 1987+1988+1988+1989 stats. The focus year is added twice into the evaluation. Some people feel that this option results in more realistic AI decisions in certain areas, like pitcher roles.
Ratings recalculation base	Determines the base to be used for player ratings recalculations. You can choose 1, 3, or 5 years. For example, using 3-year recalc in 1988 means that player ratings will be recalculated based on 1987+1988+1989 statistics.
Base Ratings on	Allows you to choose whether you will base player ratings on their actual stats (using the Lahman database), or park-neutralized stats (Garlon/Spritze database).
Automatically adjust league totals modifiers after each season for historical accuracy	Automatically adjusts league totals after each season, based on the actual league totals in the upcoming year. This will result in your historical league producing league totals very similar to actual historical totals from that year.

Player Options

Player Options give you flexibility in defining your player population.

Option	Description
Foreigner Percentage	During the creation of your league, and subsequent first-year player drafts (if enabled), OOTP 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 the Structure Page. The foreigner percentage setting determines what percent of the players in your league will not be from 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 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 and Japan.
Allow incomplete minor league rosters (ghost players)	By default, OOTP requires players for every roster spot in each league in your game. However, some players, particularly those interested in historical play, prefer not to have fictional ballplayers in the minor leagues. When you select this check box, the game will fill empty roster spots with 'ghost players.' These players have no names or recorded statistics. This allows you to play a game with only a few real players on a minor league roster. So, when you look at the team's roster, you might see only four players.
Block fictional players from reaching majors	This option prevents any fictional players from ever reaching the major leagues. Historical players may use this if they want to ensure only true historical major leaguers ever play in the major leagues. *Note: This option is only available in historical leagues with minor leagues attached and no ghost players enabled.*

Created Age Min	By default, OOTP creates players with a mix of ages appropriate for baseball. You can use this setting to set a specific minimum age for players created in your league. Set to 0 for no age minimums. You must set both this and the Age Max, or both values will be ignored.
Created Age Max	By default, OOTP creates players with a mix of ages appropriate for baseball. You can use this setting to set a specific maximum age for players created in your league. Set to 0 for no age maximums. You must set both this and the Age Max, or both values will be ignored.

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.

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. *Note: You should use Low stats detail only if there is some specific need to do so. Using low detail can cause some areas of the game to behave differently. For example, news articles will not show correct 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.

Spring Training Options

Select the Schedule Spring Training check box to conduct spring training each season. See Spring Training for more information on Spring Training.

Note: Spring training settings can be changed only during the offseason or preseason.

Schedule Options

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

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, 2007 (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	OOTP 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. *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 League Functions for more information.*
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. *Note: If a subleague is not separated into divisions, it will not have an unbalanced schedule, regardless of whether this box is checked.*
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. *Note: This option will not appear for leagues that have only one subleague.*

OOTP has a very flexible custom schedule system that uses XML schedule files. The game comes with a number of predefined schedules that match all 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 Schedules for more information on customizing schedules. Schedule files are stored, and can 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 League Functions for more information on editing schedules.

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

All-Star Game Options

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

All-Star-Game Options
√ **Hold Allstar Game**
√ **Automatically Schedule Allstar Game**

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 ask you to provide a date, and 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.

Playoff Options

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

Note: OOTP 9 also has a very detailed customizable playoffs feature that is accessible only after the initial game creation. Select Game Setup from the☐Game Menu, then click League Setup, and select the Options tab.

Option	Description
Disable Playoffs	If this box is checked, there will be no playoffs in the 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	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. The number of wildcard teams is determined by the game automatically, based on the number of 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 produce 8 teams in the playoffs.
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 (if they are different teams) 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.

Split Season Format	✓ 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

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.

Hall of Fame Requirements for automatic Induction	
Minimum Hits	3000
Minimum Home Runs	500
Minimum AVG	.300
Hits minimum for AVG above	2000
Minimum VORP	750
Minimum Wins	300
Minimum Saves	500
Maximum ERA	3.50
Minimum Wins for ERA above	200

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.

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 prevents players with a good batting average, but fewer than this number of hits, from being automatically inducted. Similarly, 'Minimum Wins for ERA above' works in conjunction with Maximum ERA to prevent pitchers with a good ERA, but fewer than this number of wins, from being automatically inducted.

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 a total of 305 home runs for the purpose of Hall of Fame qualifications. He must meet any requirement completely within that league.

Strategy & Equivalencies Page

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

Import Settings

The Import Settings allow you to specify a year on which to base your league. Depending on the year you select, OOTP will automatically adjust a number of different settings to make the baseball experience more similar to that year in the real world.

Import Settings affect the following things:

- Financial settings (ticket prices, typical salaries, etc.)
- League strategy settings (how often players bunt, how often closers are used, etc.)
- Player creation modifiers (how likely are players to hit lots of home runs, etc.)

General Strategic Tendencies

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

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 Coach / Personnel Personalities and Strategies and the Player Strategy Subpage for more information.

Historical Modifiers & Totals Options

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

There are two options here.

Option	Description
Automatically adjust league totals modifiers after each season for historical accuracy	When you select this check box, 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.
Automatically import historical player creation modifiers	When you select this check box, 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 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 1920s, you will start to see hitters developing higher home run power and contact ratings, since there was an offensive explosion in the 1920s. 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.

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.

Traditional OOTP

OOTP has two types of player creation modifiers, or 'PCMs': traditional OOTP PCMs, and Sabermetric PCMs. Player creation modifiers allow you to customize the skills of all players created in a particular league. For example, you could use player creation modifiers to make all players created in your league extremely powerful.

Most players of OOTP should nev er need to adjust these numbers. By default, OOTP generates realistic players in every era. However, if you wish to change the nature of the players in your leagues, read on for more information.

PCMs are set as percentages, with 1.000 being the default value. To change PCMs, increase or decrease a modifier . 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 the .

Traditional OOTP Player Creation Modifiers (1.000 equals Modern-Day 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
Pitching Endurance	1.000
Running Speed	1.000
Fielding Ratings	1.000

Traditional OOTP PCMs affect the strength of major leagues relative to each other, in terms of the current and potential ratings of their players. For instance, if you have two major leagues in your universe, and one has the default Traditional OOTP PCM value of 1.000 for Home Run Power, while the other has a Traditional OOTP PCM value of 0.500 for Home Run Power, then Home Run Power talents and ratings will be roughly 50% lower in the second league. Traditional OOTP PCMs affect both the quality of players generated when the league is first created and the quality of new players created for that league's draft or college and high school feeder leagues.

Traditional OOTP PCMs 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.

Sabermetric Player Creation Modifiers

OOTP has two types of player creation modifiers, or 'PCMs': traditional OOTP PCMs, and Sabermetric PCMs. Player creation modifiers allow you to customize the skills of all players created in a particular league. For example, you could use player creation modifiers to make all players created in your league extremely powerful.

Most players of OOTP should never need to adjust these numbers. By default, OOTP generates realistic players in every era. However, if you wish to change the nature of the players in your leagues, read on for more information.

PCMs are set as percentages, with 1.000 being the default value. To change PCMs, increase or decrease a modifier. 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 the .

Sabermetric Player Creation Modifiers	
Batting Average	1.000
Extra-Base Hits	1.000
Home Runs	1.000
Walks	1.000
Strikeouts	1.000

Sabermetric PCMs can be used for either major leagues or minor leagues, but they are recommended for minor league use only because of their more unpredictable results

compared to Traditional OOTP PCMs. When used for minor leagues, Sabermetric PCMs affect only the quality of players generated when the league is first created. They do not affect the quality of new players created in subsequent years - that aspect is controlled solely by the PCM's used by the relevant major league. During initial league creation, the effects of minor league PCM's are cumulative with major league PCM's, so that players created for a AAA league affiliated to a major league with PCM's of 0.5 across the board will be about half as good as players created for a AAA league affiliated to a major league with PCM's of 1.0 across the board, assuming that both AAA leagues have the same minor league PCM's.

You can set major league equivalencies for the following areas:

Batting Average
Extra-Base Hits
Home Runs
Walks
Strikeouts

League Totals and Modifiers

League totals and modifiers are the final piece in modifying your league output. While player creation modifiers 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.

Most players of OOTP should nev er need to adjust these numbers. By default, OOTP generates realistic statistics in every era. However, if you wish to directly affect the statistical output of your leagues, read on for more information.

League Totals		Modifiers
At Bats	167353	
Hits	44522	1.000
Doubles	8919	1.000
Triples	898	1.000
Home Runs	5451	1.000
Bases On Balls	16222	1.000
Hit by Pitches	1850	1.000
Strikeouts	31828	1.000
BABIP	.296	
Fielding Errors		1.000
Fielding Double-Plays		1.000
Starting Pitcher Endurance		1.000
Relief Pitcher Endurance		1.000
Groundball Percentage		1.000
Wild Pitches		1.000
Balks		1.000
Passed Balls		1.000
Sac Flies		1.000
Sac Bunts		1.000
Stolen Base Attempts		1.000
Stolen Base Success %		1.000

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
Fielding Errors (modifier only)
Fielding Double-Plays (modifier only)
Starting Pitcher Endurance (modifier only)
Relief Pitcher Endurance (modifier only)
Groundball Percentage (modifier only)
Wild Pitches (modifier only)
Balks (modifier only)
Passed Balls (modifier only)
Sac Flies (modifier only)
Sac Bunts (modifier only)
Stolen Base Attempts (modifier only)
Stolen Base Success % (modifier only)

OOTP 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.

Finalizing Your Game Settings

Whew! Depending on how complicated you want things to be, setting up your game can be an awfully complex process. Once you've set up everything for your game, click on the **Start Game** button to set the wheels in motion!

Remember, you should have done the following during the create game process:

- Define the name of your game, the starting year, and the leagues that will be in your game, all in the Create Game page
- Set the global options for your game in the Game Options page
- Defined settings for *each* league in your game in the League Settings

Once you click **Start Game**, OOTP will process all of your settings and create the game itself. Unless you created your game using the League Creation Wizard, the next thing you will be presented with is the Add Human Manager page, where you will define your manager identity.

Create Game Launch Page

The Create Game page consists of a bunch of different components. Click on the appropriate link below to get information about that part of the page, from left to right:

- Overview of the whole Create Game page
- Specifically the Create Game tab
- Game Options tab
- Structure tab
- Names & Affiliations tab
- Rules tab
- Options tab
- Strategies & Equivalencies tab

Importing Old OOTP Games

OOTP Developments knows how important your leagues are to you, and that's why, despite the complexity, OOTP provides practically unheard-of support for previous versions of the game.

OOTP 9 supports importing leagues from the following versions of the game:

- OOTP 8
- OOTPB 2007
- OOTP 6.5
- OOTP 6.12

The process for importing leagues from the different versions varies slightly, so read on for more information!

Note: Although OOTP 9 cannot import files from unsupported versions such as OOTPB 2006 and OOTP 5 directly, all is not lost if you have one of those versions. The demo version of OOTP 8 can import OOTPB 2006 files, and the demo version of OOTP 6.12 can import OOTP 5 games. Just import the file into a demo copy, and then import the resulting file into OOTP 9!

Importing OOTP 8 / 2007

Importing games from the last few versions of OOTP (OOTP 8 and?OOTPB 2007) is fairly simple. From the Main page, just click on the Import OOTP?2007/ 8?Game button. A file browser window will appear:

Use the file browser to find the .lg directory for your?old saved game. Once you have found your game directory, such as 'MyGame.lg,' browse into that folder and find the **world.dat** file. Select this file, and then click the **Confirm** button.

Your?OOTP 8 / 2007 game will now be imported, after which you will be asked to select a new name for your game file:

Notes about Importing Games from OOTP 8 / 2007

Each version of OOTP brings new functionality and changes in the algorithms that make up key aspects of the game like statistical output, scouting ratings, financial calculations, and player development. As a result, while we have tried to make previous versions import smoothly, there is always risk, and there is no guarantee that your league will behave precisely the same after importing into OOTP 9.

Here are some notes about converting?leagues from OOTP 8 or 2007:

- Importing a game does not change or damage the original saved game. It essentially makes a copy, so that you still have your original files. Even so, it is always safest to back up your game files before importing.
- Importing a game can take some time. The larger your league is, and the more history it has, the longer it will take. When importing a game, you might want to set aside a chunk of time for the import process.
- You can import a game file at any time during your game's calendar year. However, for league consistency, we recommend converting?after your last playoff game, before proceeding to the offseason.
- We highly recommend making a backup of your newly imported league, and auto-playing several seasons into the future, to assess whether the upgrade has caused any major changes or imbalances in your league. This is particularly true regarding league financial data, since many of the financial algorithms have been altered significantly to increase realism.
- Due to changes in the scouting model, most of your scouting?personnel will be eliminated. The scout who was previously your head scout will now become your scouting director.

Importing OOTP 6.12 / 6.5

Importing games from OOTP 6.5 and 6.12 is slightly different from importing from newer versions of the game. OOTP 6.5 and 6.12 had a "single league" model wherein the most you could have was a single league with three minor league levels. As a result, when you import an OOTP 6.5 or 6.12 league, you still have the opportunity to further customize your game to create a more immersive baseball universe.

Note: Before you import a league from OOTP 6.5 or 6.12, make sure that the date inside your OOTP 6.5 or 6.12 league is set to Opening Day. If it is not Opening Day, the import process will not complete successfully! It never hurts to back up your league first, too!

There are two ways to import a league from OOTP 6.5 or 6.12: using the **Import OOTP 6.12 / 6.5 Game** button on the Main page, or using the **Import OOTP 6.12 / 6.5 League** button via the Create Game Page in Advanced Mode. In either case, the process is the same:

First, a file browser window will appear:

Use the file browser to find the .lg directory for your old saved game. Once you have found your game directory, such as 'MyGame.lg,' browse into that folder and find the **league.dat** file. Select this file, and then click the **Confirm** button.

OOTP will import your league. The import process might take some time, depending on the size and complexity of your league, as well as the memory and processing power of your computer.

Once the import is complete, you will be returned to the Advanced Mode of the Create Game page, where you have the opportunity to further configure your baseball universe before starting your game. Note that your OOTP 6.5 / 6.12 league has been added to the All Included Leagues Box in the lower left:

About Minor Leagues in Imported OOTP 6.12 and 6.5 Leagues

OOTP 6.12 and 6.5 had just three levels of minor leagues: AAA, AA, and A. Because minor leagues are handled differently in OOTP 9, your minor leagues and player assignments are not recreated automatically during the import process. To ensure that your minor leagues and players are imported, 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 page, 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 want to take advantage of those additional levels of minors.)

4. Complete your league setup and start your game.

Warning! As part of the conversion process, OOTP 9's artificial intelligence might make some roster changes to your minor leagues. Also, if you attempt to import an OOTP 6.12/6.5 league into an OOTP 9 game with a different minor league configuration, such as multiple Triple-A leagues, your 6.12/6.5 league players might be reassigned to the most appropriate teams or levels automatically during the import process. You might have to go through some trial and error to get the results you like best.

In addition, by default, new players will be created during the import process to fill out any unused roster spots. If you would like your league to import with no additional players created, turn on 'ghost players' using the settings in Player Options.

Notes about Importing Games from OOTP 6.5 / 6.12

Each version of OOTP brings new functionality and changes in the algorithms that make up key aspects of the game like statistical output, scouting ratings, financial calculations, and player development. As a result, while we have tried to make previous versions

import smoothly, there is always risk, and there is no guarantee that your league will behave precisely the same after importing into OOTP 9.

Due to radical differences in data structures between OOTP 6.12/6.5 and OOTP 9, 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)
- Passwords

Additionally, although your imported league was on Opening Day, the date of the game after import will be reverted to January 1. To avoid duplication of spring training, there will be no spring training in the first season of an imported league. You might need to consider changing the date of the first-year player draft if you have already held your draft.

Note: While it is not an SI product, Larry Anderson's AU6XHistory program can convert much of the historical data from your OOTP 6.12/6.5 league that OOTP 9 does not convert. Visit Larry's site at http://www.planetootp.com/ for more information.

Quick-Start Games

One of the options on the main page is called a "quick-start game." Quick-start games are predefined baseball universes. You can use quick-starts to jump into a game quickly. Or, you can save your own OOTP games as quick-start games and share them with friends. For example, you could set up a game scenario wherein you challenge your friends to see who can take the weakest club in a quick-start game and bring it to a championship in the fewest number of years.

Quick-start games are complete leagues. That is, they already have teams and players defined. You cannot take a quick-start league and start over using the same structure, but with different players. A quick-start is much like making a copy of a saved game, only without the hassle of copying and renaming folders.

Loading a Quick-Start Game

From the Main page, click the Quick-Start Game option. Alternatively, if you already have a game loaded, you can choose Load Quick-Start Game from the Game Menu. When you do this, you will be presented with a page like the one below.
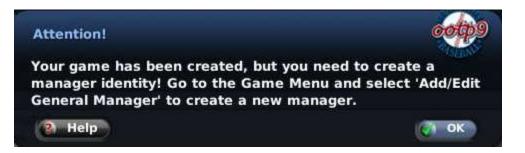
OOTP comes with?two quick-start games already created:

ABA - A complete custom league with 16 teams and 3 levels of minors, created by members of the OOTP community.
Majors - This is a major league game. Choosing this is no different from choosing Create New 2008 Major League Game from the Main Page.

Click on a quick-start game in the list to see a description of the league at the bottom of the page.

Click the quick-start game on which you would like to base your game. Enter a name for your new game, and then click Create Game at the bottom of the page. The new game will be created, and a dialog box will display alerting you to create a new human manager identity for the game:

See The Add / Edit Managers Page for more information on adding managers, and then you're ready to start your game.

Saving a Game as a Quick-Start Game

In order to save your own game as a quick-start, just load up a saved game, and then select Save Game as Quick-Start from the Game menu. You will be brought to a dialog box like the one below.

The dialog box has the following options:

Option	Description
Enter Name for the Quick-Start Game	Type a name to help you remember the quick-start game. This name is not used inside your game at all. It's just the file name for your new saved game. The name can have a maximum of 20 characters.
Enter Game Description	Enter a description for the quick-start game. This will help you remember when to use the quick-start 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 page. Your quick-start game will be saved, and will now be available whenever you choose to load a quick-start game.

Sharing Quick-Start Games

Quick-start games are saved in their own directory on your computer. There is a directory called **quickstart_games** in your game data directory (by default, C:\Documents and Settings\<your user name>\My Documents\Out of the Park Developments\OOTP Baseball 9\data\quickstart_games). Each quick-start game has its own directory, ending with **.quick**.

If you would like to share a quick-start game, zip up this entire folder and send it to another player. The second player must then unzip the folder into the same location on his or her computer. Then, the second player can use the Quick-Start option to create a new game based on that quick-start.

What is Saved in a Quick-Start Game?

A quick-start game is just like any other saved game. Although most quick-start 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 quick-start 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.

Screen Descriptions by Menu

This section of the online manual covers most of the many screens you may see within OOTP. To allow new players to progress through the manual in an orderly fashion, we have presented the screens in order according to the in-game menus, from left to right, with a few exceptions:

- Game Menu
- Auto-Play Menu
- Manager Menu
- League Menu
- Teams Menu

In addition, we have broken the player and person profiles out into their own sections, due to their importance and the volume of information in those screens:

- Player Profile
- Person Profile

The Recent, Bookmarks, and Help menus are just general features of the OOTP interface.

The Game Menu

The Game Menu is primarily used for administration functions, and has the following options:

- Human Manager Status
- Add / Edit Human Manager...
- Select Human Manager...
- Game Setup
- Database Info
- Create New Game
- Load Saved Game...
- Save Game
- Make Backup
- Restore from Backup
- Load Online League File
- Open Almanac
- Add-Ons Central
- Load Quickstart Game...
- Save Game as Quickstart...
- OOTP Preferences...
- OOTP Main Screen
- Credits
- Check for Updates
- Quit

Manager Options

The first three options on the Game Menu deal with manager identities:

- Human Manager Status
- Add / Edit Human Manager...
- Select Human Manager...

All three of these are covered in detail in the special section of the online manual dedicated to the concept of manager identities.

Game Setup

The **Game Setup** menu option takes you to a series of screens that give you the "keys to the kingdom." This is where you will make most changes to the configuration of your saved game after the initial creation process is completed. The following pages make up the Game Setup area:

- Global Setup
- Player & Picture Options
- AI Options
- Almanac Options
- Online Options
- League Setup

Many of these pages contain options that you may have already seen during the game creation process, depending on what kind of game you created. In those cases, we will refer you back to those pages in the manual for more information. But, there are also options in these pages that weren't covered during the game creation process.

Global Setup

The **Global Setup** page contains options that affect all of the leagues within your saved game:

There are numerous options on the left side of the page. With two exceptions, all of these options are described in detail in the Game Options page that we covered during the game creation process.

In addition to the options on left side of this page, you can also use the buttons in the lower right to add leagues to your saved game by adding/saving templates or by adding a league using the League Creation Wizard, both of which have been described elsewhere.

The League Setup page can also be used to change the league configuration in your saved game.

The two sets of options on this page that were not covered in the game creation section of the manual are as follows:

- Report Options
- Global Database Functions

Report Options

The Report Options section is pretty straightforward. OOTP generates a Top Prospects report during the normal course of game play. By default, this list will only be updated annually, in a similar fashion to real-world prospect reports in magazines. However, from this page, you can choose to have the Top Prospects report updated dynamically, meaning that the prospects listed on the report could change from day to day.

Global Database Functions

The Global Database Functions include two options that allow you greater customizability in player names and injuries.

When you create a new game in OOTP, the initial name and injury data that is shipped with the game is loaded into the game's internal database. You can customize these name and injury files and re-import them at a later date. For example, you could use one set of injuries while your historical simulation is in the early 1900s and another set of injuries when your simulation reaches modern times.

Option	Description
Re-Import Name and Ethnicity Database	This option reimports the names.txt, first_names.txt, and nicknames.txt files into the game. This also controls the division of player ethnicities in fictional pictures. See Customizing Names for more information.
Re-Import Injury Database	This option reimports the injuries.txt file into the game. (The off_field_injuries.txt file is automatically reimported each time you load your game.) See Customizing Injuries for more information.

Player & Picture Options

The **Player & Picture Options** page contains a number of options related to the players in your leagues. Player options are all global options. That is, they affect all leagues in your game.

This page consists of the following distinct sections:

- Player Options
- Retiring Player Options
- Fictional Picture Options
- Player Picture Options
- Coach Picture Options
- Human Manager Picture Options
- Team Picture Functions
- Beard Frequency

Player Options

The Player Options section is nearly identical to the Player Options described on the Game Options page. There are two main differences:

- You cannot change the 'Create and maintain hidden players' setting, and it is grayed out. This setting can be changed only at the time of game creation.
- The **Talent Change Randomness** option. This is a numeric value from 1 to 200 that controls how random player talent changes are. For example, a 200 here would mean that talent changes are highly random, making it more likely that players would experience significant changes in talent over the course of their career. Tweak this if necessary if you feel that player talent changes are either too drastic or too conservative. 100 is the default.

Retiring Players Options

The Retiring Player Options section is identical to the Retiring Player Options described in the Player Options described on the Game Options page.

Fictional Picture Options

The Fictional Picture options are nearly identical to the Fictional Picture options described in the Fictional Picture Options on the Game Options page, with one addition.

The FaceGen Color mode option has three settings: Normal (full color), Black and White, and Sepia. The color mode defines the nature of fictional pictures generated by the game. You can use this option to generate fictional pictures that match the mood of your game.

Player Picture Functions

The Player Picture Functions section contains several tools that allow you make changes to your fictional pictures. If you are not using the fictional pictures feature, there is no need to review this section.

Option	Description
Update/Generate Player Pictures	This option will update player pictures for any players whose BMI (body mass index, a measure of height and weight), age, or team has changed. If no picture exists, one will be created. This option will change pictures only if a change is detected. It will not pick up changes such as the addition of a new custom logo. The fundamental player pictures, however, will not be changed. That is, if a face has already been selected for a player, that player's face will only be updated, not changed.
Force Update / Generate Player Pictures	This option is similar to the one above, but it will force the computer to recreate every picture. This is helpful if you have changed team logos or made other underlying changes. This option takes longer than the option described above. The fundamental player pictures, however, will not be changed. That is, if a face has already been selected for a player, that player's face will only be updated, not changed.
Generate New Player Pictures	This option will create new pictures for all players. Be careful. This function will overwrite any existing fictional pictures. That is, if a face has already been selected for a player, that player's face will be changed to a completely new face.

Coach Picture Functions

The Coach Picture Functions are identical to the Player Picture Functions described above, but they apply to all coaches, scouts, and other team personnel in your game.

Human Manager Picture Functions

The Human Manager Picture Functions are identical to the Player Picture Functions described above, but they apply to all human managers in your game.

Team Picture Functions

The Team Picture Functions section contains a number of functions related to team logos, caps, jerseys, etc.

Option	Description
Reset all team logos	Deletes the current team logos, then searches for a new matching logo. If the game cannot find one, it will use the default team logo.
Reset all cap logos	Deletes the current team cap logos, then searches for a new matching cap logo. If the game cannot find one, it will use the default team cap logo.
Reset all jersey logos	Deletes the current team jersey logos, then searches for a new matching jersey logo. If the game cannot find one, it will use the default team jersey logo.
Reset all cap textures	Deletes the current cap textures, then searches for a new matching cap texture. If the game cannot find one, it will use the default cap texture.
Reset all jersey textures	Deletes the current jersey textures, then searches for a new matching jersey texture. If the game cannot find one, it will use the default jersey texture.

These options are needed mainly when you have added new custom logos or texture files after the initial creation of your league.

See Team Colors, Logos and Uniforms for more information on modifying team logos, caps, and jerseys.

Beard Frequency

The Beard Frequency section contains a list of the beard types used in the game, and a frequency number. You can edit these values to control how frequently fictional player pictures have beards, and what kinds of beards.

AI Options

The AI Options page contains a number of options related to the artificial intelligence in your game.

These options were all described earlier in the online manual, in the Game Options page.

Almanac Options

The Almanac is a feature that allows you to archive some or all of your records from a specific season or to automate the process of exporting league data to raw data formats.

Please hop over to the section of the online manual dedicated to the Almanac for more information!

Online Options

The Online Options page is where you can turn your league into an online league. There are a number of other options as well, such as choices that define connectivity for your online league. When the Enable Online League Mode check box is checked, a number of additional fields and buttons become available:

We will discuss online league setup, including these options, in Setting up an Online League.

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.

League Setup

The League Setup page contains six tabs that allow you change the configuration of the leagues in your game. It also gives you access to a large number of helpful functions. Most of the tabs on this page have already been defined in the Advanced Mode of the Create Game Page.

The biggest difference between these tabs and their relatives on the Create New Game page is that once a game has been started, many options can be modified only at specific times during the year. We will review all the tabs here, but in many cases, we will refer you back to the Create Game page for details.

The left side of the League Setup page lists all the leagues in your game. You can add leagues to your world from here using the **Add League** button. This opens the League Creation Wizard. You can also use the Templates action menu to add or save a template.

You can add minor leagues to any existing league by selecting the league on the left side of the screen, and then using the **Add Minor Leagues** action menu in the bottom right. This process is described in Adding Minor Leagues.

The Import/Export Action Menu

The **Import/Export** action menu is described in more detail in League Functions.

The Player/Coach Pictures Action Menu

The options in the **Player/Coach Pictures** action menu are described in the Fictional Picture Functions section of the Player & Picture Options page.

The Functions action menu is described in more detail in League Functions.

League Functions

The Functions page is described in more detail in the section of the online manual on Tools, Functions, and Editors.

League Structure

The Structure page behaves similarly to the Structure Page defined in the Advanced Mode.

However, you cannot change the structure of a league here. Editing a league's structure after the initial creation of a league is described in League Functions.

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 first-year player draft (if enabled), the player nationalities will reflect the new nation.

League Name & Affiliations

The Names & Affiliations page behaves similarly to the Names & Affiliation Page defined in the Advanced Mode. 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 name 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.

League Rules

The Rules page behaves similarly to the Rules Page defined in the Advanced Mode. Most league rules can be changed at any time. However, some financial rules can be changed only 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.

League Options

The Options page behaves similarly to the Options Page defined in the Advanced Mode. You can change most league options at any time, with the following exceptions:

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

Additionally, one big feature can only be configured here: customizable playoffs. To enable customizable playoffs, scroll down to the Playoff Options section and check the box called **Use Custom Playoffs**. Then click the **Customize Playoffs** button.

Customizable Playoffs

If you choose the **Customizable Playoffs** button, you arrive at a new screen where you can define your playoff structure:

This window is divided into two sections. The top half of the window defines *which teams make the playoffs*, while the bottom defines *how the playoffs work*.

Defining Which Teams Make the Playoffs

The top half of the screenlists columns of checkboxes representing each place in each of the league's divisions, arranged by sub league and division, and similar columns for wildcard teams. Check boxes to define which place teams and which wildcards you want to go to the playoffs. For example, in the screenshot above, we have noted that the 1st and 2nd place teams in both the Roosevelt (on the left) and Lincoln Leagues (on the right) make the playoffs. Additionally, the top two wildcards from each league also make the playoffs.

The number of teams selected must be a power of two (2, 4, 8, 16, etc.). Other than this restriction, you may choose any of the places and wildcards you wish to qualify for the playoffs. The top half of the screen is scrollable, so you may have to scroll to the bottom of the section to view all of these options in a large league.

Defining How the Playoffs Work

The bottom half of the page defines the structure for your playoffs. First, choose how first-round matchups should be determined:

- **Position**: First-round matchups are determined by the position of the teams in the standings. "Position" means the clubs are listed in the menus by their qualifying position (wild card qualifiers count as a "positions" in this case).
- **Seeding**: First-round matchps are determined by the seeding of the teams. "Seeding" means the qualifying teams, regardless of how they are determined, are all pooled together and seeded based on regular season record.

It's easiest to demonstrate the difference using an example. Say you had a league with an East Division (ED) and West Division (WD), and eight teams making the playoffs, the top four teams from each division qualifying.

Using "Position" would mean the teams would be listed as "ED #1", "ED #2", "ED #3", "ED #4" and "WD #1", "WD #2", "WD #3", "WD #4" on the drop-down menus where the opponent matchups are selected. Each menu listing corresponds to the actual selected qualifying position. If the top two teams in each division and four wild card teams qualified, then the listing would be ""ED #1", "ED #2", "WD #1", "WD #2", and "WC #1", "WC #2", "WC #3", "WC #4" (WC stands for Wild Card).

Using "Seeding" would mean the eight playoff qualifiers, regardless of whether they were the top four teams in each division, the top two teams in each division and two wild cards, or any other combination of eight qualifiers, would be pooled together and seeded #1 through #8 based on their regular season record. So in this case the drop-down menus

would list "Seed #1", "Seed #2", "Seed #3", "Seed #4", "Seed #5", "Seed #6", "Seed #7", and "Seed #8".

Note that if a league has subleagues, then the subleague abbreviation is shown in front of the division abbreviation and position or seeding number. Also, when using seeding, last I checked teams are ranked soley based on regular season record. This means division winners are not favoured in seeding, and wild card teams can be seeded higher.

The rest of the page is divided into columns representing each round of the playoffs, with the team places or seedings arranged in a tree format. The first round of the playoffs is represented by the left-hand column and each successive round's column proceeds to the right. The first line of each column is a field where you can type in a custom name for that round of the playoffs. The rest of the column consists of drop-down menus, as follows:

Option	Description
Games in Series	Allows you to choose the number of games in the series. Options include best of 1, 3, 5, 7, or 9 games.
Field Selection	Allows you to choose how the games are arranged, relative to the home team and the away team. For example, five home games and no away games (in the case of a five game series), one home game, three road games, and then one more home game, or virtually any possible combination of games.
Matchup Selection	The rest of the drop-down menus allow you to specify which seed or positions face each other in each round of the playoffs. This half of the window may also be scrollable, so that you have to scroll through it to see all the options available in a large league. When you are done, click the **Confirm** button to finalize your playoff structure. You can also hit **Reset & Cancel** to, um, do just that!

League Strategy

The Strategy & Equivalencies page behaves similarly to the Strategy & Equivalencies Page defined in the Advanced Mode. You can change your league strategy and equivalencies at any time.

Database Info

This option takes you to the Database Info page, which displays data on the currently loaded game file.

This page 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 page when you cancel out of the Create?Game page.

Tools Action Menu

The Database Info page has an action menu in the lower right, labeled 'Tools.' The options in this action menu are all described in League Functions.

Game Options

The next three options on the Game Menu deal with managing saved games:
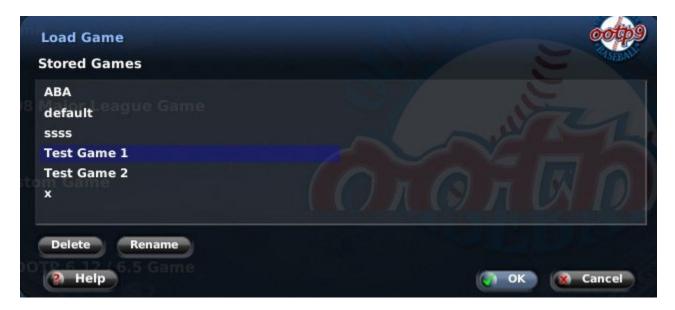
- Create New Game
- Load Saved Game
- Save Game

Create New Game

The **Create New Game** menu option takes you directly to the Create Game page in Advanced Mode. If you want to start a major league game, or import an OOTP 8 game, go back to the OOTP Main Page instead.

Load Saved Game

The **Load Saved Game** menu option brings you to the Load Saved Game page, where you will see a list of all current saved games:

To load a game, click on the saved game you wish to load, and then click OK.

Note: In order for OOTP to load a saved game, it must be stored in the data\saved_games directory of your OOTP install. You cannot browse to another location to open a saved game.

Deleting Games

You can also delete a game from the Load Saved Game page by selecting a saved game and clicking the **Delete** button.

You can also delete a saved game directly from your hard drive, and typically this is much faster than deleting through the game. Game files are stored in the data\saved_games directory, and each saved game is contained in a separate directory, ending in a .lg extension. For example, if your game is called MyGame, then there will be

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a directory called data\saved_games\MyGame.lg. To delete the saved game, simply delete the entire MyGame.lg directory.

Warning! *Do not attempt to delete a game directly from your hard drive while OOTP is running.*

Renaming a Game

You can rename saved games from the Load Saved Game page by selecting a saved game and clicking the Rename button.

You can also rename saved games directly from your hard drive. Game files are stored in the data\saved_games directory. Game files are stored in the data\saved_games directory, and each saved game is contained in a separate directory, ending in a .lg extension. For example, if your game is called MyGame, then there will be a directory called data\saved_games\MyGame.lg. To rename this game, rename the MyGame.lg directory to something else, such as YourGame.lg. However, the game directory name must end in '.lg,' or OOTP will not recognize it as a valid game.

Warning! *Do not attempt to rename a game directly from your hard drive while OOTP is running.*

Save Game

The **Save Game** menu option 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. OOTP also has some auto-save options, described on the Game Options page.

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

Backup Options

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 way to avoid a big disappointment is to back up your league files!

The next two options in the Game Menu pertain to backing up the currently loaded saved game:

- Make Backup
- Restore From Backup

Make Backup

The **Make Backup** menu option opens up a dialog box from which you can make a backup of your saved game:

By default, backups are stored in the data\backups directory within your OOTP 9 installation directory, but you can change this if you wish. Click the **Select Folder** button to open a dialog box in which you can navigate to the folder of your choice. Click the **Open Folder** button to open the selected folder using your operating system.

Once you have selected the desired folder, click the **Make Backup** button to create the backup. The OOTP backup process makes a complete copy of all of the files in your league. Once the backup is complete, it will report the number of files in your backup, and how many were changed with the most recent backup.

The OOTP backup is *incremental* by default. That is, the first time you back up a league, it will take quite some time as it backs up each file in your saved game. However, for subsequent backups, it will only process files that have changed, making the backup process much faster. As of OOTP 9 version 9.0.1 or later, you can click the **Copy All Files** button to force OOTP to run a full backup.

Some of the folders OOTP uses for storing HTML files are not saved by incremental backups, including the following:

/news/html/coaches
/news/html/history
/news/html/leagues
/news/html/players
/news/html/reports
/news/html/teams
/news/html/temp

This is because OOTP creates those folders and files dynamically each time you visit those pages, so when we try to backup incrementally, it doesn't see them has having been "updated." If you're concerned about backing up the HTML reports, please use the Copy All Files option and run a full backup each time! Also be aware that if you copy files into those directories manually, such as if you have a special custom HTML file you created, those also will not be backed up unless you use Copy All Files.

OOTP Recommended Backup Practice

OOTP gamers tend to spend a lot of time carefully building their baseball universe. It's a shame when a computer glitch or other problem causes them to lose their games, so it makes sense for OOTPers to carefully back up their saved games. Our recommendation is to back up your league as soon as you create it, when the league is at its smallest. Then, back it up after every session of OOTP you play. That will ensure that each backup takes the least possible time, while guaranteeing you a full backup in case of a problem.

Remember, though, that this backup isn't fail-proof! If your hard drive fails, you'll lose both your saved game and the backup. The only true backup is to a media which is not in your computer case and if possible, not in your home at all. Many OOTPers use a compression tool such as WinZip or WinRAR and archive a backup of their saved game at certain times. Gamers who sim many years may archive a backup after each season. Gamers who play out every game may archive a backup every game month. Ultimately, it's up to you, but the general rule of thumb is this: If you would be upset if you lost everything since you last backed up your game, you should consider backing up your game!

Tip: Windows users can save some space with their backups by setting the backups folder to "compressed." In Windows XP, right-click on the folder, select Properties. Then choose Advanced, and select "Compress contents to save disk space" and click OK. Then, choose to apply changes to the folder, all subfolders, and files.

Note: If you are a general manager, not a commissioner, in an online league, you do not need to back up your saved game. That is the responsibility of the commissioner.

Restore From Backup

The **Restore From Backup** menu option opens up a dialog box from which you can restore a saved game from an existing backup:

This dialog will display a list of existing backups in the data\backups directory. Use the **Select folder** button if you wish to restore from a backup file stored elsewhere. To restore from a backup, enter a new name for the restored game in the **Target folder or league name** box, and then click **Start restore**. For example, as you can see in the graphic above, I have entered a name of "steverestore." OOTP will restore the backup file, in the process creating a new OOTP saved game called "steverestore".

Note: You cannot restore "over" an existing saved game. Therefore, you must always choose a new name for your restored game. If necessary, you can then delete the version of the saved game you no longer need.

Load Online League File

The Load Online League File is only available in the Game Menu when you are playing in an online league. This option causes OOTP to connect to your online league's server and download the most recent version of the league file.

There is a more detailed description about this menu option in the section of the manual dedicated to online league functionality.

Open Almanac

The Open Almanac menu option ties into OOTP's Almanac feature, which gives users a lot of flexibility about what sorts of historical records they want to maintain after each OOTP simulated season.

There is a whole section of the online manual dedicated to the Almanac. Please see that section for more details on how the Almanac works!

Add-Ons Central

OOTP has unparalleled ability to customize your league, and the OOTP community produces a huge output of customizations, such as quick-start games, templates, logos, skins, schedules, and pictures. **Add-Ons Central** is a new concept in OOTP 9 designed to make it much easier for OOTP players to take advantage of some of the great custom modifications created by the OOTP community. It's also designed to make it much easier for modders to get their data to the users, without a lot of need for complicated installation instructions.

Note: You must have an active internet connection to use Add-Ons Central functionality!

When you select the Add-Ons Central menu option, you are taken to the **Add-Ons Center**, where OOTP maintains a list of add-ons it is aware of, and gives you easy access to download those files:

Adding/Removing Servers

In the top left of the page, there is a list of servers that host OOTP add-ons. By default, OOTP 9 comes with an existing connection to the OOTP Developments server as an example, although we don't actually host any add-ons. (Hey, everything WE built is in the game!) You can add or remove servers that you become aware of. Additionally, as modders begin using this functionality, OOTP may include their information in subsequent patches of OOTP.

To add a server to the list, click the **Add Server** button. However, you must first be aware of a server that hosts OOTP mods. Typically, this might happen because you saw a post on the forums about a cool mod you want to try, and the modder would provide his server information to you. The modder needs to provide you with a path to a special add-ons XML file on his server, so it might be something like this:

http://www.myserver.com/ootp/ootp9.xml

When you select **Add Server**, you will get a small dialog box like this:

Enter (or cut and paste) the full path from the modder into the dialog box, and then click **Save**. If OOTP is able to contact the host server, and they have set up their server correctly, the new server will appear in the list of Available Servers in the top left, and any files they offer for download will appear in the list of Available Add-Ons in the lower left.

Removing Servers

To remove a server from the list, just click on the **Remove Server** button to the right of the server that you wish to remove.

Reloading Add-Ons

Additionally, once you have a server recorded, it is remembered. You can use the **Reload Add-Ons List** button in the lower left to refresh the list of available add-ons from all of your available servers. This is a manual process; OOTP doesn't automatically go out and look for updates!

Downloading Add-Ons

Once you've gotten your list of add-ons, click on any add-on in the list. In the top right corner, information about the selected add-on will appear, including the title, file name, server, and a target. The target defines where in your OOTP installation the files will be installed. A description of the add-on is provided in the box below.

To download an add-on, just click on the **Download Add-On** button in the top right, or the **Download** button next to the add-on you wish to download. The selected add-on will be downloaded and saved in the data\addons\downloads folder in your OOTP installation directory.

Installing Add-Ons

Once you've downloaded an add-on, the Download and Download Add-On buttons change to become **Install** and **Install Add-Ons** buttons. Click one of these buttons to install the selected add-on. If the modder has packaged the add-on correctly, it will be installed, and you're all set to go!

Caveat

Of course, please remember that add-ons are the responsibility of the creator, not of OOTP Developments. As such, if you run into problems installing an add-on, or if you need more information about how a particular add-on works, you should work first with the creator of the add-on. Similarly, OOTP can offer no guarantees as to the stability of your saved games when using add-ons.

Add-Ons for Modders

Add-Ons Central doesn't bring a whole lot of benefit to our users unless the modders and hosts take advantage! Luckily, providing your data to your "customers" via Add-Ons Central is a simple matter of packaging your customization the right way, and maintaining a simple XML file on your server! This page will walk you through the process of hosting an add-on.

Making Add-Ons Appear in OOTP (for modders and file hosts)

Add-Ons Central communicates with hosts through the use of a simple XML file that you create and host on your server. This XML file tells us information about your server, and about any files you wish to host for OOTP 9. To make one of your add-ons appear in OOTP, use the following steps:

1. Create an XML file using the schema specified below, and place it on your server
2. Make sure your add-on is packaged correctly as defined below, and place it on your server in the path you indicated in your XML file.
3. Inform your potential customers of the path to your server XML file.

OOTP Add-Ons Host XML File Details

The OOTP add-ons host XML file is very simple. It can have any name, as long as the extension is .xml, and it must be hosted in a directory that OOTP users can access. Below is a sample of the XML schema of the file:

```
<?xml version="1.0" encoding="ISO-8859-1"?>

<ADDONS>
<SERVERS>
<SERVER unique_name="My Cool OOTP Hosting Site" host="www.mycoolsite.com"
add_ons_info="ootp/addons/ootp9.xml"/>
</SERVERS>
<FILES>
<FILE title="My Cool Picture Pack" description="OOTP player photos using famous
actors" host="www.mycoolsite.com" path="ootp" name="MyCoolPicturePack.tar.gz"
target="$userdata" forumlink="http://www.ootpdevelopments.com/board/off-
topic/166451-when-banana-best.html"/>
</FILES>
</ADDONS>
```

That's it! See below for some more details.

Server Node Attributes

The SERVER node has the following attributes:

Attribute	Description
unique_name	A unique name for your site. Duplicate names are not allowed.
host	The top-level address/domain of your hosting site.
add_ons_info	The path to the OOTP add-ons host XML file on your server

The combination of server and add_ons_info must be unique.

File Node Attributes

The FILE node has the following attributes:

Attribute	Description
title	A title for your add-on, which will display in the list of Available Add-Ons.
description	A description for your add-on, which will display on the right side of Add-Ons Central when your file is selected.
host	The top-level address/domain of your hosting site.
path	The path to the specific add-on on your server
name	The file name of the add-on on your server
target	The target defines the begin point for installing your add-on. See below for more information on acceptable targets.
?forumlink	Defines a link to the forums, for example where you explain more details about your mod.

For files, the combination of host, path, and name must be unique.

More about the Target Attribute

In order for OOTP to be able to automatically install your add-on, your add-on must be in either .tar.gz, .tar or .tgz format. If it is, OOTP can install it into an OOTP folder, defined by the "target" attribute. The following targets are allowed:

Target	Description
$custdata	Files will be installed into the folder where custom user data is stored. By default, this is My Documents\OOTP Developments\OOTP Baseball 9\. However, this could change if the user chooses to install custom data in a special directory. Custom data includes folders such as /ballcaps, /jerseys, and /logos.
$userdata	Files will be installed into the folder where the user data is. By default, this is My Documents\OOTP Developments\OOTP Baseball 9\. User data is basically the saved_games directory.
$basedata	Files will be installed into the base data folder. By default, this is Program Files\OOTP Developments\OOTP Baseball 9\data\.
$leaguedata	Files will be installed into the currently open league's saved_game directory. By default, this is My Documents\OOTP Developments\OOTP Baseball 9\data\saved_games\yourleague.lg\.
?$leagueimages	Files will be installed into the currently open league's images directory. By default, this is My Documents\OOTP Developments\OOTP Baseball 9\data\saved_games\yourleague.lg\news\html\images\.

Making Sure Your Add-On Installs Correctly

The key to success is making sure your archive saves relative path names. With a .tar.gz file, you have to select the folders from the base folder. For example: You want to create an add-on with player pictures. These pictures are in My Documents\OOTP

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Developments\OOTP Baseball 9\data\photos. You would open the base folder, which is My Documents\OOTP Developments\OOTP Baseball 9\data\ in this case, right click on /photos and select "Add to tar.gz file" if you have your TAR tool installed this way (and if you're a lucky user of MS Windows). Otherwise, you start your TAR tool, create a new archive and add the /photos folder to it. The TAR archive needs to save relative path names! You can easily check it out by opening the archive with the TAR tool: you should see the folders in it, like "photos" for this example.

Obviously, there is some trial and error involved in getting this set up, but once you did, it should be a breeze!

Getting Your Add-Ons to the Users

Once you've finished this setup, all that's left to do is to get this information to your users. The instructions for your customers should be simple. In fact, you could probably just cut and paste this text:

To download this mod, use the following steps:

1. Open OOTP.
2. Load any saved game.
3. Select **Game | Add-Ons Central**.
4. Click **Add Server**.
5. Cut and paste this string into the dialog box, and hit **Save**:
   http://www.yourservername.com/path/xmlfile.xml
6. The name of my server, "My Server Name," should appear in your list of Available Servers, and my add-on, "My Add-On Name," should appear in the list of Available Add-Ons.
7. Click the **Download** button next to my add-on.
8. When the download is complete, click on the **Install** button next to my add-on.
9. (Insert any further instructions for how to see the fruits of your labor!

OOTP stores a file in the data\addons directory called addons.xml, using the exact same XML schema as the one above. When a user adds your server to his list, your server's information is added to that user's local XML file, so that your server will be remembered until he manually removes it.

Quick-Start Options

The next two options in the list relate to OOTP's quick-start functionality, a great way for newer players to get into a game quickly:

- Load Quickstart Game...
- Save Quickstart...

Both of these options are described fully in the section on quick-start games.

OOTP Preferences

The OOTP Preferences option in the Game Menu takes you to the Game Preferences page.

OOTP Main Page

This option returns you to the OOTP Main Page.

Credits and Special Thanks

The Credits and Special Thanks pages display a list of members of the development team, beta team, and everyone else whose help we greatly appreciate!

Check for Updates

The Check for Updates option 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.

Note: You must have an internet connection in order to check for updates!

Quit

The Quit option will save your current league and then quit OOTP. You will be asked to confirm before quitting.

Note: It is not possible to quit OOTP without saving your game!

The Auto-Play Menu

The Auto-Play Menu (represented by a baseball icon) deals with advancing the date in your game world and simulating games:

The concept of auto-play and simulating games has a whole dedicated section in the online manual. Hop over there for a detailed review of the features in this menu!

The Manager Menu

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

- Manager Home Page
- Commish Portal
- News
- History
- Options
- Team
- Available Jobs
- Resign from Team...
- Player Search & Shortlist
- Staff Search & Shortlist
- Explore World

Manager Home

Selecting **Home** from the Manager Menu brings you to the Manager Home page, a 'portal' for OOTP managers, and it's typically the first page a manager sees when starting a game. Like most portals, this one includes many links to common destinations for managers. (Note that this page has changed slightly in version 9.1.0 and later of OOTP 9!)

The Manager Home page is divided into six different panes of information: one on the left, two in the middle, two on the right, and one at the bottom. Because the Manager Home page is primarily a series of links to other pages, most of the actual features that this page links to are described elsewhere in this guide.

Daily Management

The Daily Management pane on the top left includes links broken into three categories: Team Management, Transactions, and Other Options.

In addition, at certain times of the year, Special Events will become visible, such as the spring training note in the graphic above.

Note: Commissioners in online leagues will also see a section for "Online League Functions" and a tab leading to the Commissioner Portal.

Your Team

The Your Team pane in the top center of the page gives some overall statistics about whichever team you currently manage.

The team name at the top is hyperlinked to your Team Home page.

Play

The Play Games pane in the bottom center of the page shows the next game on your schedule. If the next game is today, you will also have the option to play out the game. There are also a number of auto-play options. This section will also show your most recent game results, with links to the box score and game log.

Play Games

Next Game: Today
at Oklahoma City Vigilantes (64-67, .489 PCT, 20 GB)
Play Game
Auto-Play Today
Auto-Play until next Week

Last Game: 8/31/2008   **Box**   **Log**

	6	7	8	9	10	11	12	13	14	R	H	E
Indianapolis	0	5	0	0	0	0	0	0	2	9	7	3
Minneapolis	0	0	4	0	0	0	0	0	1	8	12	4

W: N. Smith (1-0) L: R. Morín (3-4)
HR - IND: S. Adams (26), T. Merced (12) MIN: F. Watson (21), R. Smith (15), J. Ramírez (16), B. Silva 2 (9)

Team Leaders

The Team Leaders section in the top right shows the top two leaders on your team for the current year in batting average, home runs, RBI, wins, ERA, and strikeouts.

Team Leaders

A. Harris	.326 AVG	D. Cunningham	13 W
B. Silva	.307 AVG	M. O'Neil	11 W
J. Ramírez	.285 AVG	P. Washam	11 W
A. Harris	34 HR	D. Cunningham	2.35 ERA
F. Watson	18 HR	M. O'Neil	3.56 ERA
J. Ramírez	16 HR	P. Washam	4.63 ERA
A. Harris	93 RBI	D. Cunningham	244 K's
R. Smith	69 RBI	M. O'Neil	157 K's
B. Silva	67 RBI	P. Loeffler	130 K's

Information Center

The Information Center on the bottom right includes quick links to a number of the reports most commonly reviewed by managers. The reports are divided into team-specific reports (on the top) and league-specific reports (on the bottom).

See the Team Home Report for more information about team-specific reports and the League Home Report for more information about league-specific reports.

News Messages

The News Messages pane at the bottom of the screen shows a small portion of your mailbox. Click on any news article to go to the Manager News page. See that page as well for more detail about OOTP's mail system.

Commissioner Portal

The **Commish Portal** menu option only appears in the Manager Menu only when the game is in online mode, and the current user is the commissioner. The in the section of the online manual dealing with online leagues.

Manager News

Selecting **News** from the Manager Menu brings you to the Manager News page, your source for news about your team, league, organization, and for personal communications from your owner and players. You can define what news you receive by changing your News Subscription Settings described on the Manager Options page.

About OOTP's News System

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, 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.

Types of Messages

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

Public messages are visible to the whole world. All public messages are visible through the League News Page. However, a manager typically receives only a small subset of the league news in his Manager News page, based on his News Subscription Settings. 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 messages such as the following:

- BNN (Baseball News Network) news articles about league awards
- League newsletters informing managers about key events
- BNN rumors about contract negotiations around the league
- BNN transaction news, such as completed trades
- BNN news about important hirings and firings
- BNN news articles about noteworthy game performances, such as shutouts or games with 3 or more 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
- Management job offers, if you are unemployed

Receiving a personal message can trigger auto-play to stop, depending on your Exit Auto-Play settings, described on the Manager Options page.

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 envelope with a number on it. This is the 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.

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.

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. 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 in the case of an article about a manager.

Filter Messages

In the top right of the page is an action menu called Filter Messages. This filter is similar but not identical to those described in Views and 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.
BNN News	Only official BNN (Baseball News Network) news messages will be displayed. These typically include award articles and game performance articles.

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

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.

Option	Description
Delete Message	Deletes the 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, and also if you have been offered a job. The use of this option will be described in more detail in those sections.

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!

Customizable News Articles

Most news articles in OOTP are customizable.

Manager 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:

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.

Manager Options

Selecting **Options** from the Manager menu brings you to the Manager Options page. If the Manager Home is your portal for getting stuff done with your team, the Manager Options page is more about your managerial preferences. 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.
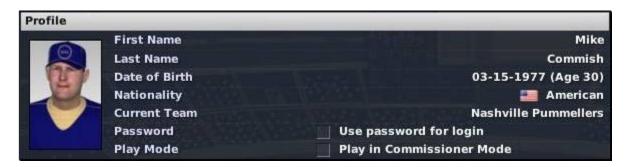
Note: The Team Control Settings section of this page has changed slightly in OOTP 9 version 9.1.0. The text below describes the page as it exists in version 9.1.0 and later.

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

Profile

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

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. *Note: Your manager's age does not matter in-game. Your manager identity cannot die of old age.*
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 page 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. Manager passwords are most commonly used in online leagues. ***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.*
Play Mode	If the **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 Commissioner Functions for more information. This option will also activate the **Set Commish Password** action button at the bottom of the page, described a little later. If the **Cannot be Fired** button is selected, your manager identity will never be fired, no matter how poorly you perform. Commissioners also cannot be fired, but this is an excellent option for someone who doesn't want to be fired, but doesn't want the additional functionality or responsibility of being commissioner!

This information can also be edited through the Add Manager to Game page.

Team Controls

OOTP allows you great flexibility in managing your team or organization. Some managers love to micromanage, 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.

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The Team Controls section has the following 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 Coaches and Personnel.
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 Coaches and Personnel. See Roster Rules and Management as well for more information on roster moves.
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 Coaches and Personnel. See Roster Rules and Management as well for more information on roster moves.
Minor League Signings/Releases	Defines who is responsible for minor league signings and releases, including minor league personnel signings. You can choose from your manager identity or the minor league managers from your team personnel as described in Coaches and Personnel.
Minor League Promotions/Demotions	Defines who is responsible for minor league roster moves, specifically promotions and demotions. You can choose from your manager identity or the minor league managers from your team personnel as described in Coaches and Personnel.
Minor League Lineups/Depth/Pitching	Defines who is responsible for managing the day-to-day affairs of minor league teams in your organization, including all settings and strategy for minor leagues. You can choose from your manager identity or the minor league managers from your team personnel as described in Coaches and Personnel.
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 Coaches and Personnel. See Trading for more information.

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

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 below. As with the Team Control section, you can choose to delegate some or all of these responsibilities.

Vacation Settings		
Setting Lineups/Depth/Pitching Staff	C. Ayers (Computer AI)	▼
Roster moves (Demotions, Promotions etc)	C. Ayers (Computer AI)	▼
Transactions (Signing, Releasing Players)	C. Ayers (Computer AI)	▼
Minor League Signings/Releases	Minor League Managers	▼
Minor League Promotions/Demotions	Minor League Managers	▼
Minor League Lineups/Depth/Pitching	Minor League Managers	▼
Initiate and react to trades	C. Ayers (Computer AI)	▼

There are six 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 you don't want anyone to make changes while you are on vacation, leave the Vacation Setting on '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!

Effective Delegation

Be sure to delegate effectively! If you have taken responsibility for an area in the Team Control section, and then you 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 eight players. But the computer manager won't rearrange your batting order for you-the new player in the lineup will bat in the same spot as the player he replaced. If you had delegated authority, your staff members would rearrange the batting order to the best of their ability.

Why Would I Go on Vacation?

Most professional managers are unlikely to take vacations, especially during the season. However, in OOTP, 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.

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. For example, you can use these settings to instruct OOTP 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.

There are five 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 Injuries, Fatigue, and Aging for more information on player injuries.

	If this box is checked, auto-play will stop any time a player on a team that you are directly managing suffers a DTD (day-to-day) injury. A day-to-day injury is one that does not prevent a player from playing, but the player will perform at a lower level and with a greater risk of further 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 Injuries, Fatigue, and Aging for more information on player injuries.
When a player suffers a DTD injury:	
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 Disabled Lists 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 Types of Messages on the Manager News page 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 Trading for more information. *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.*

News Subscription Settings

The News Subscription Settings allow you to specify what types of news articles you would like to receive in your mailbox, the Manager News Page.

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. *Note: With this selection, you will not receive league news. You will receive only news about your organization.*

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. *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.*
News from the entire world	You will receive all news from all leagues throughout the world.

See Types of Messages on the Manager News page 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 Player / Staff Search & Shortlist.

Team Information

The Team Information section displays current season team statistics for the team you presently manage, including overall, team batting, and team hitting statistics.

Team Information

Overall record	9-13, .409 PCT, 2.5 GB
Position in Division	3rd place
Record at home	2-5, .286 PCT
Record on the road	7-8, .467 PCT
Record in extra-inning games	2-1, .667 PCT
Record in one-run games	2-4, .333 PCT
Record vs. left-handed SP	2-2, .500 PCT
Record vs. right-handed SP	7-11, .389 PCT
Record last 10 games	4-6, .400 PCT
Record in April	9-13, .409 PCT

Team Batting Stats & Rankings

Batting Average	.262 - 4th in SL1
On-Base Percentage	.316 - 6th in SL1
Slugging Percentage	.401 - 4th in SL1
On-Base + Slugging	.717 - 5th in SL1
Runs Scored	92 - 5th in SL1
Hits	199 - 4th in SL1
Extra-Base Hits	67 - tied for 2nd in SL1
Home Runs	17 - 5th in SL1
Bases-On-Balls	57 - 7th in SL1
Strikeouts	160 - tied for 7th in SL1
Stolen Bases	11 - 4th in SL1

Team Pitching Stats & Rankings

Earned Run Average	4.37 - 7th 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.

Actions

There are five actions that can be taken on the Manager Options page.

Action	Result
Set Commish Password	Sets the commissioner's password. *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.*
Set Password	Sets the manager's password. *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.*
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. 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 Available Jobs and for more information about resigning and finding a new job.
Picture	The Picture action menu is described in Common Action Menus.

Manager Team

If you are currently employed as a manager, there will be a link in the Manager Menu with your team's name. Selecting this menu option will take you to your Team Home page.

Available Jobs

The **Available Jobs** page, accessible by navigating to **Manager Menu | Available Jobs**, is the place to go if you find yourself unemployed.

Teams Offering a Job	League	Level	Action
Atlanta Rebels	American Baseball Association	Major League Level	Apply as GM
Boston Colonials	American Baseball Association	Major League Level	Apply as GM
Chicago Hitmen	American Baseball Association	Major League Level	Apply as GM
Cincinnati Rivermen	American Baseball Association	Major League Level	Apply as GM
Los Angeles Moguls	American Baseball Association	Major League Level	Apply as GM
Pittsburgh Keystones	American Baseball Association	Major League Level	Apply as GM
San Francisco Golden Gators	American Baseball Association	Major League Level	Apply as GM
St. Louis Dredgers	American Baseball Association	Major League Level	Apply as GM
Chicago Clout	American Baseball Association	Major League Level	Apply as GM
Detroit Bears	American Baseball Association	Major League Level	Apply as GM
New York Empires	American Baseball Association	Major League Level	Apply as GM
Cleveland Eagles	American Baseball Association	Major League Level	Apply as GM
Baltimore Barons	American Baseball Association	Major League Level	Apply as GM
Boston Morrills	American Baseball Association	Major League Level	Apply as GM
Washington Mutuals	American Baseball Association	Major League Level	Apply as GM
Los Angeles Quakes	American Baseball Association	Major League Level	Apply as GM
Ajax Cruisers	Golden Horseshoe League	Triple A	Apply as Manager
Keswick Ice Fishers	Golden Horseshoe League	Triple A	Apply as Manager
Oshawa Carriages	Golden Horseshoe League	Triple A	Apply as Manager
Peterborough Locks	Golden Horseshoe League	Triple A	Apply as Manager
Pickering Lakers	Golden Horseshoe League	Triple A	Apply as Manager
Thornhill Blue Sox	Golden Horseshoe League	Triple A	Apply as Manager
Vaughan Millers	Golden Horseshoe League	Triple A	Apply as Manager
Uxbridge Celts	Golden Horseshoe League	Triple A	Apply as Manager
Brampton Roses	Golden Horseshoe League	Triple A	Apply as Manager
Brantford Bells	Golden Horseshoe League	Triple A	Apply as Manager

For more information on this page and job-seeking, go to the section of the manual on Getting Hired.

Resign from Team

The **Resign From Team** menu option is only available in the Manager Menu when you are gainfully employed. Choose this option 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 if you wish. Check the section of the online manual for more information.

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.

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 page tells you how many players there are.

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

On this page, you can take advantage of OOTP's views and filters to sort through the data. You can also use most of the common drop-downs and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Player / Staff Shortlist Page

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 in 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.

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 to sort through the data. You can also use most of the common drop-downs and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page 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.

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:

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.

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.

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.

Explore World

A manager needs to keep a global perspective, and selecting **Explore World** from the
Manager Menu brings you to a page where?you can do just that.

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.
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 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.
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.
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 first-year player draft class. Generally speaking, more players will be generated from nations with high levels of play.

Nation Profile

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 (which is the state, in the United States), population, latitude, and longitude.

Players from Nation

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

Nation Editor

The **Nation Editor** is described in the section of the online manual on in-game editors.

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. This menu is not actually called the 'League menu' within the game. Instead, the menu is labeled with the abbreviation of the currently selected league. So, if your league is the Fictional Baseball League (FBL), this menu will be called FBL.

In addition to the menu options described below, this many may occasionally also include options related to special events, such as Spring Training and All-Star voting. 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 transactions area where managers can work trade, free agent, and waiver-wire magic:

- Home Page
- News
- Reports
- Standings
- Scores & Schedule
- Statistics
- Transactions
- Free Agents
- Trade
- Waiver Wire
- Available Personnel
- History

League Home

The League Home page is a web portal for the currently selected league, consisting of 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.
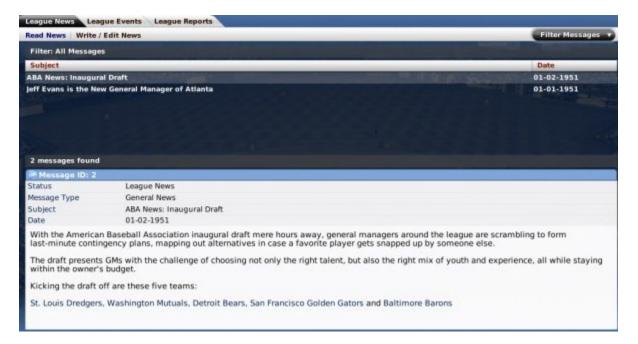
We have elected to describe all in-game reports in Current Year Reports.

League News

League news includes news messages, reports, and a list of leaguewide events, broken down into three tabs of information. The first tab, **League News**, is split into two subpages - one for reading news, and one for writing news.

Reading News

The Read News page is very similar in nature to the Manager News page. The main difference is that while the Manager News page contains customized data for each manager identity, the Read News page is the same for all managers.
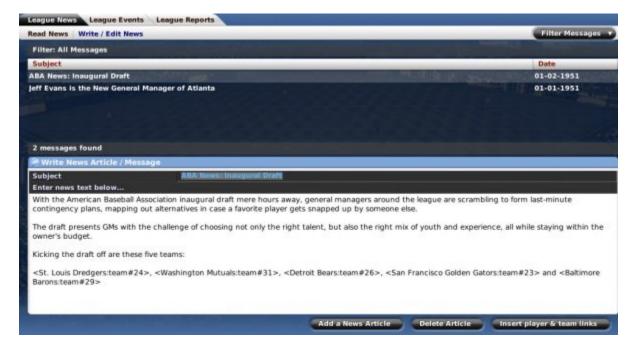
The Read News page displays all the public news for the selected league. As on the Manager News page, articles involving a player will display a player card. You can also use the Filter Messages drop-down.

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

Write/Edit News

In OOTP 9, you can also write or edit your own news articles. These articles will appear in your news pages just like any of the computer-generated messages. If created by an online league commissioner, these messages will appear in the league files your general managers download, and they will also appear in any HTML files you create. (However, online league GMs cannot write articles and have them automatically uploaded to the commissioner.)

Adding / Editing an Article

To edit an existing article, simply click on the article in the list of articles in the top half of the screen, and edit the text below. When editing an existing article, you do not have to save your changes. Your changes take effect automatically as soon as you move to another article or screen.

To add a new article, click on the **Add a News Article** action button. A new article will be created:

You can also add hyperlinks into your text, for any player or team names you insert. Just type a player's name, and then click the Insert player & team links action button. The game will attempt to identify your player, and will insert some code that will become a hyperlink, like this:

<Kelly Allen:player#54>

Once you save your article, this will become a hyperlink to the player's profile in the game. However, the game cannot create the links correctly if there are multiple players with the same name. You can manually create hyperlinks if you know the Player ID, which can be found in the Player Editor.

Deleting an Article

To delete a game-generated or custom article, click the **Delete Article** action button. You will receive a confirmation message. There is no way to undo a deleted article.

League Events

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

League News	League Events	League Reports	

Date	Scheduled Event
Tuesday, January 2nd, 1951	ABA Inaugural Draft
Saturday, March 17th, 1951	1951 Spring Training Begins
Monday, April 16th, 1951	1951 OPENING DAY
Wednesday, May 16th, 1951	ABA First Year Player Draft Pool Is Published
Friday, June 15th, 1951	1951 ABA First Year Player Draft
Sunday, July 8th, 1951	1951 All-Star Teams are announced
Tuesday, July 10th, 1951	1951 All-Star Game
Tuesday, July 31st, 1951	Trading Deadline
Saturday, September 1st, 1951	ABA Roster Expansion
Sunday, September 30th, 1951	1951 Regular Season Ends
Tuesday, October 2nd, 1951	1951 PLAYOFFS BEGIN

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 League Events for more information on league events.

Warning! *The League Events page shows events only from the 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.*

League Reports

The League Reports page contains a series of in-game HTML reports about various aspects of the 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 Current Year Reports. Please see that section for screen shots and more detail about League Reports.

Standings Page

The **Standings** page in the League Menu 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 winning streak and its record over the last 10 games, and a magic number.

Fictional Baseball League Standings																	Show League Leaders
SL1 Division 1	W	L	PCT	GB	G	Last 10	Streak	Magic #	**SL2 Division 1**	W	L	PCT	GB	G	Last 10	Streak	Magic #
Chicago Sword Swallowers	0	0	.000	-	0	0-0		163	Austin Arsenal	0	0	.000	-	0	0-0		163
Detroit Cavemen	0	0	.000	-	0	0-0		163	Chandler Rebels	0	0	.000	-	0	0-0		163
Jacksonville Chainsaws	0	0	.000	-	0	0-0		163	Columbus Golden Giants	0	0	.000	-	0	0-0		163
Queens Spirit	0	0	.000	-	0	0-0		163	Memphis Tempests	0	0	.000	-	0	0-0		163
SL1 Division 2	W	L	PCT	GB	G	Last 10	Streak	Magic #	**SL2 Division 2**	W	L	PCT	GB	G	Last 10	Streak	Magic #
El Paso Flies	0	0	.000	-	0	0-0		163	Bakersfield Steelers	0	0	.000	-	0	0-0		163
Las Vegas Dustdevils	0	0	.000	-	0	0-0		163	Nashville Bay Hawks	0	0	.000	-	0	0-0		163
New York Iron Birds	0	0	.000	-	0	0-0		163	San Antonio Raptors	0	0	.000	-	0	0-0		163
Tucson Cyclone	0	0	.000	-	0	0-0		163	San Jose White Caps	0	0	.000	-	0	0-0		163

In addition, by selecting the **Show League Leaders** checkbox in the upper right, you can choose to have OOTP display a set of leader boards on either side of the standings:

Fictional Baseball League Standings								Show League Leaders

SL1 Leaders

Batting AVG
1. T. Camacho (NY) .391
2. Q. Rosuto (JAC) .380
3. J. Dent (EP) .365

Home Runs
1. T. Camacho (NY) 8
2. J. Dent (EP) 7
3. G. Munoz (NY) 7

RBI
1. J. Dent (EP) 23
2. T. Camacho (NY) 20
3. A. Ray (JAC) 20

Stolen Bases
1. N. Ichikawa (CHI) 6
2. K. Riggs (DET) 6
3. H. Riley (JAC) 6

On-Base + Slugging %
1. T. Camacho (NY) 1.330
2. J. Dent (EP) 1.145
3. A. Ray (JAC) 1.066

Batter VORP
1. T. Camacho (NY) 20.0
2. J. Dent (EP) 17.4
3. A. Ray (JAC) 15.5

Hitting Streak
1. A. Ray (JAC) 18
2. T. Barnes (CHI) 14
3. A. Newell (QUE) 11

Wins
1. L. Delia (LV) 3
1. K. Dorst (DET) 3
1. F. Duran (TUC) 3

Saves
1. V. Trevino (JAC) 7
2. P. Medina (QUE) 6
3. D. Sullivan (LV) 4

Strikeouts
1. G. Farrell (JAC) 33
2. D. Swallow (JAC) 33
3. T. Flores (QUE) 32

ERA
1. H. Bradley (NY) 1.46
2. K. Dorst (DET) 1.54
3. J. Robinson (JAC) 1.59

Pitcher VORP
1. H. Bradley (NY) 15.5
2. P. Martinez (NY) 14.1
3. K. Dorst (DET) 13.5

SL1 Division 1	W	L	PCT	GB
Jacksonville Chainsaws	16	5	.762	-
Queens Spirit	10	13	.435	7
Chicago Sword Swallowers	9	13	.409	7.5
Detroit Cavemen	6	16	.273	10.5
SL1 Division 2	W	L	PCT	GB
Tucson Cyclone	13	8	.619	-
Las Vegas Dustdevils	12	9	.571	1
New York Iron Birds	11	11	.500	2.5
El Paso Flies	10	12	.455	3.5

SL2 Division 1	W	L	PCT	GB
Memphis Tempests	15	8	.652	-
Austin Arsenal	12	10	.545	2.5
Columbus Golden Giants	11	10	.524	3
Chandler Rebels	11	11	.500	3.5
SL2 Division 2	W	L	PCT	GB
Bakersfield Steelers	13	9	.591	-
San Jose White Caps	11	10	.524	1.5
Nashville Bay Hawks	7	14	.333	5.5
San Antonio Raptors	7	15	.318	6

SL2 Leaders

Batting AVG
1. W. Horton (MEM) .430
2. J. Wood (NAS) .588
3. P. Brown (BAK) .352

Home Runs
1. J. Horton (BAK) 12
2. C. Morales (AUS) 10
3. K. Owens (SA) 8

RBI
1. J. Horton (BAK) 28
2. K. Owens (SA) 23
3. C. Morales (AUS) 22

Stolen Bases
1. L. Conley (SJ) 9
2. J. Rains (SJ) 8
3. B. Howard (BAK) 7

On-Base + Slugging %
1. J. Horton (BAK) 1.247
2. C. Morales (AUS) 1.126
3. T. Mullet (NAS) 1.106

Batter VORP
1. J. Horton (BAK) 16.7
2. C. Morales (AUS) 16.2
3. W. Horton (MEM) 15.5

Hitting Streak
1. J. McDonald (AUS) 16
2. C. Morales (AUS) 15
3. W. Horton (MEM) 13

Wins
1. D. Evans (MEM) 3
1. J. Foster (SJ) 3
1. C. Hughes (SJ) 3

Saves
1. D. Bullock (MEM) 9
2. H. Segura (SJ) 7
3. W. Shafer (AUS) 6

Strikeouts
1. M. Hiller (MEM) 45
2. M. Bryant (COL) 29
3. C. Hughes (SJ) 28

ERA
1. J. Foster (SJ) 1.64
1. J. Flores (NAS) 1.64
3. B. Jepson (COL) 2.25

Pitcher VORP
1. J. Foster (SJ) 12.9
2. B. Jepson (COL) 9.8
3. B. Hardy (BAK) 9.4

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations.

Scores & Schedule

The **Scores & Schedule** page in the League Menu is the place to check out upcoming matchups and recent game results. This page defaults to the current league date. OOTP shows scheduled games when they have not yet been played, and scores when the games have been completed. It is possible for this page to show both some completed games and some games that have not yet been played.

This page actually gives you access to a lot of important functionality, that we'll break out into several different pages:

- Scheduled Games - how games display here when they have not yet been played
- Completed Games - how games display here when they have been completed
- Recaps - custom recaps of games that you can write yourself
- Replays - a way that you can replay a game in its entirety, even if you didn't play the first time around!

We'll also cover a few more basic interface pieces on this page:

Calendar Navigation Bar

The **Calendar Navigation Bar** can be found in the top right of the Scores & Schedule screen:

To use the Calendar Navigation Bar, click the arrows on either side to advance or go back one day in time. Additionally, if you click on the date, month, or year, you will receive a drop-down in which you can choose a different value from a list.

Note: The in-game calendar allows you to review the calendar for the current season only, as next year's schedule isn't generated until after the current season is over!

The **Hide Scores** checkbox is a feature primarily for use together with the Replay feature, and online leagues. By checking the Hide Scores checkbox, players can hide scores on this page, so that when they come here, they will not see the scores of completed games, and they can use the Replay feature to watch those games instead without knowing the outcome in advance.

Note: Unfortunately, scores aren't hidden throughout the entire league file. So, for example, an online league GM might see the results by mistake by looking at the Standings page first. If you're an online league GM, and want to be sure you don't see the scores before you replay, come to the Standings page before you download the latest online league file!

Jump to Current Date Button

The **Jump to Current Date** button can be found in the top right of the Scores & Schedule screen:

Click this button to set the date on this page 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.

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 the section of the online manual on Auto-Play (Simulating Games).

Scheduled Games

When a game has not yet been completed, OOTP displays scheduled games on the Scores & Schedules page. Scheduled games include such information as the teams, their current records, the starting time of the game, and the anticipated starting pitchers:

Manage / Quick-Play Buttons

If you are playing as a manager, the team you manage will have two additional buttons on the part of the page that involves your team, **Manage** and **Quick-Play**. Commissioners also have these options for any scheduled game. The **Manage** button allows you to enter OOTP's Play-by-Play Mode and play out the game in detail. The **Quick-Play** button immediately completes the game using OOTP's auto-play feature.

Completed Games

Games that have already been completed on the Scores & Schedule page display completed game results, including an inning-by-inning scoreboard, the winning and losing pitchers, and any home runs hit in that game.

Each completed game also has a box score, a game log, and an option to write a recap. Users who have turned on replay will also have an option to view the replay for this game.

Completed days will also show up to three "Hero of the Day" boxes to the right of the completed games:

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations.

Recaps

In OOTP, you have the ability to write or edit game recaps of completed games, either immediately upon completing a game in Play-by-Play Mode, or at any time thereafter. Recaps can be delivered to you in the form of a league news article, so that they are saved as part of the records of your league. Recaps are not at all required. However, OOTP's news engine typically only generates game-specific articles when something special happens (a shutout, multi-hit games, etc.). For many players, particularly those who play on more of a game-by-game, this can be a very immersive way of documenting each game in detail and saving it in OOTP's history.

Writing or Editing Recaps

To write or edit a recap, click on the **Write Recap** link that appears on any completed game in the Scores & Schedule page. If a recap already exists for this game, the link will be called **Edit Recap** instead:

Alternately, if you have just played out a game in Play-by-Play Mode, you will have an opportunity to write the recap immediately before leaving the game:

The interface for writing a recap is fairly simple:

Just enter a headline and content, and then click the **Finish Recap** button (called **Save Recap** if you are doing it from the Scores & Schedule page). This editing window behaves just like the one in the Write/Edit News page. In the top right corner of the Game Recap is a checkbox entitled **Send as league news too**. If this box is checked, the custom game recap will appear in the League News section of the game as well.

In addition to the news article, your custom recap will be embedded in the box score for this game:

Fictional Baseball League Box Scores
Tucson Cyclone at Jacksonville Chainsaws

Game ID: 96 - Saturday, May 3rd, 2008 - Game Log

		1	2	3	4	5	6	7	8	9	R	H	E
TUC	Tucson Cyclone	0	0	0	0	0	0	0	0	0	0	3	1
JAC	Jacksonville Chainsaws	0	0	0	0	0	0	1	1	X	2	8	0

Cyclones Smoke Chainsaws
It was a rough day in Cleveland as the home-town boys got creamed by the visiting Cyclones, 15-4...

Tucson	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
A. Quiñones C	3	0	1	0	0	2	0	.257	0	5
c-A. O'Donnell PH	1	0	0	0	0	1	0	.158	2	8

Jacksonville	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
C. Davenport CF	4	0	1	0	0	2	1	.319	1	11
Q. Rossito C	3	0	0	0	1	0	2	.349	3	16

Replays

OOTP's replay feature is an excellent tool for online leagues and solo players alike. Replay allows you to view a complete replay of a game, even if you didn't play that game out yourself! In the past, online league general managers had to get by reading game logs and box scores, but now they can see the entire play-by-play of every game!

Setting up Replay

Before you can take advantage of the replay feature, you must first tell OOTP which replays to save. During initial game creation, this is done on the Auto-Save & Log Options section of the Game Options page. After a game has been created, the option is in the Game Menu, under Game Setup, and the Global Setup tab. By default, OOTP saves replays for all human teams. Replay files take up about 60-120 KB per file, so take that into consideration when setting this value. (Replays are saved in the replays directory in your league directory.)

Note: Replay isn't retroactive. If you had replay turned off for certain teams (such as computer teams), there is no way to see replays for past games for those teams. Once you turn on replay, it will begin saving replay files going forward.

Initiating?a Replay

There are two ways to?initiate a replay:

On the Scores & Schedules page, if there are any completed games visible, for which a replay has been saved, there will be a **Watch Replay** link:

The Auto-Play Menu also contains an option to watch a saved replay:

This option will open a file browser window, from which you can select the replay you wish to view. However, in order to select the correct one, you need to know the game ID of the replay. The Game ID is identified at the top of the box score for the game, and is a number, typically 4 digits or less.

Through either of these methods, you can get into the replay and enjoy!

Hiding Scores to Prevent "Giving Away" a Game You Wish to Replay

The Hide Scores checkbox on the Scores & Schedules page can be used to help keep you from mistakenly seeing scores of completed games that you wish to replay.

Note: Unfortunately, scores aren't hidden throughout the entire league file. So, for example, an online league GM might see the results by mistake by looking at the Standings page first. If you're an online league GM, and want to be sure you don't see the scores before you replay, come to the?Scores & Schedules?page before you download the latest online league file!

Watching Replays

Watching a replay is very similar to playing out a game using the BNN Broadcast page, but with a much more limited set of functionality, because you have no control over the game like you do when you are managing. Still, there is nothing in a replay that isn't also covered in playing out a game, so we won't go into more detail here!

Statistics

What would a baseball management game be without statistics? The **Statistics** option in the League Menu is home to all of the league leaders in numerous statistical categories, for players as well as teams.

Statistics are split up into Player Statistics and Team Statistics.

Player Statistics

Player statistics are at the heart of any good general manager. OOTP provides plenty of depth in that regard. The **Player Statistics** page is a great place to go when you're looking for league leaders, or just to sort through stats league-wide. It consists of the following sub-pages:

- Batting Leaders
- Pitching Leaders
- Hot and Cold
- Streaks
- Projected Batting Leaders
- Projected Pitching Leaders
- Fielding Leaders
- Sortable Statistics

In addition, many of the statistics include three additional drop-down menus to help you sift through the data. These are the League Scope drop-down, the Player Qualification drop-down, and the Position drop-down.

League Scope Drop-Down

The League Scope drop-down allows you to choose between viewing statistics just for a specific subleague, or for all subleagues combined:
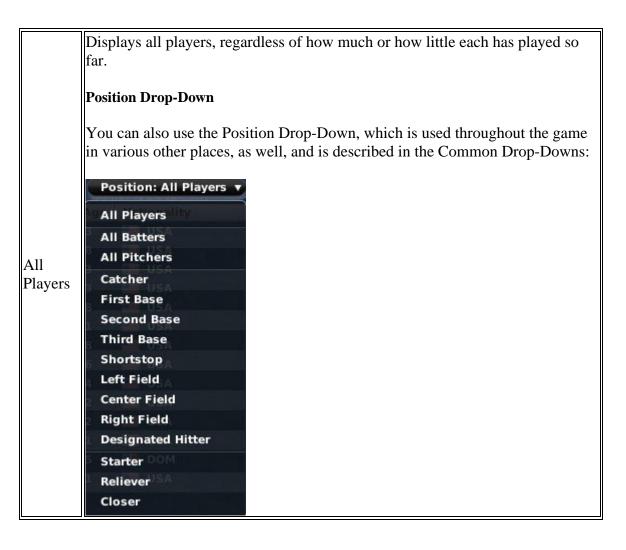
Player Qualification Drop-Down

The Player Qualification defines which players are qualified to show up in leaders list:

Option	Description
Qualified Players	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. 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.
Qualified Rookies	Similar to Qualified Players, except that only first-year players are displayed. Any player who had fewer than 130 at-bats or 25 innings pitched in his career before the start of the season is considered to be a rookie.

All Players	Displays all players, regardless of how much or how little each has played so far. **Position Drop-Down** You can also use the Position Drop-Down, which is used throughout the game in various other places, as well, and is described in the Common Drop-Downs:

Batting Leaders

The **Batting Leaders** sub-page of the Player Statistics page displays the top players in each of eighteen offensive categories. Each player mentioned on the Batting Leaders page is hyperlinked to their Player Profile.

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Pitching Leaders

The **Pitching Leaders** sub-page of the Player Statistics page displays the top players in each of eighteen pitching categories. Each player mentioned on the Pitching Leaders page is hyperlinked to their Player Profile.

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Hot and Cold

The **Hot and Cold** sub-page of the Player Statistics page is a listing of the top 10 hot and cold players in the currently selected league:

HOT Hitters	Team	Since	G	AB	R	H	2B	3B	HR	RBI	BB	K	SB	CS	AVG	OBP	SLG	OPS
Jerry Horton	BAK	4/7/2008	22	81	19	28	2	0	12	29	12	5	0	1	.346	.426	.815	1.240
Ken Riggs	DET	4/21/2008	10	34	9	12	2	0	4	9	8	3	2	1	.353	.488	.765	1.253
Jake Dent	EP	4/23/2008	8	29	9	13	2	0	5	14	5	5	0	0	.448	.529	1.034	1.564
Dusty Lane	NAS	4/10/2008	8	30	6	15	1	0	3	9	2	2	0	0	.500	.531	.833	1.365
Tony 'Dream' Camacho	NY	4/7/2008	22	75	20	29	0	2	9	21	23	6	3	1	.387	.535	.800	1.335

COLD Hitters	Team	Since	G	AB	R	H	2B	3B	HR	RBI	BB	K	SB	CS	AVG	OBP	SLG	OPS
Bob Arnold	AUS	4/25/2008	7	22	0	3	0	0	0	0	0	8	0	0	.136	.136	.136	.273
Carlton Harrison	BAK	4/20/2008	8	21	1	1	1	0	0	0	2	7	0	1	.048	.130	.095	.226
Manny Hernández	BAK	4/26/2008	6	22	1	1	0	0	0	2	2	8	1	1	.045	.125	.045	.170
Javier Yan	BAK	4/10/2008	17	36	2	4	1	0	0	2	3	12	0	0	.111	.175	.139	.314
Hyung-oo Yi	CHA	4/11/2008	20	23	5	3	0	0	0	0	1	4	1	0	.130	.167	.130	.297

HOT Pitchers	Team	Since	G	GS	W	L	SV	IP	HA	HRA	BB	K	CG	SHO	K/9	BB/9	WHIP	ERA
Matt Bryant	COL	4/18/2008	3	3	2	0	0	16.2	10	0	10	21	0	0	11.34	5.40	1.20	1.08
Dilan Nolan	COL	4/9/2008	12	0	1	0	0	15.1	12	1	2	6	0	0	3.52	1.17	0.91	1.76
Don 'Hawk' Swallow	JAC	4/7/2008	5	5	4	0	0	37.1	18	1	5	44	0	0	10.61	1.21	0.62	0.96
Jesús Flores	NAS	4/11/2008	4	3	2	0	0	24.0	14	0	3	18	1	1	6.75	1.13	0.71	0.38
Milton Bradley	NY	4/13/2008	4	4	2	1	0	29.1	23	1	3	15	0	0	4.60	0.92	0.89	0.92

COLD Pitchers	Team	Since	G	GS	W	L	SV	IP	HA	HRA	BB	K	CG	SHO	K/9	BB/9	WHIP	ERA
Félix Pérez	AUS	4/18/2008	3	3	0	3	0	12.2	22	4	6	7	0	0	4.97	4.26	2.21	10.66
Richard Winkley	DET	4/16/2008	3	3	0	2	0	12.1	12	2	12	3	0	0	2.19	8.76	1.95	9.49
Rubén Alarcon	GAR	4/12/2008	3	3	0	1	0	13.0	24	2	7	7	0	0	4.85	4.85	2.38	11.08

If you are a manager of a team, players from your team on this page are highlighted in blue if they are cold, and red if they are hot.

Streaks

The **Streaks** sub-page of the Player Statistics page is a listing of twelve different streaks, and who in the currently selected league has the current longest of that kind of streak:

Hitting Streak — 18 Gms — A. Ray, JAC — .361 AVG - 7 HR — 21 RBI - 0 SB
2. T. Barnes, CHI 16*; 2. J. McDonald, AUS 16; 4. W. Horton, MEM 15*; 4. C. Morales, AUS 15; 6. T. Mullet, NAS 12; 6. M. Young, SA 12

Home Run Streak — 3 Gms — H. Thomas, MEM — .274 AVG - 7 HR — 24 RBI - 0 SB
1. T. Hernández, QUE 3; 1. T. Camacho, NY 3; 1. K. Owens, SA 3; 1. T. Mullet, NAS 3; 1. J. Horton, BAK 3; 1. R. López, COL 3

RBI Streak — 8 Gms — J. Dent, EP — .363 AVG - 8 HR — 26 RBI - 4 SB
2. T. Mullet, NAS 7; 2. C. Morales, AUS 6; 4. H. Thomas, MEM 5; 4. T. Camacho, NY 5; 4. J. Wood, NAS 5; 7. T. Hernández, QUE 5

Scoring Streak — 9 Gms — J. Barrón, TUC — .290 AVG - 1 HR — 3 RBI - 5 SB
2. T. Camacho, NY 8; 3. T. Thurman, MEM 6*; 5. L. Flores, SJ 5*; 5. T. Mullet, NAS 5; 5. R. López, COL 5

Winning Streak — 3 Wins * — A. Pimentel, LV — 3-1, 3.13 - 0 SV — 1.29 WHIP - 5.79 K/9
1. M. Miller, MEM 3*; 1. D. Evans, MEM 3*; 1. C. Hughes, SJ 3; 1. P. Martinez, NY 3; 1. J. Flowers, TUC 3; 1. W. Garrett, NY 3

Losing Streak — 4 Losses — L. McNeil, EP — 1-5, 5.20 - 0 SV — 1.32 WHIP - 6.94 K/9
2. R. Winkley, DET 3*; 2. A. Medina, LV 3*; 2. A. Garcia, CHI 3*; 2. F. Pérez, AUS 3*; 6. R. Torres, CHA 2; 6. J. Arroyo, AUS 2*

Undefeated Streak — 6 Starts * — D. Swallow, JAC — 4-0, 1.83 - 0 SV — 0.74 WHIP - 10.07 K/9
2. H. Bennett, JAC 5*; 2. M. Miller, MEM 5*; 2. D. Evans, MEM 5*; 2. P. Martinez, NY 5*; 2. J. Joseph, AUS 5*; 7. H. Lynch, BAK 4

Saves Streak — 9 Saves * — D. Bullock, MEM — 0-0, 1.64 - 9 SV — 1.45 WHIP - 9.00 K/9
2. V. Trevino, JAC 8*; 3. R. Segura, SJ 7; 4. W. Shafer, AUS 6*; 4. P. Medina, QUE 6*; 6. D. Sullivan, LV 4*; 6. E. Darias, COL 4*

All-Time Hitting Streak — 18 Gms (2008) — A. Ray, JAC — .361 AVG - 7 HR — 21 RBI - 0 SB
2. T. Barnes, CHI 16 (2008); 2. J. McDonald, AUS 16 (2008); 4. W. Horton, MEM 15 (2008); 4. C. Morales, AUS 15 (2008); 6. T. Mullet, NAS 12 (2008); 6. M. Young, SA 12 (2008)

All-Time Home Run Streak — 3 Gms (2008) — H. Thomas, MEM — .274 AVG - 7 HR — 24 RBI - 0 SB
1. T. Hernández, QUE 3 (2008); 1. T. Camacho, NY 3 (2008); 1. K. Owens, SA 3 (2008); 1. T. Mullet, NAS 3 (2008); 1. J. Horton, BAK 3 (2008); 1. R. López, COL 3 (2008)

All-Time Undefeated Streak — 6 Starts (2008) — D. Swallow, JAC — 4-0, 1.83 - 0 SV — 0.74 WHIP - 10.07 K/9
2. H. Bennett, JAC 5 (2008); 2. M. Miller, MEM 5 (2008); 2. D. Evans, MEM 5 (2008); 2. P. Martinez, NY 5 (2008); 2. J. Joseph, AUS 5 (2008); 7. H. Lynch, BAK 4 (2008)

All-Time Saves Streak — 9 Saves (2008) — D. Bullock, MEM — 0-0, 1.64 - 9 SV — 1.45 WHIP - 9.00 K/9
2. V. Trevino, JAC 8 (2008); 3. R. Segura, SJ 7 (2008); 4. W. Shafer, AUS 6 (2008); 4. P. Medina, QUE 6 (2008); 6. D. Sullivan, LV 4 (2008); 6. E. Darias, COL 4 (2008)

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations.

Projected Batting Leaders

The **Projected Batting Leaders** sub-page of the Player Statistics page is almost identical to the Batting Leaders page. The main difference is that this page gives the projected numbers for players over the course of a full season, so you can see that your stud first baseman is on a pace to hit 70 home runs, for example. Each player mentioned on the Projected Batting Leaders page is hyperlinked to their Player Profile.

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Projected Pitching Leaders

The **Projected Pitching Leaders** sub-page of the Player Statistics page is almost identical to the Pitching Leaders page. The main difference is that this page gives the projected numbers for players over the course of a full season, so you can see that your ace pitching is on a pace for 300 strikeouts, for example. Each player mentioned on the Projected Pitching Leaders page is hyperlinked to their Player Profile.

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Fielding Leaders

The **Fielding Leaders** sub-page of the Player Statistics page displays the top players in each of twelve fielding categories. Each player mentioned on the?Fielding Leaders page is hyperlinked to their Player Profile.

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

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Sortable Stats

The **Sortable Stats** sub-page of the Player Statistics page is a place where you can sort and analyze statistics across your league:

On this page, you can take full advantage of OOTP's views and filters to sort through the data. You can also use most of the common drop-downs and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

If you are unfamiliar with any of the abbreviations used on this page, see Statistics and Abbreviations. For more information about the drop-downs on this page, see the Player Statistics overview.

Team Statistics

General managers don't look only at individual performances, but results for the whole team. The Team Statistics pages have detailed team-level statistics:

- Team Batting Statistics
- Team Pitching Statistics
- Team Fielding Statistics

Team Batting

The **Team Batting Statistics** subpage of the Team Statistics page is a 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.

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the selected league has two subleagues. *Note: There is no way to view multiple subleagues together on the Team Statistics page.*

Team Pitching

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

Select Sub-League ▼   Split: Pitching Total ▼

SL1 Division 1	G	W	L	SV	IP	HA	R	ER	HR	BB	K	HP	WP	BK	GB%	CG	SHO	AVG	OBP	SLG	OPS	BABIP	ERA
Jacksonville	24	18	6	12	225.2	183	82	74	23	56	159	7	4	1	51.7	2	1	.223	.276	.361	.638	.250	2.95
Chicago	24	10	14	5	216.1	195	115	97	26	86	144	6	9	0	53.9	1	3	.237	.313	.380	.692	.259	4.04
Queens	26	10	16	6	230.0	241	134	117	30	87	156	12	13	2	51.2	0	2	.271	.342	.426	.769	.300	4.58
Detroit	25	8	17	4	220.1	220	122	111	23	82	152	11	8	1	47.5	1	0	.259	.328	.402	.730	.292	4.53
SL1 Division 2	G	W	L	SV	IP	HA	R	ER	HR	BB	K	HP	WP	BK	GB%	CG	SHO	AVG	OBP	SLG	OPS	BABIP	ERA
Tucson	24	14	10	7	214.0	201	109	102	33	78	142	11	7	2	52.7	0	2	.247	.320	.444	.764	.263	4.29
New York	25	14	11	5	231.1	199	80	77	18	63	152	6	7	0	51.8	1	3	.233	.289	.343	.633	.265	3.00
Las Vegas	24	13	11	7	216.2	195	98	88	24	79	159	8	7	2	56.5	1	1	.241	.313	.402	.716	.274	3.66
El Paso	24	11	13	3	209.0	229	136	118	27	65	159	9	10	0	51.9	0	2	.274	.331	.440	.771	.311	5.08
TOTAL	196	98	98	49	1763.1	1663	876	784	204	596	1223	70	65	8	52.1	6	14	.249	.315	.400	.714	.277	4.00

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the selected league has two subleagues. *Note: There is no way to view multiple subleagues together on the Team Statistics page.*

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 three games, those statistics would count toward starting pitcher statistics, even though the player's role might be middle reliever.

Team Fielding

The **Team Fielding Statistics** subpage of the Team Statistics page is a 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.

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the selected league has two subleagues. *Note: There is no way to view multiple subleagues together on the Team Statistics page.*

Transactions

The **Transactions** area of OOTP is the home away from home for a general manager. 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. As such, the Transaction area consists of a number of different pages:

- Draft Pool
- Free Agents
- Waiver Wire
- Player Trade
- Show All Players
- Available Personnel
- Transaction News

Each of these pages may have a number of subpages, described in more detail in those sections of the help. Additionally, the League Menu also has a number of links directly to some of the more frequently used transaction pages.

Draft Pool

The **Draft Pool** page in the Transaction area is a list of all amateur players who will be available to be selected in the upcoming first-year player draft. The Draft Pool page is only available in the Transaction area and on the League Menu from the time the draft pool is announced until the completion of the first-year player draft. (By default, it appears 30 days prior to the draft, which is scheduled for June 15th or so.)

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

About Drafts

OOTP supports a number of different types of player drafts: inaugural, expansion, amateur, etc. The actual draft is not conducted through the Draft Pool page; this is simply the list of available players. The online manual has a whole section dedicated to the topic of player drafts. These pages will walk you through each of the different types of drafts, and how the actual draft process works.

Commissioner Options

Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See League Functions for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See League Functions for more information on importing historical players.

Draft Lists

If you happen to be in an online league and on the Draft Pool page, you may see another subpage called **Draft List**. This feature enables online league GMs to submit lists of players they wish to draft, greatly expediting the online league draft process.

Inf			Name	Team	LG	Lev	Age	Nationality	Height	Weight	Bats	Throws	OVR	POT
	SP	30	Marvin Goodwin	-	-	-	24	USA	6' 2"	185 lbs	Left	Left		
	SP	14	Jorge Gracia	-	-	-	22	PUR	5' 9"	180 lbs	Right	Right		
	SP	17	Ellis Graham	-	-	-	24	USA	6' 1"	190 lbs	Right	Right		
	SP	52	Tyler Green	-	-	-	31	USA	6' 0"	170 lbs	Right	Right		
	SP	35	Andy Hanson	-	-	-	35	USA	6' 1"	210 lbs	Right	Right		
	SP	13	Mark Hanson	-	-	-	24	USA	6' 3"	220 lbs	Left	Left		
	SP	10	Jeff Henderson	-	-	-	24	USA	6' 0"	195 lbs	Left	Left		
	SP	11	Keith Henderson	-	-	-	34	USA	6' 3"	190 lbs	Right	Right		

About Drafts

OOTP supports a number of different types of player drafts: inaugural, expansion, amateur, etc. The online manual has a whole section dedicated to the topic of player drafts. These pages will walk you through each of the different types of drafts, and how the actual draft process works.

Free Agents (Overview)

The **Free Agents** part of the Transaction area is based around a listing of players in your baseball universe who are not currently under contract to any team. OOTP provides several pages to allow you to find free agents and sign them to offers, as well as to plan ahead for upcoming free agency:

- Free Agents
- Pending Offers
- Upcoming Free Agents

See Free Agency for more information on the overall concept of free agency, how to enable it, and so on.

Note: Even if you do not have free agency enabled in your league, there will probably 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 those who were released from their contracts.

Free Agents

The **Free Agents** page in the Transaction area is a listing of players in your baseball universe who are not currently under contract to any team. 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.

Note: Any player without a contract is considered a "free agent," even if your league does not have special rules for free agency enabled. Some examples of players who may appear here include players who went undrafted, or those who were released from their contracts.

See Free Agency for more information on the overall concept of free agency, how to enable it, and so on.

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Commissioner Options

Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See League Functions for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See League Functions for more information on importing historical players.
Delete all free agents	Deletes all free agents in the free agent pool

Pending Offers

The **Pending Offers** subpage of the Free Agents page displays a list of currently pending offers to free agents. This page will not show offers that other teams have made. As soon as an offer has been completed (accepted or rejected finally), it will no longer appear on this screen.

See Free Agency for more information on the overall concept of free agency, how to enable it, and so on.

Upcoming Free Agents

The **Upcoming Free Agents** subpage of the Free Agents page 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.

See Free Agency for more information on the overall concept of free agency, how to enable it, and so on.

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

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!*

Player Trade

The **Player Trade** area is a subsection of the Transaction area that can be accessed from within Transactions, or directly from the League Menu. OOTP offers a number of different trade screens, to put all of the information you need to pull off that blockbuster deal right at your fingertips. Trading is divided into the following screens:

- Initiate Trade
- Shop a Player
- Strength Overview
- Trading Block
- Pending Trades

In addition to these individual screens, the Trading section of the online manual also covers the overall trade process in more detail.

Initiate Trade

The **Initiate Trade** page in the Transaction area is where managers come to execute trades.

A separate section of the manual describes the Initiate Trade page, along with the overall trading process.

Shop a Player

The **Shop a Player** page in the Transaction area is where general managers can shop a player for potential trades.

A separate section of the manual describes shopping players, along with the overall trading process.

Strength Overview

The **Strength Overview** page in the Transaction area is a report of the relative strength of your team compared to others.

A separate section of the manual describes the Strength Overview, along with the overall trading process.

Trading Block

The **Trading Block** page in the Transaction area displays players in your league who have been put on the trading block by their teams. That is, their teams have indicated that they are actively looking to trade the player.

A separate section of the manual describes the Trading Block, along with the overall trading process.

Pending Trades

The **Pending Trades** page in the Transaction area displays trades that your team has offered that have not yet been answered by the other GM.

A separate section of the manual describes pending trades, along with the overall trading process.

Waiver Wire

The **Waiver Wire** page, accessing by navigating to **League Menu | Waiver Wire**, displays a list of players who are currently on waivers. Players who are on waivers will be displayed here until their waiver period has ended.

If waivers have been disabled in the Rules section of the Game Options, then this page will not be available. See Waivers for more information about the concept of waivers, how to claim players, and so on.

Show All Players

The **Show All Players** page, accessed by navigating to **League Menu | Transactions | Show All Players**, is a list of all players in the selected league. This page is nearly

identical to the Player / Staff Search page, 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.

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

<u>**Commissioner Options**</u>

Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See League Functions for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See League Functions for more information on importing historical players.

Available Personnel

The **Available Personnel** page, accessible by navigating to **League Menu | Available Personnel**, is where general managers come to look for new personnel to round out their team staffs. This page shows currently available personnel of all types: coaches, scouts, and team trainers.

See Coaches and Personnelfor more information on team personnel.

On this page, you can take advantage of OOTP's views and filters. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Commissioner Options
Commissioners have one additional option on this page:

Option	Description
Create Fictional	Allows you to create one or more fictional personnel. See League Functions for more information on creating fictional personnel.

Pending Offers (Personnel)

The Pending Offers page for personnel, accessible by navigating to League Menu | Available Personnel | Pending Offers, shows a list of your pending offers to team personnel not currently under contract.

This page will not show offers that other teams have made. As soon as an offer has been completed (accepted or rejected finally), it will no longer appear on this screen.

You can also withdraw an outstanding offer by clicking on the **Withdraw** button to the right of the appropriate row.

See Coaches and Personnel for more information on team personnel.

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Transaction News

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: **News**, the **Major Transactions Log**, and the **Complete Transactions Log**.

The News subpage is nearly identical to the League News page, with the main different being that this page uses the transaction filter to return only transaction-related news messages by default. You can actually view non-transaction-related news here by changing the filter.

The Major Transactions and Complete Transactions Logs are in-game reports that are described elsewhere in the online manual.

History (Overview)

The **History** section of the League Menu contains several different screens with information about the history of your league:

- Historical Reports
- Champions
- Milestone Watch
- Hall of Fame
- Retired Players
- Retired & Active Players

History

The **History** page, accessible by navigating to **League Menu | History** is actually a portal of sorts, your window into the hundreds of reports OOTP provides on *past seasons* in your OOTP league.

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American Baseball Association History Index

ATL | BAL | BSN | BOM | CHH | CHC | CIN | CLE | DET | LAM | LAQ | NYE | PIT | SFG | STL | DC
Players: 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

Lg	LgAvg	LgERA	Champion	Year	Champion	LgERA	LgAvg	Lg
RL	.257	3.84	**Los Angeles Moguls**	1951	Cleveland Eagles	4.07	.259	LL
RL	.257	3.76	**San Francisco Golden Gators**	1952	Los Angeles Quakes	3.97	.257	LL
RL	.258	3.99	**San Francisco Golden Gators**	1953	New York Empires	4.40	.264	LL
RL	.263	4.19	**San Francisco Golden Gators**	1954	New York Empires	4.33	.264	LL
RL	.256	4.01	**San Francisco Golden Gators**	1955	Washington Mutuals	3.93	.252	LL
RL	.264	4.39	**Chicago Hitmen**	1956	Cleveland Eagles	4.03	.255	LL
RL	.251	3.79	San Francisco Golden Gators	1957	**Cleveland Eagles**	3.94	.253	LL
RL	.259	4.14	San Francisco Golden Gators	1958	**New York Empires**	4.37	.263	LL
RL	.253	3.87	**Chicago Hitmen**	1959	Detroit Bears	4.19	.259	LL
RL	.249	3.83	**Los Angeles Moguls**	1960	Washington Mutuals	4.29	.261	LL
RL	.257	4.12	Los Angeles Moguls	1961	**Chicago Clout**	4.40	.264	LL
RL	.252	3.90	**Los Angeles Moguls**	1962	Cleveland Eagles	4.01	.256	LL
RL	.245	3.45	**Chicago Hitmen**	1963	Detroit Bears	3.80	.253	LL
RL	.244	3.36	**Los Angeles Moguls**	1964	Chicago Clout	4.02	.257	LL
RL	.241	3.40	Atlanta Rebels	1965	**New York Empires**	3.68	.246	LL
RL	.240	3.31	**Los Angeles Moguls**	1966	Washington Mutuals	3.93	.254	LL
RL	.241	3.43	**Chicago Hitmen**	1967	Chicago Clout	3.62	.244	LL
RL	.238	3.24	**Chicago Hitmen**	1968	Boston Morrills	3.15	.240	LL
RL	.247	3.82	Chicago Hitmen	1969	**Los Angeles Quakes**	3.51	.240	LL
RL	.256	4.11	Chicago Hitmen	1970	**Cleveland Eagles**	3.97	.254	LL
RL	.255	3.86	Atlanta Rebels	1971	**Los Angeles Quakes**	3.61	.251	LL
RL	.244	3.46	Chicago Hitmen	1972	**Los Angeles Quakes**	3.37	.245	LL
RL	.260	3.99	**Boston Colonials**	1973	Los Angeles Quakes	3.56	.246	LL

These reports are covered in great detail in the section of the online manual on History Reports.

Champions

The **Champions** page, accessible by navigating to **League Menu | History | Champions tab** displays the most recent championship team in the currently selected league.

The Champions page gives some information about the most recent champs, including their regular season record and season score, as well as pictures and statistics for every player on the active roster on the day the team won the championship.

Additionally, you can use the **Select Year** drop-down in the upper right to view the same sort of page for any champion in the history of your league!

Milestone Watch

The **Milestone Watch** page, accessible by navigating to **League Menu | History | Milestone Watch tab**, displays a list of players in the currently selected league who are coming up on significant hitting or pitching milestones.

Hitting Milestones

The Hitting subpage displays milestone watches specifically for hitters:

The milestones watched for hitters include:

- Hits (players within 200 hits of a milestone are listed)
- Home Runs (players within 30 home runs of a milestone are listed)
- Runs (players within 100 runs of a milestone are listed)
- RBI (players within 100 RBI of a milestone are listed)
- BB (Walks) (players within 100 walks of a milestone are listed)
- Stolen Bases (players within 50 stolen bases of a milestone are listed)

Pitching Milestones

The Pitching subpage displays milestone watches specifically for pitchers:

The milestones watched for pitchers include:

- Wins (players within 20 wins of a milestone are listed)
- Ks (strikeouts) (players within 200 strikeouts of a milestone are listed)
- Saves (players within 30 saves of a milestone are listed)
- Games (players within 50 games of a milestone are listed)
- Wins (players within 20 wins of a milestone are listed)

Hall of Fame

The **Hall of Fame** page, accessible by navigating to **League Menu | History | Hall of Fame tab**, displays a list of players in the currently selected league who have been elected to the Hall of Fame.

There are separate pages for hitters and pitchers elected to the Hall of Fame.

About Hall of Fame Elections

By default, players are elected to the Hall of Fame automatically by the AI. The decision about who gets elected is decided primarily based on numbers established during the creation of game in the Hall of Fame Requirements section of the Options page. These can be changed after game creation by navigating to **Game Menu | Game Setup | League Setup | Options tab | Hall of Fame Requirements section**. Automatic induction can also be disabled from that page.

Commissioners can also manually induct players into the Hall of Fame. See League Functions for more information.

Retired Players

The **Retired Players** page, accessible by navigating to **League Menu | History | Retired Players tab**, displays a list of players in the currently selected league who have retired:

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Commissioners have the ability to "unretire" a player. See League Functions for more information.

Retired & Active Players

The **Retired and Active Players** page, accessible by navigating to **League Menu | History | Retired & Active Players tab**, displays a list of all players in the currently selected league, active or retired:

Inf	F	#	Name	Team	LG	Lev	Age	Nationality	Height	Weight	Bats	Throws	OVR	POT
	SP	29	Bob Abbott	-	-	-	52	USA	5' 11"	186 lbs	Right	Right	-	-
	SP	74	Abdul-Nasser Abdul-Qahh	-	-	-	28	TUN	6' 5"	210 lbs	Right	Left	-	-
	SP	47	Miguel Acosta	San Francisco	ABA	ML	28	USA	5' 10"	193 lbs	Right	Right	-	-
	SP	30	Arnold Adams	-	-	-	38	USA	6' 0"	191 lbs	Right	Right	-	-
	SP	46	Leonard Adams	-	-	-	51	USA	6' 2"	212 lbs	Left	Left	-	-
	SP	66	Bernardo Aldamuy	-	-	-	36	USA	6' 1"	198 lbs	Right	Right	-	-
	SP	79	Paul Alexander	-	-	-	44	USA	5' 10"	204 lbs	Left	Right	-	-
	SP	2	Carlos Alfonso	-	-	-	58	CUB	6' 2"	196 lbs	Right	Right	-	-
	SP	4	Cade Allen	McAllen	STL	AA	24	USA	6' 2"	195 lbs	Right	Right	-	-
	SP	18	Eric Alston	-	-	-	32	USA	6' 1"	200 lbs	Right	Right	-	-
	SP	27	Claudio Álvarez	-	-	-	30	USA	6' 0"	187 lbs	Switch	Right	-	-
	SP	55	Mitchell Anderson	-	-	-	38	USA	6' 1"	202 lbs	Right	Right	-	-
	SP	39	Charles Andrews	Brownsville	STL	AA	27	USA	6' 1"	218 lbs	Right	Right	-	-
	SP	28	Luke Armstrong	-	-	-	46	USA	6' 1"	195 lbs	Right	Right	-	-
	SP	27	Juan Arteaga	Los Angeles	ABA	ML	30	USA	6' 0"	176 lbs	Right	Right	-	-
	SP	27	José Ayala	Chicago	ABA	ML	22	PUR	5' 7"	190 lbs	Right	Right	-	-
	SP	25	Cary Baker	-	-	-	39	USA	5' 9"	185 lbs	Right	Right	-	-
	SP	89	Nate Baldwin	-	-	-	43	USA	6' 1"	206 lbs	Right	Right	-	-
	SP	49	Kip Ball	-	-	-	47	USA	5' 9"	222 lbs	Left	Left	-	-
	SP	61	Damon Barber	-	-	-	37	USA	6' 1"	206 lbs	Right	Right	-	-
	SP	70	Jesús Barbosa	-	-	-	30	DOM	6' 0"	192 lbs	Right	Right	-	-
	SP	29	Chris Barrett	Chicago	ABA	ML	33	USA	6' 3"	205 lbs	Right	Right	-	-
	SP	58	Emilio Barrón	-	-	-	49	MEX	6' 2"	196 lbs	Right	Right	-	-
	SP	22	George Battle	Hamilton	GHL	AAA	27	USA	6' 4"	185 lbs	Left	Left	-	-
	SP	33	Vicente Bautista	-	-	-	49	CUB	6' 7"	211 lbs	Right	Right	-	-

Default View - No Filter - Position: All Players - Scouting by: OSA - 2723 Players found

This page is primarily of interest to GMs who wish to look at statistics across retired and active players, for example to sort by the most home runs, etc.

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Commissioners have the ability to "unretire" a player. See League Functions for more information.

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. Practically every task you perform as a general manager or manager will be done from within the Teams menu. The Teams menu includes a dynamically created drop-down list of all the teams in the selected league.

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 to change the selected league.

The table below contains a number of links to pages in the game that are team-specific. Although they don't actually appear in the Teams menu, it's through the Teams menu (and through other various links and icons in the game) that you will gain access to these pages:

Teams	Recent	Bookmar
Atlanta Rebels		
Baltimore Barons		
Boston Colonials		
Boston Morrills		
Chicago Hitmen		
Chicago Clout		
Cincinnati Rivermen		
Cleveland Eagles		
Detroit Bears		
Los Angeles Moguls		
Los Angeles Quakes		
New York Empires		
Pittsburgh Keystones		
San Francisco Golden Gators		
St. Louis Dredgers		
Washington Mutuals		

- Team Home
- Roster
- Transactions
- Pitching
- Lineups and Depth Chart
- Team Strategy
- Front Office
- Personnel
- Schedule
- Reports
- History & News

Team Home

The **Team Home** page, accessible by navigating to **Teams Menu | (your team name)** or by clicking the home icon in the Team section of the Icon Bar, is a portal for information about a specific team.:

The Team Home page itself is divided into two subpages. The main team home page is an HTML report that is covered in a separate section of the manual. The section subpage is the Options & Ballpark page that gives GMs and commissioners access to some team-specific settings.

Options and Ballpark

The **Options & Ballpark** page, accessible by navigating to **Teams Menu | (your team name) | Options & Ballpark**, is where GMs can look up and, in some cases, edit information relevant to their specific team:

The left side of the page has team editor functionality, and the right has ballpark information.

Team Editor

The left side of the page has limited team editor information for managers who are not commissioners. There are a number of options available on this page.

Option	Description
City / Name	Allows you to edit the city name of the selected team.
Abbreviation	Allows you to edit the abbreviation of the selected team.
Nickname	Allows you to edit the nickname of the 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 OOTP; it is controlled by the historical database you use.
Nation	Allows you to change the nation for the selected team. 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 team located in Toronto, Canada, in a U.S.-based league.
City Search / Select 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. *Note: The city 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 that letter.*
Edit team colors, logos, and uniforms	This button opens up the Team Colors, Logos, and Uniforms page, in which you can edit your team's colors, logos, and the textures of your ballcaps and jerseys.

Warning! After making changes to any field in the Team Editor, you must hit the Enter key on your keyboard in order for the change to take effect!

Commissioner Options

Commissioners also have access to more advanced team editing options on this page. These are described on the Team Editor page.

Ballpark Info

The right side of the screen provides detailed information about your team's home ballpark.

Ballpark Info	
Commerce Stadium ▼	
Ballpark Name	Commerce Stadium
Type	Open Ballpark
Surface	Grass
Capacity	39,600
Ballpark Factors	
AVG Overall	.968
AVG LHB	.955
AVG RHB	.975
Doubles	.892
Triples	.900
Home Runs Overall	1.042
Home Runs LHB	1.035
Home Runs RHB	1.045

Distances & Wall Heights		
Direction	**Distance**	**Wall Height**
Left Line	325 ft	9 ft
Left Field	348 ft	9 ft
Left-Center	389 ft	9 ft
Center Field	423 ft	9 ft
Right-Center	378 ft	9 ft
Right Field	351 ft	9 ft
Right Line	323 ft	9 ft

Non-commissioners can only change the name of their stadium. Commissioners can choose a different ballpark entirely, or open the Ballpark Editor from this page. The Ballpark Editor also has more detailed information about the different park factors.

Team Colors, Logos, and Uniforms

The **Team Colors, Logos, and Uniforms** page, accessible by navigating to **Teams Menu | (your team name) | Options & Ballpark | Edit team colors, logos, uniforms**, is a built-in editor that allows you great flexibility in customizing your team's colors, logos, caps, and jerseys:

Note: Beyond the customization allowed here, you can also create your own custom logos, and cap and jersey textures in OOTP. See About Customizing OOTP 9 for more information on customization.

Team Color Editor

The top half of the screen consists of seven different teams colors that are all customizable.

Color	Description
Team color	Used for the bulk of the logo color, if using an auto-created logo. Also the main color in the team's banner on reports, etc.
Team text color	Used for the text of the team's initials, if using an auto-created logo. Also used for text on various team reports.
Ballcaps main color	The color used for player caps
Ballcaps visor color	The color of the cap visor
Jerseys main color	The color of the main part of the jersey
Jerseys secondary color	The secondary color for the jersey, used in the undershirt
Jerseys pin stripe color	The color of the jersey pinstripes

Each of these colors has a 'color picker' that can be accessed using the **Select** button:

You can choose any color from the squares on the left, and fine-tune your choice with the two boxes on the right. If you are familiar with image terminology, you can define the specific weight of red, blue, and green, as well as control the amount of hue, saturation, and level.

In addition to the color picker, if you know the HTML 'hex code' for your desired color, you can enter it directly into the HTML code box. When you are done choosing a value, it will be displayed in the Preview column.

Team Logos

OOTP automatically generates team colors and logos for your team. However, you can also create your own custom logos. You can have separate logos for your team, your caps, and your jerseys. The bottom half of the screen consists of six separate editing windows.

The six different editing windows are as follows:

Editor	Location	Description
Team logo	Top left	Edits the team logo, used in the game interface and on team reports.
Cap logo	Top middle	Edits the cap logo, used only on player caps

Jersey logo	Top right	Edits the jersey logo, used only on player jerseys
Cap	Bottom left	Edits the cap texture, the model FaceGen uses to apply the cap to fictional pictures
Jersey	Bottom middle	Edits the jersey texture, the model FaceGen uses to apply the jersey to fictional pictures
Preview	Bottom right	A sample to show you how fictional pictures will look with your current settings

Each editor window except for the Preview has several buttons.

Option	Description
Find	Looks for a logo file in your league folder, or the global logos folder matching your team's name. If one is found, it will be used. If not, a default logo will be used.
Load	Opens a file browser logo where you can select a custom logo of your choice. OOTP will automatically resize your logo.
Regenerate	Deletes the current logo and redraws a new one based on your settings.
Zoom (Preview only)	Changes the zoom level for the sample.
Angle (Preview only)	Changes the angle of the sample.

There are also two menus at the bottom of the screen: **Jersey Style** and **Update this team's member pictures**.

Jersey Style defines the style of the team's jerseys. There are four default styles: Standard, Single-lined, Double-lined, and Stripes. If you choose to customize your jersey styles, the text 'uses custom jersey' will be displayed.

The 'Update this team's member pictures' button will immediately apply any changes you have made to your team logos, caps, or jerseys, to all of the fictional faces of players on this team. If you do not do this, changes you make here will not immediately be apparent on your player pictures, until the game has some reason to change their pictures, such as a change in weight or age. You can also choose whether or not to allow your players to have beards.

Roster

The **Roster** page gives you a complete overview of your team's rosters of players, and is a great place to go when you're just looking for some general information about players on your team or another GM's team:

Inf	PO	#	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AV	OBP	SLG	OPS	SB	CS
	SS	27	Jerry Harrison	R	R	29	114	33	9	1	6	18	13	5	28	.289	.341	.544	.885	0	0
	RF	12	Brett White	L	L	29	115	33	8	2	5	15	15	9	19	.287	.339	.522	.860	0	0
	3B	28	Matthieu Murray	S	R	28	96	27	8	0	4	11	10	8	22	.281	.349	.490	.839	0	1
	2B	11	Phil Flynn	R	R	29	110	29	8	0	2	10	18	14	14	.264	.352	.391	.743	3	5
	CF	17	Norm Sanders	L	R	29	94	23	5	0	3	12	7	9	21	.245	.317	.394	.711	2	1
	C	19	Albert Martin	R	R	22	73	17	8	0	1	6	7	3	16	.233	.273	.384	.656	0	0
	LF	14	Dan Peterson	R	R	26	68	15	3	0	0	1	5	2	15	.221	.254	.265	.518	0	0
	1B	32	Jeff Jackson	L	L	27	94	20	3	0	2	6	11	9	11	.213	.288	.309	.597	0	0
	3B	15	Ernie Price	L	R	17	15	3	2	0	0	1	0	0	6	.200	.200	.333	.533	0	0
	RF	33	Henry Thompson	L	L	15	5	1	0	1	0	0	1	0	2	.200	.200	.600	.800	1	0
	3B	40	Bill Miller	R	R	16	25	4	0	0	0	2	0	3	5	.160	.267	.160	.427	0	0
	C	30	Scott Lake	R	R	11	14	2	0	0	0	0	0	0	3	.143	.143	.143	.286	0	0
	RF	37	Roy Dempsey	L	R	1	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
	CF	24	Manny García	L	L	5	4	0	0	0	0	0	0	0	2	.000	.000	.000	.000	0	0
	1B	20	Tim Lamb	L	R	1	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
	LF	13	Bob Milligan	R	R	7	4	0	0	0	0	0	0	0	2	.000	.000	.000	.000	0	1
	SS	36	Alejandro Pérez	R	R	6	3	0	0	0	0	0	0	0	1	.000	.000	.000	.000	0	0

The bulk of the page is displayed in a spreadsheet format. Most columns on this page can be sorted by clicking on a column heading. Click on any player to view his Player Profile. You can also right-click on any player and see a list of options and actions that pertain to that player.

On this page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Player Color Coding

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 Injuries, Fatigue, and Aging for more information about injuries.

Listed Players Drop-down

If you are looking at the Roster for a parent league team, the **Listed Players** drop-down is displayed in the top right corner of the screen.

This drop-down allows you to choose which players in your organization are displayed on the Roster. You can choose to view players on the active roster, the secondary roster, or all players in your organization. If your parent league doesn't have any affiliated leagues, you will also be able to view the reserve roster. If you are looking at the roster for an affiliated team, such as a minor league affiliate, then this drop-down is not available, and you can see only the active roster. (See 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.'*

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 Injuries, Fatigue, and Aging for more information about injuries

The Action Menu

The Action menu at the bottom of the page has several options:

Action	Description
Ask AI to set up complete Organization (or Team), Lineups, etc.	Instructs the members of your staff to reconfigure your entire organization (all levels) as they think best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades. ***Warning!*** *You have no chance to confirm this, so be careful.*

Ask AI to set up complete Minor League System	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. ***Warning!*** *You have no chance to confirm this, so be careful.*
Fill team with fictional players (**Commissioner only**)	Automatically generates enough fictional players to fill out the entire roster of the team.

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.

Transactions

The **Transactions** page, accessible by navigating to **Team Menu | your team | Transactions** or by clicking the transactions icon in the icon bar, is a launching pad for several subpages that cover the numerous sorts of roster transactions that general manager needs to master.

This section of the manual will help explain how to perform certain transactions. However, for more detail on roster management in general, please see the Roster Rules and Management section.

The Transactions area consists of the following sub-pages:

- Transaction Overview
- Disabled List
- Minor Leagues
- Waivers & DFA
- Player Trade Status
- Transactions Log

Transaction Overview

The **Overview** subpage of the Transaction page, accessible by navigating to **Team Menu | your team | Transactions**, is where you can conduct roster transactions for your team:

Transaction Boxes

The Overview page consists of several boxes filled with players. By default, there are 4 boxes. However, at larger screen resolutions there may be more. Each of the four boxes 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, so you can configure the Overview screen however you wish.

Additionally, each box 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 want to view from the **Ratings Scouted by** drop-down in the upper right.

Completing Transactions

To complete a transaction, such as moving a person from AAA to the Major Leagues, just drag a player from one box to another. You can also use right-click menus to execute transactions on this page.

Transaction Legend

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. A legend appears across the bottom of these pages. The symbols are defined below:

Symbol	Meaning
*	Player is on the secondary roster
+	Player is out of minor league options
#	Player is eligible for the Rule 5 Draft
?	Player has the right to refuse assignment to the minor leagues

The Action Menu

The Action menu at the bottom of the page is identical throughout all the transaction subpages:

Action	Description	Ask AI to set up complete Organization (or Team), Lineups, etc.	Instructs the members of your staff to reconfigure your entire organization (all levels) as they think best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades. (You have no chance to confirm this, so be careful!)
Ask AI to set up complete Minor League System	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. (You have no chance to confirm this, so be careful!)		

Fill team with fictional players (**Commissioner only**)	Automatically generates enough fictional players to fill out the entire roster of the team.

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.

Minor League System Report button

Finally, the Minor League System Report button opens the Minor League System Report.

Disabled List

The **Disabled List** subpage, accessible by navigating to **Team Menu | your team | Transactions | Disabled List**, is very similar to the Overview subpage, but it has just two transaction boxes. By default, these display your active roster on the left and your disabled list on the 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. The Transaction Boxes, Legend, and Action Menu on this page are identical to those on the Overview page.

See Disabled Lists for more information about the roster rules around disabled lists in OOTP.

Minor Leagues

The **Minor Leagues** subpage, accessible by navigating to **Team Menu | your team | Transactions | Minor Leagues**, is very similar to the Overview subpage, but the four transaction boxes default to the top four minor leagues in your team's organization:

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 Transaction Boxes, Legend, and Action Menu on this page are identical to those on the Overview page.

Note: This subpage is not available if you do not have minor leagues.

Waivers & DFA

The **Waivers & DFA** subpage, accessible by navigating to **Team Menu | your team | Transactions | Waivers & DFA**, is very similar to the Overview subpage, but by default the four transaction boxes default the active and secondary rosters on top, and waivers and designated for assignment boxes on the bottom:

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 Transaction Boxes, Legend, and Action Menu on this page are identical to those on the Overview page.

See all Roster Rules and Management for more information on transactions involving waivers and DFA.

Note: This subpage is not available if you do not have minor leagues, or if waivers are disabled in the Rules page of the Game Setup.

Player Trade Status

The **Player Trade Status** subpage, accessible by navigating to **Team Menu | your team | Transactions | Player Trade Status**, is very similar to the Overview subpage, but the bottom transaction boxes default to player trade status boxes:

This page is described in more detail in the section of the online manual on trading.

Transaction Log

The Transaction Log subpage, accessible by navigating to Team Menu | your team | Transactions | Transaction Log, is a report of all transactions the selected team has executed, on a month-by-month basis:

This report is identical to the All Transactions Report, except that it only shows reports for a single team.

Pitching

The **Pitching** page, accessible by navigating to **Team Menu | your team | Pitching** or by clicking on the pitcher icon in the icon bar, is where you assign pitchers to your starting rotation or bullpen roles:

The Pitching page is divided into two panes. The top pane is a player list that functions very much the Roster page, with limited space. On this half of the page, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

The bottom pane has numerous boxes that define the current configuration of your pitching staff:

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). *Note: The number of the pitcher scheduled to start next is highlighted by a white box.*

Rotation Settings	Bottom left	The Rotation Settings define how you want to use your starting rotation. 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. **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 (that is, a 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* pitcher 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 a game, after the starter is removed. Typically, they will not be used very late or very early in a game.
Mop-up Reliever	Bottom middle	Mop-up relievers are used primarily when the run differential in a game is very large, one way or another, or if the starting pitcher leaves a 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. Typically teams will have either one good setup reliever, or one each left-handed and right-handed.
Closer	Bottom right	The closer is used primarily in the 9th inning of games that your team is winning.

Setting up Your Pitching Staff

Configuring your pitching staff is easy! Just drag players from the top half of the page to the appropriate slot on the bottom half of the page. You can also use right-click menus to make pitching assignments:

Some other notes about setting up your staff:

- 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.
- 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.

How the Pitching Settings are Used in OOTP

If you choose to play out your games, then the starting pitcher will be defined by your settings here. If you choose to auto-play games, the computer will use these staff settings to determine when to use which pitchers. When using auto-play, your staff will also factor pitcher fatigue levels, individual matchups, and in-game situations into pitching decisions.

The Action Menu

The Action Menu at the bottom of the page 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 personal preferences.
Ask Manager for Staff	Asks your manager to fill out your pitching staff. He will do so based on his own personal preferences.
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

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*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.*

Lineups and Depth Charts

The **Lineups** page, accessible by navigating to **Team Menu | your team | Lineups** or by
clicking on the batter icon in the icon bar, is where you set your lineups and depth charts:

The Lineups page consists of several different subpages described on the following
pages:

- Lineups
- Depth Charts
- Lineup Overview
- 7-Day Lineups

Lineups

Lineups and **depth charts** are together on one page in OOTP, accessible by navigating
to **Team Menu | your team | Lineups**, but there's a lot to talk about here, so we'll start
with lineups and cover depth charts in a minute. A **lineup** defines the order in which your
players will bat against a certain type of opponent, and what positions they will be
playing. OOTP allows you to define lineups and depth charts for four different scenarios:

- **Versus RHP** - This lineup and depth chart will be used any time your team faces
  a right-handed starting pitcher, with no designated hitter rule in effect.
- **Versus LHP** - This lineup and depth chart will be used any time your team faces
  a left-handed starting pitcher, with no designated hitter rule in effect.

- **Versus RHP + DH** - This lineup and depth chart will be used any time your team faces a right-handed starting pitcher, with the designated hitter rule in effect.
- **Versus LHP + DH** - This lineup and depth chart will be used any time your team faces a left-handed starting pitcher, with the designated hitter rule in effect.

These different scenarios are represented by four subpages across the top of the Lineup page, accessible by navigating to **Team Menu | your team | Lineups | Versus X**:

These subpages look like this:

Just as with the Pitching page, the lineup "versus" subpages are divided into two panes. The top pane is a player list in which you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

The bottom pane shows your lineup, occupying about the left third of the screen, and your depth chart, occupying the right two-thirds.

Setting Your Lineup

To set your lineup, drag players from the top pane into the desired slot in the lineup in the lower left part of the page. 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 page:

- Players displayed in green text on the top half of the screen are already in this lineup.

- Dragging a player from the *top pane* onto an already occupied slot will *replace* the player already in the slot with the one you have dragged into the lineup.
- Dragging a player from *another slot in the lineup* onto an already occupied slot will *swap* the two players in the lineup.
- Dragging a player from the *lineup* to the *top pane* will remove that player from the lineup.

In addition to drag-and-drop, you can also use right-click menus to make lineup changes. Right-click on any player name, and you will see an option to insert or remove the player from the lineup:

Copying and Pasting Lineups

Many people use similar if not identical lineups for all four scenarios. To speed up the process of setting up all four scenarios, there are two options in the action menu at the bottom of the screen called **Copy Lineup** and **Paste Lineup**. You can use these to copy your lineup from one scenario to the next. For example, use the following steps to copy your RHP lineup to the LHP subpage:

1. Go to the Versus RHP subpage.
2. Click on Action, then Copy Lineup.
3. Go to the Versus LHP subpage.
4. Click on Action, then Paste Lineup.

These steps make an exact copy of your Versus RHP lineup on the Versus LHP subpage. Using this copy/paste can really speed up configuration of your lineups.

About Pinch Hitters

In OOTP, your staff makes pinch-hitting 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, 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.

How OOTP Uses Your Lineups

The lineups you have configured will be used by the AI any time you auto-play games. The AI will make any appropriate substitutions, such as due to injury, according

to your depth chart settings. If you play in a league that does not use the designated hitter rule, there is no need to configure those lineups. But don't forget about interleague games or championship games that might use the rule!

Action Menu

The Action menu at the bottom of each of the Versus subpages has a number of options.

Action	Description
Copy Lineup	Copies the current lineup
Paste Lineup	Pastes the current lineup
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 Depth Chart & Lineup Versus X	Asks your bench coach to fill out the currently selected lineup and depth chart.
Ask Bench Coach for all Depth Charts & Lineups	Asks your bench coach to fill out all depth charts and lineups.
Ask Bench Coach for Lineup Versus X	Asks your bench coach to fill out the currently selected lineup.
Ask Bench Coach for Depth Chart Versus X	Asks your bench coach to fill out the currently selected depth chart.
Ask Manager for Depth Chart & Lineup Versus X	Asks your manager to fill out the currently selected lineup and depth chart.
Ask Manager for all Depth Charts & Lineups	Asks your manager to fill out all depth charts and lineups.
Ask Manager for Lineup Versus X	Asks your manager to fill out the currently selected lineup.
Ask Manager for Depth Chart Versus X	Asks your manager to fill out the currently selected depth chart.

Notes on these actions:

- Your staff members will fill out the depth chart based on their own personal strategy preferences. Their opinions might not match your own.
- 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

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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.

- 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 might decide to bat the replacement in the #8 spot and move the other players up.

The Clear Menu

The Clear menu at the bottom of each of the Versus subpages has a number of options that let you quickly clear out the lineups and depth charts.

Action	Description
Clear all Lineups	Clears all lineups
Clear all Depth Charts	Clears all depth charts
Clear Lineups versus X	Clears just the currently selected lineup
Clear Depth Charts versus X	Clears just the currently selected depth chart

Depth Charts

Depth charts go hand in hand with **Lineups**, and they are together on one page in OOTP, accessible by navigating to **Team Menu | your team | Lineups**. We already covered Lineups, along with the general interface of the "versus" pages, so let's look at depth charts. A depth chart defines who your starters are at each defensive position. It also defines substitutes, or 'utility players,' so that the computer will know what to do if one of your starters gets injured or must be replaced.

The depth chart occupies the right two-thirds of the bottom half of the page:

POS	Depth Starter	Utility 1	Starts	Utility 2	Starts	Defensive Sub.
C	A. Martin	S. Lake	If Starter tired ▼			S. Lake
1B	J. Jackson	E. Price	If Starter tired ▼	B. Miller	Never ▼	
2B	P. Flynn	E. Price	If Starter tired ▼	B. Miller	Never ▼	E. Price
3B	M. Murray	E. Price	If Starter tired ▼	B. Miller	Never ▼	
SS	J. Harrison	E. Price	If Starter tired ▼	T. Lamb	Never ▼	
LF	D. Peterson	H. Thompson	If Starter tired ▼	M. García	Never ▼	
CF	N. Sanders	M. García	If Starter tired ▼	R. Dempsey	Never ▼	
RF	B. White	H. Thompson	If Starter tired ▼	M. García	Never ▼	

The depth chart lists each defensive position, except for pitcher, which is addressed on the Pitching page. For each of the four game scenarios, you can define a starter, two utility players, and a defensive substitute for each defensive position.

Setting Your Depth Charts

To set a depth chart, drag players from the top pane into the desired position in the depth chart. Some other notes about setting depth charts:

- Dragging a player from the *top pane* onto an already occupied slot will *replace* the player already in the slot with the one you have dragged into the depth chart.
- Dragging a player from *the depth chart* onto an already occupied slot will *swap* the two players in the depth chart.
- Dragging a player from the *depth chart* to the *top pane* will remove that player 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.

Utility Players

A utility player is a backup player who plays on an as-needed basis. The AI might insert this player into the lineup due to injury, the starter being fatigued, or due to a pinch hitting situation. To set a player as a utility player, drag him to the Utility 1 or Utility 2 box. When you do this, you will activate a drop-down menu next to the player that defines how frequently this substitute should start:

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 games	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.

Defensive Substitutes

A defensive substitute is a player who is typically superior to the starter at that position defensively, but weaker offensively. These players are typically inserted by the AI late in a game when you are trying to protect a lead, to give your team a better chance of holding onto the lead. To set a player as a defensive substitute, just drag him to the Defensive Sub. box.

How OOTP Uses Your Depth Charts

The depth charts you have configured will be used by the AI any time you auto-play games. The AI will make any appropriate substitutions, such as due to injury, according to your depth chart settings. If you play in a league that does not use the designated hitter rule, there is no need to configure those lineups. But don't forget about interleague games or championship games that might use the rule! If you play out your games manually, your initial lineups and depth charts to start each game will be based on these settings. However, you will also have the ability to make adjustments on the fly.

Action Menu
The Action menu at the bottom of each of the Versus subpages has a number of options.

Action	Description
Copy Lineup	Copies the current lineup
Paste Lineup	Pastes the current lineup
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 Depth Chart & Lineup Versus X	Asks your bench coach to fill out the currently selected lineup and depth chart.
Ask Bench Coach for all Depth Charts & Lineups	Asks your bench coach to fill out all depth charts and lineups.
Ask Bench Coach for Lineup Versus X	Asks your bench coach to fill out the currently selected lineup.
Ask Bench Coach for Depth Chart Versus X	Asks your bench coach to fill out the currently selected depth chart.
Ask Manager for Depth Chart & Lineup Versus X	Asks your manager to fill out the currently selected lineup and depth chart.
Ask Manager for all Depth Charts & Lineups	Asks your manager to fill out all depth charts and lineups.
Ask Manager for Lineup Versus X	Asks your manager to fill out the currently selected lineup.

Ask Manager for Depth Chart Versus X	Asks your manager to fill out the currently selected depth chart.

Notes on these actions:

- Your staff members will fill out the depth chart based on their own personal strategy preferences. Their opinions might not match your own.
- 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.
- 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 might decide to bat the replacement in the #8 spot and move the other players up.

The Clear Menu

The Clear menu at the bottom of each of the Versus subpages has a number of options that let you quickly clear out the lineups and depth charts.

Action	Description
Clear all Lineups	Clears all lineups
Clear all Depth Charts	Clears all depth charts
Clear Lineups versus X	Clears just the currently selected lineup
Clear Depth Charts versus X	Clears just the currently selected depth chart

Lineup Overview

We already covered specific information about setting lineups and depth charts through the "versus" pages (Versus RHP, Versus LHP, etc.). The **Lineup Overview** page, accessible by navigating to **Team Menu | your team | Lineups | Overview**, is a single page that allows you to edit your lineups for the four different scenarios on one page. In exchange for the space required to do that, you cannot edit depth charts on this page.

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 or depth chart, or clear depth charts and lineups. See our description of lineups for detailed information about how to operate this page!

7-Day Lineups

The **7-Day Lineups** page, accessible by navigating to **Team Menu | your team | Lineups | 7-Day Lineups**, is a great tool, particularly for online leagues. With 7-Day Lineups, you can manually set your lineup for each of the next seven calendar days. Since you can see your opponents and their projected starters, it gives you a great chance to make sure your best players are in the lineup for that big rivalry game.

Lineup functionality behaves similarly to the other lineup subpages. Drag players from the top left pane down into the lineup for the desired day. You can also use the **Clear Lineup** button to blank out a certain lineup. Additionally, the game gives you a **Paste Lineup vs X** button that will allow you to quickly paste in the lineup you configured for that particular game scenario.

There are several additional options in the top right pane of the screen:

7-Day Lineups Settings	
Use 7-day lineups	No, use normal lineups ▼
Allow use of alternative lineup	No, stick to daily lineups ▼
Allow use of depth chart	No starting subs allowed ▼
Clear lineup after use	No ▼

[Clear all Lineups]
[Auto-fill all lineups]

Option	Description
Use 7-day lineups	Defines whether or not the 7-day lineups are used. The 7-day lineups will be used only if this value is set to YES.
Allow use of alternative lineup	Allows the AI to change your selected lineup 'on the fly' if necessary. For example, let's say your Wednesday game is projected to be against RHP Brian Smith. However, on Tuesday your opponent's star LHP comes off the disabled list and gets inserted as the Wednesday starter. If you have this value set to YES, then the AI will change your lineup and play your Versus LHP lineup. If this is set to No, then your planned 7-day lineup for Wednesday will play regardless of any changes in your projected opponent.
Allow use of depth chart	Allows the AI to make changes to your defensive starters due to injury or fatigue. If this is set to No, the AI will play the starters in your depth chart even if they are fatigued. If this is set to Yes, the AI might change your lineup if your starters are fatigued.
Clear lineup after use	Clears the lineup for the selected day after the day is over. If set to No, then your daily lineup for each of the seven days will remain in effect for each week until you manually change them.
Clear all lineups	Clears all 7-day lineups. (This will not affect the lineups you might have configured on the Versus lineups subpages.)
Auto-fill all lineups	Fills all lineups for the current 7-day period with the appropriate Versus lineups. That is, if the projected starter is a RHP, then the game will put in your Versus RHP lineup, etc.

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Team Strategy

The **Strategy** pages, accessible by navigating to **Team Menu | your team | Strategy**, are 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
- 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 during each game.

Overall Strategy

The **Overall Strategy** subpage, accessible by navigating to **Team Menu | your team | Strategy**, allows you to set the tone for your entire team's play. The settings are a complex combination of options that will define how your team is managed when you auto-play games. You can choose to micromanage or just to set general guidelines.

Note: If you plan on playing out your games, there is no need to configure your strategy settings! Additionally, by default the AI will manage your players as it sees fit during auto-play, so if you're not interested in micromanaging, there is no explicit need to configure these settings.

The Overall Strategy subpage is an array of sliders, with contrasting strategies on opposite sides of the sliders. To set a preference, drag a slider to one side or the other. The page 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 situation. We'll cover each section separately.

The Game Strategy Time Drop-Down

The **Game Strategy Time** drop-down in the top left of the page 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 a game, your decisions override whatever the settings might indicate.

The Game Score Situation Drop-Down

The **Game Score Situation** drop-down in the top left of the page 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 this particular part of a game). If you are playing out a game, your decisions override whatever the settings might indicate.

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 fast 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.

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 occurs when a pitcher throws primarily balls to a tough hitter, hoping that the batter will swing at a bad pitch and make an 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 off a base 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 a configuration in which three infielders play on the 'pull' side of the infield against a very strong pull hitter, to reduce the batter's chance of getting a base hit.

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.

Overall Roster Strategy

The settings in the **Overall Roster Strategy** section affect all computer decision-making regarding rosters. You can also 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 page 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.

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 strategic preferences. Their opinions might not match your own.

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.

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.

Player Strategy

If you enjoyed setting overall team strategies for every conceivable scenario, then the **Player Strategy** subpage, accessible by navigating to **Team Menu | your team | Strategy | Player Strategy**, 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 preference here. Worried that your aged starter won't last the whole season? Put him on a limited pitch count here.

The Player Strategy subpage is another two-paned page. The top pane is a player list, on which you can take advantage of OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page 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 page 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 generally need to set pitching strategies for hitters.

Note: If you don't have a designated hitter in your league, it's a good idea to set hitting strategies for your pitchers.

Offensive Strategy Settings

There are six offensive strategy settings.

Setting	Description
Mode	There are two modes you can choose from. • 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 attempt to steal bases.
Baserunning	Defines how aggressively the player will run the bases (attempt to stretch a single into a double, for example).

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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.

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.

Pitching Strategy Settings

There are three pitching strategy settings"

Setting	Description
Mode	There are two modes you can choose from. • 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.

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 that pitcher at 97 pitches, the computer might elect to relieve him at that time.

Front Office

The **Front Office** page, accessible by navigating to **Team Menu | your team | Front Office**, contains a series of subpages that put all of your team's financial data at your fingertips, empowering the GM to make smart decisions about team finances.

The Front Office page consists of the following subpages:

- Finances
- Advanced Info
- Possible Free Agents
- Salary Report

Finances

The **Finances** subpage of the Front Office page, accessible by navigating to **Team Menu | your team | Front Office**, provides a comprehensive overview of your organization's financial situation. OOTP's financial model is not designed to give general managers full control over the team's finances, but there are still some areas where a GM can influence spending.

OOTP Fiscal Years

OOTP's fiscal year begins on the first day of the Offseason, which is the day after the last game of the playoffs.

OOTP Financial Rules

Many of the values in the Front Office area are defined by the configuration of your league, especially the Financial Rules. 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.

General Information

The top left pane contains general information about your team's payroll and budget.

Value	Description
Ticket Price	The cost for a ticket at games in your ballpark. This can be edited by the team's manager.

Team Focus	Each team can set a team focus. There are three focuses: • **Neutral** - default setting • **Win Now!** - teams with this setting are typically willing to spend more money to put their team 'over the top' and win the championship • **Rebuild** - teams with this setting are typically looking to trade for younger, less expensive players to begin the rebuilding process
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.

Budget Information

The middle pane on the left contains information about your team's budget, including information about your current and projected expenses:

Budget Information

Staff Payroll	$131,100
Scouting Expenses	$31,645
Player Payroll	$1,454,189
Current Budget	$1,264,000
Total Expenses to Date -	$328,434
Remaining Expenses -	$1,286,761
Proj. Budget Room =	$-351,195

Value	Description
Staff Payroll	The sum of your staff's current year salaries, including the salaries of any staff in affiliated leagues in your organization.
Scouting Expenses	Your scouting budget for the year.
Player Payroll	The sum of your players' current year salaries. This does not include any expenses incurred if you release a player. Those are reflected in the Player Expenses value in the center pane.
Current Budget	The bottom four values in this section form a calculation, beginning with your team's current budget. Depending on your league settings, this could be an amount set by your owner or the total team revenue.
Total Expenses to Date	The amount of expenses you have incurred so far this year.
Remaining Expenses	The amount of expenses that you have yet to incur so far this year.
Proj. Budget Room	An estimate of your projected budget at the end of the current season. Projected budget room is calculated subtracting the Total Expenses to Date and Remaining Expenses from your Current Budget.

Available Funds

The bottom pane on the left contains information about money your team currently has available to sign free agents:

Available Funds		
Proj. Budget Room		$-351,195
Starting Balance	+/ -	$0
Offered Contracts	-	$0
$ for Free Agents	=	$0
Current Budget		$1,264,000
Staff Payroll	-	$131,100
Scouting Expenses	-	$31,645
Projected Payroll 1952	-	$760,365
$ for Extensions	=	$340,890

The Available Funds pane is divided into two parts. The top half defines how much money you have available for signing free agents, and the bottom half defines how much money you have available to sign players to extensions.

Value	Description
Proj. Budget Room	The calculation for available funds begins with the Projected Budget Room carried down from the Budget Information section above.
Starting Balance	If you have played more than one season, then your starting cash balance is added or subtracted from your Projected Budget Room.
Offered Contracts	Any contracts you have offered to players that have not yet been accepted or refused are subtracted from the total.
$ for Free Agents	The result of calculating the values above results in the amount of money you are allowed to offer to free agents. If you attempt to offer more than is listed here, your team ownership will likely refuse to approve the offer.
Current Budget	Money available for signing players to extension begins with your Current Budget, from the Budget Information pane.
Staff Payroll	Annual staff payroll
Scouting Expenses	Annual scouting budget
Projected Payroll (next year)	This is the projected player payroll for the *next* full season.
$ for Extensions	The amount your team can currently offer for player extensions.

Current Financial Overview

The center pane contains a current financial overview for your team for this year:

Current Financial Overview

PRECEDING YEAR BALANCE		$-34,103
Revenue Sharing	+/ -	$0
	+/ -	Cash from Trades
	+/ -	Cash from Owner
STARTING BALANCE	=	$0
Gate Revenue	+	$121,227
Playoff Revenue	+	$0
Media Revenue	+	$389,372
Merchandising Revenue	+	$24,988
Revenue Subtotal	=	$535,587
Player Expenses	-	$269,383
Staff Expenses	-	$27,406
Scouting Expenses	-	$31,645
Expenses Subtotal	=	$328,434
Season Profit/Loss	=	$207,153
CURRENT BALANCE	=	$207,153
PROJ. FINAL BALANCE	=	$-960,927

Value	Description
PRECEDING YEAR BALANCE	This is the amount of cash left over from the previous season, the starting point for the current season.
Revenue Sharing	Revenue from last season's revenue sharing, if any.
Cash from Trades	Any cash received or paid out in trades during the current season.
Cash from Owner	Any cash infusion received from the owner. This can happen periodically, depending on how the owner is feeling.
CASH	The sum of the top four values, your current cash.
Gate Revenue	Money received from ticket sales so far this season.
Playoff Revenue	Cash received from playoff ticket sales this season.
Media Revenue	Revenue from media contracts.
Merchandising Revenue	Revenue from merchandising contracts.
Revenue Subtotal	This is the subtotal of all of the revenue line items.
Player Expenses	Player salaries paid so far this season, including the full remaining salaries of players you have released.
Staff Expenses	Staff salaries paid so far this season, including the full remaining salaries of any staff you fire.
Scouting Expenses	Scouting expenses paid so far this season.
Expenses Subtotal	The subtotal of the expense line items above
Season Profit/Loss	The revenue subtotal less the expenses subtotal
Current Balance	The current balance of all the above.

Proj. Final Balance	The projected final balance at the end of the season.

Last Season Overview

The right pane contains the Last Season Overview page. This is identical to the Current Financial Overview pane, except that it shows the final numbers from the previous season, for comparison.

Note that the BALANCE at the bottom of the Last Season Overview equals the PRECEDING YEAR BALANCE that starts out the Current Financial Overview section.

If you are a commissioner, you can click the **Edit Financials** button to be taken to the Team Editor.

Advanced Info

The **Advanced Info** subpage of the Front Office page, accessible by navigating to **Team Menu | your team | Front Office | Advanced Info**, gives additional data that may be helpful to GMs trying to understand their team's financial state.

This page contains the following sections:

Section	Description
General Information	Contains basic information about your team payroll and player salaries compared to league averages.
Highest Paid Players	A list of your top 5 highest-paid players this season.
Payroll by Roster	A total of player payroll amounts divided by your active roster, disabled list, and minor leagues.

Most Popular Players	A list of the top 5 popular players on your team.
Team Cost Efficiency	A measurement of the financial efficiency of your team, measuring the cost your team is incurring for each win, loss, run, run allowed, or point of VORP.
Most & Least Cost Effective Players	A list of cost effective and cost ineffective players on your team, measured by dividing the player's VORP by their salary times the league minimum salary.
Attendance Info	Information about current year attendance figures.
Attendance History	A listing of recent seasons' attendance figures.
Attendance Chart	A chart showing your team's attendance this season in relation to your stadium's capacity.

There is also a button at the bottom of the page that links you to the Player Salary Report.

If you are a commissioner, you can click the **Edit Financials** button to be taken to the Team Editor.

Possible Free Agents

The **Possible Free Agents** subpage of the Front Office page, accessible by navigating to **Team Menu | your team | Front Office | Possible Free Agents**, shows your which players on your team are due to become free agents at the end of the season.

This page is very similar to the Upcoming Free Agents page, except that it shows only players on the selected team.

The Action Menu

This screen has an action menu with one option:

Option	Description
Offer all minor league free agents minor league contract extensions	Offers minor league contract extensions to any players on this list who are approaching minor league free agency. This is only needed if you have minor league free agency enabled, but this is a quick way to extend multiple players at once. It's particularly helpful if you are managing an organization with many minor leagues.

Salary Report

The **Salary Report** subpage of the Front Office page, accessible by navigating to **Team Menu | your team | Front Office | Salary Report**, takes you to the Team Salary report.

Scouting and Personnel

The **Scouting & Personnel** page, accessible by navigating to **Team Menu | your team | Scouting & Personnel**, contains two pages where you can manage your team's personnel:

There are two subpages available in this area:

- Scouting
- Team Personnel

Scouting

The **Scouting** subpage of the Scouting & Personnel page, accessible by navigating to **Team Menu | your team | Scouting & Personnel**, contains information about your scouting director and budget:

The settings on this subpage are described in much greater detail in the pages on Scouting Directors, Scouting Budgets, and Scouting in general.

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Team Personnel

The **Team Personnel** subpage of the Scouting & Personnel page, accessible by navigating to **Team Menu | your team | Scouting & Personnel | Team Personnel**, contains a list of all personnel on the currently selected team, along with their ratings and contract overview:

Clicking on a person's name on this page will take you to his Coach Profile & Ratings page. Team personnel, including the meanings of ratings, are described in detail in Coaches & Personnel.

Schedule

The **Schedule** page, accessible by navigating to **Team Menu | your team | Schedule**, displays the schedule for your team:

The schedule is described in more detail in the section on the Schedule Report.

Reports

The **Reports** page, accessible by navigating to **Team Menu | your team | Reports**, 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 Current Year Reports. Please see that section for screenshots and more detail about the team Reports page.

History & News

The **History & News** page, accessible by navigating to **Team Menu | your team | History & News**, gives you quick access to your team's history and any news specific to your team:

There are two subpages to the History & News page:

- Team History, which links you to your team's historical reports, described in the section on History Reports
- Team News

Team News

The team **News** page, accessible by navigating to **Team Menu | your team | History & News | News**, provides a list of news specific to the currently selected team:

This page behaves almost identically to the Manager News and League News pages, with the main difference being that the news here is specific to one team, and messages cannot be edited or deleted.

The Player Profile

The **Player Profile** isn't part of the main menu structure, but when you're looking at a player's record in OOTP, there's a lot to do, so it's worthy of its own section in the manual! The Player Profile is your main source for information about a specific player. If you've been reading through this guide, you've probably already seen it referred to a 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.

Here are a list of the different pages accessible from the Player Profile:

- Player Profile
- Player Ratings
- Batting Stats
- Pitching Stats
- Fielding Stats
- History
- BNN Player Page
- Player Editor

Player Profile Common Action Menus and Buttons
In addition, there are several action buttons and action menus that appear consistently on the bottom of pages throughout the Player Profile. These are described in detail below:

| Action ▲ | Set Position to... ▲ | Select Uniform Number... ▲ | Picture ▲ | Shortlist |

The Action Menu

Option	Result
Open Player Profile	Returns you to the main Player Profile. If you're already there, it does nothing.
Shortlist Player	Adds the player to the manager's shortlist.
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 Player Contracts for more information. (*Note: This option will not be available if you look at a player who is under contract to another team.*)
Set Game Strategy	This option takes you to the Player Strategy subpage.
Request Scouting Report	Immediately generates a new scouting report for this player. See Scouting Reports for more information.
Trade Options	This option contains a submenu with trade options, described more fully in Trading.
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 Roster Rules and Management for more information on transactions. (*Note: This option will not be available if you look at a free agent or a player who is under contract to another team.*)
RETIRE player (Commissioner only)	Forces the player to retire.

The Set Position To... 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 Player Positions and Roles for more information.

The Select Uniform Number... Menu

You can use this to manually define the player's uniform number. Uniform number is completely cosmetic.

The Picture Menu
The Picture action menu is described in the section on Common Action Menus

The Shortlist Button

Clicking the Shortlist button adds the player to the manager's shortlist.

Player Profile (Overview)

The **Player Profile** itself is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile.

The Player Profile consists of 3 subpages:

- Profile
- Contract & Status
- Scouting Reports

Player Profile

The **Player Profile** is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile. It holds the main summary of a player's information, including demographic data, health status, ratings, and some basic statistics.

This page also contains a number of Action Menus and Buttons, which are shared throughout the Player Profile, and are described on the Player Profile (Overview) page.

The Profile page is divided into a number of different sections, described below.

Personal Details

The top left corner of the page displays a player's **Personal Details**. Most of this information is determined by the game at the time a player is created.

Option	Description
First/Last Name	The first and last name of the player.

Nickname	The player's nickname. Not all players will have nicknames. Certain players, most noticeably high-profile players, will have nicknames when they arrive in the league.
Uniform Number	The player's uniform number. You can change the player's uniform number using the **Select Uniform Number...** Action Menu at the bottom of the page.
Height / Weight	Although height and weight have no direct impact on player performance, they do affect the appearance of the player if you are using fictional pictures. Players with a higher BMI (body mass index) will appear noticeably heavier. Player weight can change over time.
Date of Birth / Age	The age of a player is relevant, primarily due to player aging. See the section on Player Aging for more information.
City of Birth	The place where a player was born. This value can have an impact on contract negotiations, since some players would prefer to play near their hometowns. It's rarely a huge factor, but it definitely is part of the equation. Not all players feel strongly about their hometowns.
Nationality	The player's nationality. In general, this has little impact on the game. However, players tend to view managers of the same nationality in a slightly more positive vein.
Bats / Throws	The 'handedness' of a player impacts the game directly, in terms of how a player performs in certain situations.
Position	This is the player's primary position. Players can be capable of playing more than one position. See Player Positions and Roles for more information.
Team	The player's current team. The team name is also a hyperlink to the Team Home page.
Nationality / Local Popularity	The national or local popularity rating of a player. See Player Popularity for more information.
Morale	The current morale level of the player. See Player Morale for more information. You might not see this value on the screen if you have disabled player morale on the Player Options page.

Note: Player demographics such as names, nationalities, and nicknames all come from OOTP's internal database. These values can be customized on a global level within your game, for example if you want an all-Hispanic league. See the section of the manual on customization for more information.

Health Status

The bottom left pane on the page shows a player's **Health Status** by default. In the corner of this section is a link called **Show Morale** that switches the display in this section to the Morale Details view described below. Health Status gives general information about the player's current health and fatigue statuses. It has a few extra options when the current player is a pitcher or when the player is injured.

Option	Description
Status	Overall description of a player's health.
Diagnosis	Description of any injury the player has. See Injuries for more information.
Recovery Time	The current estimate of how long the player will be injured.
Performance Loss	An estimate of the performance loss of the injured player, if he is day-to-day.
Disabled List Status	If the player is on a disabled list, the number of days remaining in the disabled list assignment.
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 Injuries, Fatigue, and Aging for more information.

Morale Details

If you select the **Show Morale** link in the Health Status section, the display in the lower left corner changes to show Morale Details.

See the section on Player Morale for more details on how OOTP's morale system works. To return to the Health Status view, click the link in the top right reading Show Status.

Personality

The **Personality** section shows the player's current ratings in personality areas. See the section on Player Personality for more details on how OOTP's personality system works.

Personality	
Leader Ability	11
Loyalty	49
Desire for Winning Team	14
Greed	48
Intelligence	50
Work Ethic	82

Note: You might not see these values on the screen if you have disabled player personalities on the Player Options page in Game Setup.

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 Defensive Ratings for more information about what these ratings mean in OOTP.

Defensive Ratings	
Infield Range	35
Infield Error	44
Infield Arm	21
Turn Double Play	85
Rating at First Base	67
Rating at Second Base	40

Players can have defensive ratings at multiple positions.

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 current 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.

Basic Batting Ratings		Basic Pitching Ratings	
		Stuff	59
Contact	76	Movement	55
Gap Power	76	Control	100
Home Run Power	60		
Eye / Discipline	78	Stuff Potential	59
Avoid K's	75	Movement Potential	55
		Control Potential	100
Contact Potential	84		
Gap Power Potential	82	Velocity	92-94 Mph
Home Run Power Potential	64	Endurance	53
Eye / Discipline Potential	85	Hold Runners	74
Avoid K's Potential	82	Groundball %	67 %

See the Player Model for more information about what these ratings mean.

Other Ratings

The **Other Ratings** section shows the player's current ratings in a number of other categories. 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.

Other Ratings	
Overall Rating	★★★★★
Potential Rating	★★★★★
Running Speed	5
Stealing Bases	13
Baserunning Instincts	18
Sacrifice Bunt	52
Bunt for Hit	8
Hitter Type	Normal
Pitch #1	Fastball
Pitch #2	Sinker
Pitch #3	Slider
Pitch #4	Changeup

Pitchers have an additional section here that displays the different pitches a pitcher throws. See the Player Model for more information about what these ratings mean.

Statistics

The bottom right of the Player Profile contains several lines of statistics for the player. The top part has current season statistics. For hitters, four lines are included: current season totals, versus left-handed pitchers, versus right-handed pitchers, and projected numbers for the whole season. More detailed statistics can be found on the Batting Stats, Pitching Stats, and Fielding Stats pages.

Split	Team	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS	VORP
1951 Season	ATL	29	110	18	29	8	0	2	10	43	14	14	3	5	.264	.352	.391	.743	1.8
1951 VS. Left	ATL	12	23	7	8	5	0	0	1	13	5	1	0	0	.348	.464	.565	1.030	-
1951 VS. Right	ATL	24	87	11	21	3	0	2	9	30	9	13	0	0	.241	.320	.345	.664	-
Projected	ATL	154	584	96	154	42	0	11	53	229	74	74	16	27	.264	.351	.392	.744	9.8
Past 3 yrs.	Team	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS	VORP
1951	ATL	29	110	18	29	8	0	2	10	43	14	14	3	5	.264	.352	.391	.743	1.8

The bottom part of this section contains statistics for the past few completed seasons.

Contract & Status

The **Player Contract & Status** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Contract & Status**. It provides you with all the information you may need about a player's contract situation and roster status.

This page also contains a number of Action Menus and Buttons, which are shared throughout the Player Profile, and are described on the Player Profile (Overview) page.

Additionally, the left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

Contract Information

The **Contract Information** section in the center displays data about the selected player's current contract. If the player is not currently under contract, this section will simply read "Free Agent!"

Option	Description
Contract Type	Describes whether the contract is a major league or minor league contract.
Expires	Shows when the current contract expires. This will also show additional information about whether the player is arbitration- or free agent-eligible, where appropriate.
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	Any salary for future years in the player's current contracts.
Additional Clauses & Incentives	Any special clauses or incentives that are in the player's current contract.

See Player Contracts for more information on how player contracts work in OOTP.

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 Player Contracts for more information on how contract extensions work in OOTP.

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.

Roster Status Information	
Player Expectation	Expects bullpen assignment
Trade Availability	Available
Major League Service Time	1 Year(s), 74 Days
Major League Service Time This Year	31 Days
Time on Secondary Roster	1 Year(s), 50 Days
Time as a Professional	2 Year(s), 31 Days
Rule 5 Draft Eligibility	Ineligible(less than 4 pro years)
Minor League Options	3 option year(s) left

Option	Description
Player Expectation	The player's current expectation for his role on the team. See Player Morale for more information on player expectations.
Trade Availability	The player's current trade status. See Trading Status for more information.
Major League Service Time	A count of the years and days of major league service time the player has accumulated. See Service Time for more information.
Time on Secondary Roster	A count of the years and days the player has spent on the secondary roster. See Service Time for more information.
Time as a Professional	A count of the years and days the player has been in professional baseball. See Service Time for more information.
Rule 5 Draft Eligibility	Defines whether the player is eligible for the Rule 5 draft. See the Rule 5 Draft for more information.
Minor League Options	How many minor league options the player has remaining. See Minor League Option Years for more information.
Salary Arbitration Status	Defines whether the player will be eligible for salary arbitration. See Salary Arbitration for more information.

Most of these concepts are also covered in more detail in the Roster Rules and Management section of the manual.

Note: Some of these options may not be available, depending on your league configuration and whether or not the player is currently under contract.

Scouting Reports

The **Scouting Reports** subpage is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Scouting Reports**. It provides you with a detailed scouting report on the currently selected player.

This page also contains a number of Action Menus and Buttons, which are shared throughout the Player Profile, and are described on the Player Profile (Overview) page.

Additionally, the left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The scouting reports themselves are described in more detail in the section of the manual on Scouting Reports.

Player Ratings

The **Player Ratings** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Player Ratings**. This page shows more detail about a player's ratings in a number of areas.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

Additionally, the Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

OOTP's ratings model is described in detail in The Player Model.

Defensive Ratings

The Defensive Ratings section lists player ratings in fielding / defensive areas. Players are rated in all defensive areas, even if the rating pertains to a different position, such as Catcher Ability. See Defensive Ratings for more information.

Batting Ratings

The Batting Ratings section lists player ratings for batting skills. Players are rated in all areas, even if the player is a pitcher. See Batting Ratings for more information.

Other Offensive

The Other Offensive section lists player ratings in other offensive areas such as base stealing and bunting. Players are rated in all areas, even if the player is a pitcher. See Other Ratings for more information.

Position Ratings

The Position Ratings section lists overall player defensive ratings at specific positions. A player with no rating at a certain position has a hyphen in the column for that position. See Defensive Ratings for more information.

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 Pitching Ratings for more information.

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 Pitching Ratings for more information.

Batting Stats

The **Batting Stats** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats**. This page has several subpages full of great statistical information specific to hitting:

This page consists of the following subpages:

- Career Batting Stats
- Batting Splits
- Batting Game Log
- Batting vs Pitchers
- Batting Streaks

Career Batting Stats

The **Career Batting Stats** subpage of the Batting Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | Career Batting Stats**:

Unsurprisingly, this page provides career batting stats for the currently selected player, including any leagues in which he played. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Additionally, this page includes a few drop-downs to give you even more flexibility in viewing the player's stats:

View Drop-down

The **View** drop-down toggles the display between "basic" and "expanded" hitting stats. Basic stats include the most common stats like games played, home runs, and batting average. Expanded stats include some of the more uncommon hitting stats like TAVG, total plate appearances, runs created, and VORP.

League Scope Drop-down

The **League Scope** drop-down allows you to choose the scope of the statistics being viewed. You can view a total of all levels combined, or you can choose from the drop-down to specify a single league level to view.

Splits Drop-down

The **Splits** drop-down allows you to choose from a few basic splits: Regular Season, Postseason, Versus Left, and Versus Right.

Batting Splits

The **Current Year Batting Splits** subpage of the Batting Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | (Year) Batting Splits**:

This page contains a wealth of statistical data about the selected player's hitting during the *current* year, beginning with their overall numbers, and continuing down through every split available in the game. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Additionally, this page includes a few drop-downs to give you even more flexibility in viewing the player's stats:

View Drop-down

The **View** drop-down toggles the display between "basic" and "expanded" hitting stats. Basic stats include the most common stats like games played, home runs, and batting

average. Expanded stats include some of the more uncommon hitting stats like TAVG, total plate appearances, runs created, and VORP.

League Scope Drop-down

The **League Scope** drop-down allows you to choose the scope of the statistics being viewed. You can view a total of all levels combined, or you can choose from the drop-down to specify a single league level to view.

Batting vs Team Drop-down

The **Batting vs Team** drop-down allows you to view this player's batting statistics versus a specific opponent.

Double Splits Drop-down

The **Double Splits** drop-down allows you to select a second split to go with the list of splits already on the page. For example, if you choose "Road" from the Double Splits drop-down, then look at the row of data for "Versus Right," then you would be looking at the hitter's statistics against right-handed pitchers on the road.

Batting Game Log

The **Current Year Game Log** subpage of the Batting Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | (Year) Game Log**:

This page displays statistics for every game in the current season in which the player had at least one at-bat. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Batting vs Pitchers

The **Batting vs. Pitchers** subpage of the Batting Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | Batting vs. Pitchers**:

This page is a list of pitchers in the league and how the currently selected player has performed against each of them. Only pitchers against which the player has at least one at-bat are listed. 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.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Batting Streaks

The **Streaks** subpage of the Batting Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | Streaks**:

This page contains a list of a hitter's active and ended hitting streaks, across all leagues. The top right shows any currently active hitting 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 show only the start date.

The following batting streaks are tracked: hitting, scoring, home runs, and RBI.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Pitching Stats

The **Pitching Stats** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Pitching Stats**.

This page has several subpages full of great statistical information specific to pitching:

- Career Pitching Stats
- Pitching Splits
- Opponents
- Pitching Game Log
- Pitching Streaks

Career Pitching Stats

The **Career Pitching Stats** subpage of the Pitching Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Pitching Stats | Career Pitching Stats**:

Unsurprisingly, this page provides career pitching stats for the currently selected player, including any leagues in which he played. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Additionally, this page includes a few drop-downs to give you even more flexibility in viewing the player's stats:

View Drop-down

The **View** drop-down toggles the display between several different sets of statistics:

- **Basic Pitching Stats** - The most common pitching stats like wins, losses, and ERA
- **Opponents' Batting Stats** - Basic batting statistics for opponents of this pitcher
- **Expanded Pitching Stats** - Somewhat uncommon pitching stats like quality starts, complete games, etc.
- **Expanded Pitching Stats 2** - Even rarer pitching stats like K/BB ratio and VORP

League Scope Drop-down

The **League Scope** drop-down allows you to choose the scope of the statistics being viewed. You can view a total of all levels combined, or you can choose from the drop-down to specify a single league level to view.

Splits Drop-down

The **Splits** drop-down allows you to choose from a few basic splits: Regular Season, Postseason, Versus Left, and Versus Right.

Pitching Splits

The **Current Year Pitching Splits** subpage of the Pitching Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Pitching Stats | (Year) Pitching Splits**:

This page contains a wealth of statistical data about the selected player's pitching during the *current* year, beginning with their overall numbers, and continuing down through every split available in the game. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

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Pitching vs Team Drop-down

The **Pitching vs Team** drop-down allows you to view this player's pitching statistics versus a specific opponent.

Double Splits Drop-down

The **Double Splits** drop-down allows you to select a second split to go with the list of splits already on the page. For example, if you choose "Road" from the Double Splits drop-down, then look at the row of data for "Versus Right," then you would be looking at the hitter's statistics against right-handed pitchers on the road.

Opponents' Splits

The **Current Year Opponent Batting Splits** subpage of the Pitching Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Pitching Stats | (Year) Opponents Batting Splits**:

This page 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.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Additionally, this page includes a few drop-downs to give you even more flexibility in viewing the player's stats:

View Drop-down

The **View** drop-down toggles the display between "basic" and "expanded" hitting stats. Basic stats include the most common stats like games played, home runs, and batting average. Expanded stats include some of the more uncommon hitting stats like TAVG, total plate appearances, runs created, and VORP.

League Scope Drop-down

The **League Scope** drop-down allows you to choose the scope of the statistics being viewed. You can view a total of all levels combined, or you can choose from the drop-down to specify a single league level to view.

Pitching vs Team Drop-down

The **Pitching vs Team** drop-down allows you to view this player's pitching statistics versus a specific opponent.

Double Splits Drop-down

The **Double Splits** drop-down allows you to select a second split to go with the list of splits already on the page. For example, if you choose "Road" from the Double Splits drop-down, then look at the row of data for "Versus Right," then you would be looking at the hitter's statistics against right-handed pitchers on the road.

Pitching Game Log

The **Current Year Game Log** subpage of the Pitching Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Batting Stats | (Year) Game Log**:

This page displays statistics for every game in the current season in which the player had at least one inning pitched. This information is provided both for position players and pitchers.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Pitching Streaks

The **Streaks** subpage of the Pitching Stats page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Pitching Stats | Streaks**:

This page contains a list of a pitcher's active and ended pitching streaks, across all leagues. The top right 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 show only the start date.

The following streaks are tracked: winning, losing, undefeated, and saves.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Fielding Stats

The **Fielding Stats** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Fielding Stats**.

This page is divided into the following subpages:

- Current Year Fielding Stats
- Career Fielding Stats

Current Year Fielding Stats

The **Current Year Fielding Stats** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Fielding Stats**.

This page lists the player's fielding statistics for the current year. This page is somewhat different from the batting and pitching stats pages, 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 2008 season, there would be three rows of data for 2008 for Joe Smith.

The left side of this page is a repeat of the Personal Details, Health Status, and Morale Details sections that were described on the Player Profile page.

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

League Scope Drop-down

The **League Scope** drop-down allows you to choose the scope of the statistics being viewed. You can view a total of all levels combined, or you can choose from the drop-down to specify a single league level to view.

History

The **History** page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **History**.

This page is divided into the following subpages:

- Accomplishments
- News Involving Player

Accomplishments

The **Accomplishments** subpage of the History page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **History**.

The Accomplishments subpage shows a list of accolades the currently selected player has received. The subpage is divided into two panes, top and bottom.
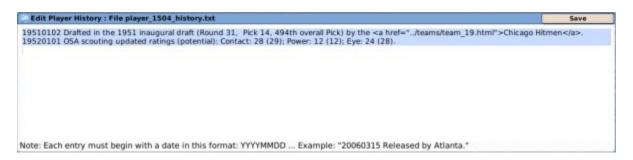
The top half of the page shows a list of awards the player has won, including any weekly, monthly, or annual awards. Below the awards are a list of totals for each category. For example, it might say that the player has been voted Player of the Week 5 times.

The bottom half of the page shows the player history. This is a list of notable events in the player's history. Some of the events that might 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, 1,000th RBI, etc.

Edit History

You can also manually edit player history to add notes of your own creation. To edit a player's history, click on the **Edit History** button on the top right of the bottom pane. This will turn on the editor function.

To add a row of history, use the cursor to move to a new line in the text box. You must first enter a date in the format YYYYMMDD, for example 20070325 for March 25, 2007. If you fail to do this, the game will be unable to record the history, and the change will not be saved. Once you have entered your new history, just click the **Save** button.

Action Menus and Buttons

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

News Involving Player

The **News Involving Player** subpage of the History page is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **History | News Involving Player**.

The News Involving Player subpage is nearly identical to the Team News page, except that instead of showing only news specific to a single team, this page shows only news specific to the currently selected player.

BNN Player Page

The **BNN Player Page** is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **BNN Player Page**.

The BNN Player Page, or "Player Report," is an HTML report about the currently selected player, and it is this report that will be generated for each player when generating reports for an online league.

Click here to see a sample of the BNN Player Page / Player Report.

The BNN Player Page combines much of the most important player information into a single report, including things like:

- Demographic data like name, nationality, etc.
- Contract and roster information like service time
- Batting, pitching, and fielding ratings
- Game log from the past 10 games
- Current year batting and pitching stats and splits
- Career batting, pitching, and fielding stats
- Player history, such as awards and significant events
- Career leaderboard appearances

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Action Menus and Buttons

The Action Menus and Buttons at the bottom of this page were already covered on the Player Profile page.

Player Editor

The **Player Editor**, available only to commissioners, is accessible by clicking on any player in the game, or by right-clicking on a player name in an HTML report and selecting Open Player Profile, and then selecting **Editor**.

See the section of the online manual on commissioner tools for more information about the Player Editor.

The Personnel Profile

The **Personnel Profile** isn't part of the main menu structure, but when you're looking at a coach in OOTP, there's a lot of information, so it's worthy of its own section in the manual! The Personnel Profile is your main source for information about a specific coach, scouting director, or trainer. Practically every reference to a coach in the game is hyperlinked. Just click on a name, and you are taken straight to the Personnel Profile. Like many of the other areas of the game, the Personnel Profile consists of a number of pages, accessed by tabs at the top of the page.

Here are a list of the different pages accessible from the Personnel Profile:

- Coach Profile & Ratings
- Strategy Preferences
- Managerial History
- Editor

Personnel Profile Common Action Menus and Buttons

In addition, there are several action buttons and action menus that appear consistently on the bottom of pages throughout the Personnel Profile. These are described in detail below:

The Action Menu

Option	Result
Open Person Profile	Returns you to the main Personnel Profile. If you're already there, it does nothing.
Shortlist Person	Adds the Person to the manager's shortlist.
Offer Contract / Extension	This option changes depending on the status of the Personnel and manager. It will say Offer Contract if you are looking at a free agent. If you are looking at a coach on your team, it will say Offer Extension. See Personnel Contracts for more information. (*Note: This option will not be available if you look at a person who is under contract to another team.*)
Fire Person	Fires the selected person. You will have a chance to cancel, in case you mis-clicked this option!
Appoint as...	This option has a submenu that allows you to appoint this person to any coach, scout, or trainer position in your organization. If that slot is already occupied, the two coaches will switch jobs.

The Picture Menu

The Picture action menu is described in the section on Common Action Menus

The Shortlist Button

Clicking the Shortlist button adds the person to the manager's shortlist.

Coach Profile & Ratings

The **Coach Profile & Ratings** page is accessible by clicking on any coach, scout, or trainer in the game, and it contains most of the key ratings and information about a person (not a player) in the game:

The Action Menus and Buttons at the bottom of this page were already covered on the Personnel Profile page.

The Coach Profile & Ratings page is divided into six sections, three columns of two sections each.

Personal Details

The **Personal Details** section is similar to the Personal Details section of the Player Profile, except that batting, throwing, and position preferences are not given. In their place, the person's normal occupation is displayed.

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 Coach and Personnel Contracts for more information.

Managing Ratings

The **Managing Ratings** section lists key managing skills and the currently selected person's ratings in those skills. See Coach and Personnel Contracts for more information.

Scouting Ratings

The **Scouting Ratings** section lists key scouting skills and the currently selected person's ratings in those skills. See Coach and Personnel Contracts for more information.

Coaching Ratings

The **Coaching Ratings** section lists key coaching skills and the currently selected person's ratings in those skills. See Coach and Personnel Contracts for more information.

Trainer Ratings

The **Trainer Ratings** section lists key medical skills and the currently selected person's ratings in those skills. See Coach and Personnel Contracts for more information.

Strategy Preferences

The **Strategy Preferences** page is accessible by clicking on any coach, scout, or trainer in the game, and then selecting **Strategy Preferences**.

Coach strategies are described in more detail in Coach / Personnel Personalities and Strategies.

The Action Menus and Buttons at the bottom of this page were already covered on the Personnel Profile page.

Managerial History

The **Managerial History** page is accessible by clicking on any coach, scout, or trainer in the game, and then selecting **Managerial History**.

Year	Team	Record	AVG	Runs	ERA	Runs allowed	Position	Playoffs
1951	St. Catherines Wildcats (GHL)	76-54, .585 PCT, 1 GB	.233	465	2.76	409	2nd		Not qualified
1952	St. Catherines Wildcats (GHL)	64-66, .492 PCT, 12 GB	.228	448	2.90	469	5th		Not qualified
1953	Peterborough Locks (GHL)	53-75, .414 PCT, 21 GB	.232	493	3.90	576	8th		Not qualified
1954	Peterborough Locks (GHL)	51-79, .392 PCT, 31 GB	.238	470	3.73	550	8th		Not qualified
1955	Peterborough Locks (GHL)	57-73, .438 PCT, 18 GB	.238	471	3.53	551	7th		Not qualified
1956	Chicago Clout (ABA)	83-71, .539 PCT, 13 GB	.262	704	3.45	612	2nd		Not qualified
1957	Chicago Clout (ABA)	86-68, .558 PCT, 17 GB	.251	650	3.40	606	3rd		Not qualified
1958	Chicago Clout (ABA)	69-85, .448 PCT, 25 GB	.259	697	4.37	769	7th		Not qualified
1959	Chicago Clout (ABA)	85-69, .552 PCT, 6 GB	.260	724	3.83	642	2nd		Not qualified
1960	Chicago Clout (ABA)	80-74, .519 PCT, 13 GB	.262	717	3.90	649	2nd		Not qualified
1961	Oshawa Carriages (GHL)	57-70, .449 PCT, 23 GB	.254	578	4.17	641	7th		Not qualified
1962	Oshawa Carriages (GHL)	62-68, .477 PCT, 19 GB	.258	535	4.12	612	5th		Not qualified
1963	Oshawa Carriages (GHL)	57-73, .438 PCT, 18 GB	.251	537	3.76	586	7th		Not qualified
1964	Chicago Hitmen (ABA)	82-72, .532 PCT, 10 GB	.255	719	3.11	562	3rd		Not qualified
1969	Detroit Bears (ABA)	81-73, .526 PCT, 12 GB	.251	636	3.96	667	3rd		Not qualified
1970	Detroit Bears (ABA)	75-79, .487 PCT, 9 GB	.264	801	4.48	783	7th		Not qualified
1974	Baltimore Barons (ABA)	78-76, .506 PCT, 10 GB	.263	722	3.51	651	5th		Not qualified
1975	Baltimore Barons (ABA)	96-58, .623 PCT, - GB	.272	786	3.62	642	1st	
TOTAL		1292-1283, .502 PCT	.253	11153	3.70	10977			0 time(s) qualified

This page behaves similarly to the Manager History page, except of course that instead of your own record, it shows the records of the team that the selected person was on.

Geez, what tough luck this guy had. 24 years of coaching, and not a single playoff game!

Personnel Editor

The **Personnel Editor**, available only to commissioners, is accessible by clicking on any personnel in the game and then selecting **Editor**.

See the section of the online manual on commissioner tools for more information about the Personnel Editor.

Important Game Concepts

A good manual isn't just a picture of every screen in the game. OOTP has a number of key concepts that really define how the game works. On top of that, not everyone thinks of things in terms of which screen they're looking at. This section of the online manual is designed to tell you a little bit more about these key aspects of the game, so that if you're wondering, "Hey, how does Scouting work?" we'll have the answer for you!

- Human Managers
- Player Model
- Coaches and Personnel
- Scouting
- Trading
- Finances and Player Contracts
- Player Drafts
- Roster Rules and Management
- League Events
- Tools, Functions, and Editors

Human Managers

No matter what type of OOTP game you create, the concept of **manager identities** is an important one. A manager is the identity of a *human* player within your game. Upon the creation of any OOTP game, you will be required to create at least one manager identity.

OOTP tracks the individual history of each human manager in the game. Each human player must have *at least* one manager identity, but one human player could theoretically control two, five, or ten manager identities. By far the most common style of play, however, is for a single human player to have a single manager identity. Managers of computer-controlled teams are *not* considered manager identities!

Since a manager gets access to "private" data, such as scouting reports for his team, only one manager identity at a time can ever be active in OOTP. This is similar to 'logging in' to a computer. If you have just one manager identity in your game, you don't need to worry about this. However, if you have more than one human manager, you may have to switch back and forth between manager identity using the Select Human Manager function in the Game menu.

Manager identities are unique to a saved game. That is, if you create a manager named Steve Jones in one game, that manager will not be available if you create a new game file. However, managers are *not* unique to *leagues*. For example, if you have five leagues in your saved game, your human manager identities could be hired in any of the five leagues.

While manager identities get personal traits (name, a picture, a birth date, etc.), they aren't actually human. Manager identities never die or retire on their own in the game. Some players who use the same league for many game years choose to retire one manager identity at a "realistic" age, and then create a new one. Others will use the same manager identity for hundreds of years. It's up to you.

For instructions on actually creating a manager identity, or maintaining existing human managers, see the section on Adding/Editing Human Managers.

The Role of a Human Manager

The role of a human manager in OOTP is a little bit different than in real life. In real life, teams typically havea *general manager*, who is responsible for front-office decisions like player signings and roster moves, and a *manager*, who is responsible for the day-to-day management of the team, such as setting lineups, managing games, and so on.

The responsibilities of an OOTP manager include business transactions (drafting players, trading, signing free agents, etc.), and day-to-day management of all teams in the organization (setting depth charts and lineups, pitching staff, game strategy, etc.). In effect, they are general managers and managers rolled into one. In addition, if you're the manager of a team with affiliated minor leagues, you're the manager of *those* teams too!

From an OOTP operational standpoint, managers of either parent or affiliated teams also have some ability to edit information for their teams and players. They can edit team logos and colors, change player positions and uniform numbers, adjust fictional player

pictures, and so on. Managers in solo leagues also have the ability to edit the setup and league configuration of their games. However, they cannot edit player ratings, ballpark information, etc.

But, don't fret if you're feeling overwhelmed. OOTP has many options that allow you to customize how this works. Most notably, the Manager Options page gives you the ability to delegate much of your authority to your staff on a temporary or permanent basis.

In OOTP you can also choose to manage an affiliated team, for example as the manager of a Single-A team. In this case, you lose all transactional responsibility. Minor league managers cannot draft players, sign free agents, trade, etc. These functions are handled by the general manager of your parent team. Additionally, your team management responsibility will be limited to just your immediate team. That is, a Single-A manager cannot make changes to the lineup of the Double-A team.

In addition to the information above, there is also another play mode called Commissioner Mode.

Commissioners

OOTP has an additional option for managers called **Commissioner Mode**. A commissioner is the absolute ruler of a baseball universe. A commissioner can control every aspect of a league, including editing players, forcing trades, and changing the league configuration. A commissioner can temporarily take control over any team in the league, or he can sign up as the full-time manager of a team. In online leagues, the commissioner is the only one who is able to advance the game date and auto-play games.

You can be both a commissioner and a manager simultaneously. Commissioner Mode can be set when adding or editing human managers, or on the Manager Options page. The only exception is that human managers in online leagues who are not themselves commissioners cannot turn on Commissioner Mode.

Some solo players like to manage a single team with Commissioner Mode turned on, so that they have quick access to all editing capability. Other solo players prefer to play with Commissioner Mode turned off, so they are not tempted by all that power. Either way, you can turn this mode on or off at will.

Commissioners have access to a wide range of features that are described in more detail in the League Functions section of the manual. In general, commissioner functions are located on the appropriate OOTP pages, but they are only visible if your current manager identity is a commissioner.

Human Manager Status

The **Human Manager Status**, accessible by navigating to **Game Menu | Human Manager Status**, gives you a list of all the human managers in your saved game.

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 won-lost record for the manager, across all leagues and teams. For example, if a manager has managed four teams, this would be the combined won-lost record for all four teams.
Reputation	The manager's reputation in your game universe.

There are no actions that can be taken on this page. However, the nationalities are hyperlinked to the Nation Profile page, and the team names are hyperlinked to the Team Home page .

Add/Edit Human Managers

The **Add/Edit Human Managers** page is normally the first thing you see when starting a new game, but it can also be accessed at any other time by navigating to **Game Menu | Add/Edit Human Managers**. Remember, a manager is the identity of a human player within your game.

Note: Managers of computer-controlled teams will never appear on this page. Do not create manager identities for your computer teams! If you want to create a manager for a

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computer-controlled team, you can do so by having the commissioner edit a coach using the coach editor.

OOTP begins with one default human manager with a generic name like "Jim Smith" or "Joe Unknown." When you first start your game, you can edit this manager identity to your liking. For all subsequent games, OOTP will remember the name of the last human manager that you created. The left side of the page has a number of options you can modify. The right side of the page contains a list of active managers in the game and which team each one manages.

Note: The manager identity that currently being edited is highlighted in the List of Active Managers on the right.

Personal Info

In the **Personal Info** section, you can edit the manager's name, nationality, and date of birth:

Personal Info					
First Name	Jim				
Last Name	Smith				
Nationality	🇺🇸 American				▼
Date of Birth	15th	▼	March	▼	1920 ▼

These values generally have no noticeable impact on the game. They are there just to give your manager identity more 'life.' In particular, note that human managers do not retire or die of old age.

However, the nationality of a manager can have a slight impact on the way a player perceives that manager's team. For example, a Dominican player is more likely to feel favorably toward an organization with a Dominican general manager than he would toward an organization with a manager from another country.

Team & Play Mode

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

Team & Play Mode	
Play Mode	☐ **Play in Commissioner Mode**
	☐ **Cannot be fired**
Select Team	**Start Unemployed** ▼

Option	Description
Play Mode	Check this box to make this manager identity into a commissioner. You can visit this page of the online manual for more information about manager roles. A player can be both a commissioner and the general manager or manager of a specific 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. At the start of a game, you can hire yourself into any manager position in your game. You can also choose to have a manager identity start as unemployed. However, be forewarned: If you start the game unemployed, you are now at the mercy of the owners in your league. Many owners might not be interested in hiring a 'rookie' manager like you, especially for higher-level jobs.
Select Team	

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!

List of Active Managers

The **List of Active Managers** on the right 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.'

Adding Managers

To add a new manager, click the **Add Another Manager** button in the lower left. A new identity with the name of the last manager added will be created. Edit the name and other relevant details on the left side of the page, and then click OK. (For 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 'logged in.' That is, when you click OK, you will be returned to the game pages, but you will still be 'logged in' as the previous manager identity. For more information on changing the active manager, see the Select Manager page.

Deleting Managers

To delete an existing manager, click on the manager in the List of Active Managers on the right side of the page. 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.

Editing Existing Managers

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

An unemployed manager can be given a management job from this page. 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.

Select Human Manager

Although OOTP games can have many human managers, only one manager identity can be 'logged in' at any given time. To change the currently logged in manager, navigate to **Game Menu | Select Human Manager**, where you can change which manager identity is currently in control of the game.
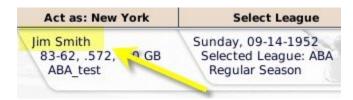
To switch manager identities, click on the manager you want to use, and click **Select Manager**.

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

If you are playing a game with multiple human manager identities, remember that if time advances for one manager, it advances for the other as well. Make sure you have made any necessary changes to all managers before proceeding. When you have multiple manager identities in a game, it's a good idea to password protect your manager identities to avoid mistakes. This can be done in the Manager Options page.

Manager Reputations

In OOTP, each manager has a **reputation**, which can be viewed on the Human Manager Status page. 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 factors such as 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.

In addition to the "hard facts" about your candidacy, other events in the game world can also affect how teams feel about you, even though these might not necessarily be reflected in your "reputation rank." For example, quitting a job in the middle of the season can strongly hurt how other ownership teams view you.

Getting Hired

When you first create a manager identity, you have the option of taking any manager position in your game that is not already held by a human manager. However, if you choose to begin your career unemployed, you have effectively entered the job market. Once this happens, only certain teams might offer you a position.

Teams decide whether to offer you a job primarily 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 such as quitting in the middle of a contract. You can see your reputation on the Human Manager Status page. But be forewarned, computer owners have their own reasons for making hiring decisions. It's quite possible they will hire a less-qualified manager than you on occasion. That is, just as in the real world, there is no guarantee that a spotless reputation will cause every team in the league to offer you a job!

The human manager contract system is fairly basic. Human managers do not have a salary or a fixed-length contract. You're either employed or not. OK, so you find yourself seeking employment in OOTP. How do you get a job? There are three ways to get a job in OOTP:

Applying for Available Jobs

The Available Jobs page, accessible by navigating to **Manager Menu | Available Jobs**, displays a list of teams that are currently offering you a position:

The Available Jobs page lists open manager positions *that are being offered to you* from throughout your game universe. Jobs are not limited by league, so you could receive an offer to coach in Japan, or some such. Teams are hyperlinked to make it easier to research a team before applying for a job.

Note: Not all open management spots are offered to you! Teams may pass on a person of your talents due to your reputation, track record, your level of experience, or your mistreatment of previous ownership.

Applying for an Available Job

To apply for an open position, click on the **Apply as GM** button (for parent league teams) or **Apply as Manager** (for affiliated league teams) 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 contracts. You either take the job, or not.

If you are already employed, you can still apply for a job from this page. 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! Consider that before switching jobs mid-season!

Receiving Job Offers

In OOTP, if you are unemployed, teams may offer you a job via your news page by sending you messages, like this one:

If you are offered a job that interests you, you can accept the job by clicking on the **Respond to Message** action menu in the lower right, and then clicking **Accept Offer**. Presto! You're now the manager of that team.

Remember, your reputation and experience play into who will offer you jobs. You're not likely to get solicited aggressively by major league clubs if you have no experience. If you have minor leagues in your game, you may need to get some experience at lower levels before moving up.

Taking a Job as Commissioner

If you are the commissioner, then you can circumvent this whole job hunting process, because all manager jobs are always available for you to take from the Available Jobs page. So, if you've been trying to get that New York Daffodils' job honestly, and failing, just do the following:

1. Go to the Available Jobs page
2. Click on the Switch to Commish Mode Now button
3. Apply for the New York Daffodils' job
4. Go to the Manager Options page
5. Turn off Commissioner Mode

Yeah, OK, it's cheap. But sometimes you gotta do what you gotta do! We won't tell...

Leaving a Job

In OOTP, there are three ways to leave your current job: getting fired, resigning, and accepting another job. Because human managers don't really have contracts in OOTP, as long as you don't get fired, you can have your job forever.

Getting Fired

An OOTP manager can be fired at any time.

Message ID: 154
Status   Read
Message Type   General News
Subject   Manager Sánchez Purged by Portland
Date   10-08-2012

Javier Sánchez has been released as the Portland manager. The Red Robins say it is time to make a change and get the club headed in a different direction.

The dismissed skipper was philosophical about his fate, telling reporters, "When things don't go right, the first thing management does is get a new manager. That seems to be the quickest solution to making things better -- or at least, making them seem better. That's just the way baseball is."

At the start of a season, you will receive a message from ownership with a general sense of how they expect your team to perform. It's a safe bet that if you fail to meet the owner's expectations, your job could be in jeopardy. Different owners react differently to your accomplishments and failures. Some owners might be patient. Others might fire managers halfway through a season.

Getting fired hurts your reputation, which hurts your ability to get new jobs, so obviously it pays to be successful! Once you are unemployed, you're back in the job market. See Getting Hired for more information on what to do next!

But I don't WANT to get fired!

Some players want to suspend reality a *little bit*, by just not having to worry about getting fired. In OOTP, you can tell OOTP that you never want to get fired, on the Manager Options page. Commissioners also cannot be fired.

Resigning

You can resign at any time by navigating to **Manager Menu | Resign from Team...**. You will be prompted to confirm. Once you have resigned, you're back in the job market. See Getting Hired for more information on what to do next!

Accepting Another Job

A third way to leave your current job is to accept an offer from another team from the Available Jobs page *while you are still employed*. If you want to take another job, just apply directly from the Available Jobs page. You will immediately resign your current position and take on your new responsibilities. Be warned, though: if you quit your current job in the middle of a contract, it can negatively affect your reputation! Teams might not be so willing to hire a GM who will quit in the middle of a season!

Ownership

Just as in real life, you have little control over your team's ownership. During the year, ownership might send you messages occasionally, to inform you of its expectations, or in changes in the team's financial situation that might affect you:

Message ID: 54
Status   Read
Message Type   General News
Subject   Personal Message from the Owner: Season Expectation
Date   04-16-1951

You have just been informed by the team owner about his expectations for the season. He thinks that you should be able to achieve a winning season, playing better than .500 ball.

You'll also be notified of your budget on an annual basis. Be sure to pay attention to notes like these. Failure to pay attention to your owners can result in you getting fired, which doesn't help your reputation when you're trying to establish a solid track record!

If you're a minor league manager, your team's ownership will also inform you when they have made roster moves affecting your team:

Managing in the Minors

In OOTP, you can choose to manage an affiliated team, most typically a minor league team. In this case, the management experience is a little bit different. Whereas a GM is responsible for everything he does not delegate, a minor league manager is only in charge of lineups and depth charts for his team, and managing games if you choose to play them out. Your GM (the computer) will handle all roster moves, transactions, and trades. Note here how the Manager Options page changes when you are a minor league manager:

Promotions

If you are managing a minor league team, there is a chance that you could be promoted to a higher position. If this happens, you will receive a message like this one:

However, even if you are doing well, there is no guarantee that ownership will decide to promote you. You may need to keep your eye on other opportunities as well.

Transaction Notifications

As a minor league manager, you don't have control over the transactions your general manager makes. As a result, it can make it difficult to field a competitive team if your GM is moving all of your parts around. Still, at least they're kind enough to send you a notification any time they make a roster move involving the team you manage:

Be sure to keep an eye out for these messages, and make the appropriate changes to your lineups and depth charts.

Manager Score

In OOTP, at the end of each season, you will receive a 'manager score' from the game. This score is on a 1-100 scale. (No, you can't change this scale.):

Manager scores have no real impact on the game. They're just a way of assigning a number to your performance. The score takes into account a number of things, such as your regular season winning percentage, playoff rounds won, how well you met the owner's expectations and so forth. So, for example, you could get a significantly higher score by winning a championship when your owner only expected the club to play .500 ball, than you would if your team was the odds-on favorite all season long.

The Player Model

The heart of any baseball game is the players. OOTP 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.

OOTP's player model consists of a wide variety of ratings, that we will cover in detail in this section of the online manual. We'll also cover some of the concepts that directly affect players, such as injuries and player development. Here are the areas we will cover:

- Baseball Ratings
- Personality Ratings
- Player Positions and Roles
- Injuries, Fatigue, and Aging
- Suspensions
- Player Retirement

Baseball Ratings

The core of a player's ratings revolve around baseball skills. How well can he hit? Can he steal bases? How is his control? OOTP's rating system covers all of the bases (ahem) in this regard. In this section, we'll talk about the following:

- Ratings Overview
- Batting Ratings
- Pitching Ratings
- Defensive Ratings
- Other Ratings
- Overall Ratings
- Player Development

Ratings Overview

In OOTP, players receive ratings across a broad range of baseball skills, but the main ratings are batting ratings for position players and pitching ratings for pitchers. Ratings are numeric approximations of a player's ability, where the higher the number is, the better the player is at that skill. Here's an example of some batting ratings:

Rating colors

Each page 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

So, in the graphic above, we can see that this hitter has "good" Contact Potential, but "awful" Home Run Power.

Ratings Scales

The ratings in the graphic above are on a 1-100 scale, but the scales used to rate players in OOTP can be customized at the time of game creation on the Game Options page, or afterwards by navigating to **Game Menu | Game Setup | Global Setup tab**:

You can change rating scales at any time during a game without adversely affecting your league. Changing scales doesn't actually affect your players' skills, just how they are represented numerically. OOTP supports any of the following ratings scales:

- NONE displayed - This will prevent ratings from displaying. Even if ratings are not displayed, however, they still exist and are used by the computer in decision-making. They are simply not visible to the human player.
- 1 to 5
- 2 to 8
- 1 to 10
- 1 to 20
- 20 to 80 (in increments of 5)
- 1 to 100

Note: You cannot change the ratings scale if you are in an online league, and are not the commissioner.

Ratings Above Max

The vast majority of ratings fall in the range defined by your ratings scales. However, there are some rare cases where a player will have a rating that is *over* the defined maximum, such as a 120 on a 1-100 scale. You can choose whether these ratings should be displayed as their actual ratings, or if you just want to consider anything above the max as the max, i.e. treating "120 out of 100" as "100 out of 100." This setting can be customized at the time of game creation on the Game Options page, or afterwards by navigating to **Game Menu | Game Setup | Global Setup tab**found in the same setupages linked above.

Current vs Potential Ratings

There are lots of ratings in OOTP, but batting and pitching ratings alone have one other special feature. For each batting or pitching skill, players have *two* ratings instead of one: a **current** 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 scouting director's assessment of how good this player could *possibly become at this ability over time*. (If you have scouting turned off, you still see potential ratings. It's just your coaching staff providing the information instead.)

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 a 5-year veteran.

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 Current vs Potential Ratings for more information on the distinction between the two.

Batting ratings can be seen on the Player Profile, the Ratings page, or in any list of players using the Batting Ratings View. They are also available on the Scouting Reports page.

Batting	Overall	VS LHP	VS RHP	Potential
Contact	78	68	81	78
Gap	73	57	78	73
Power	30	23	32	30
Eye	72	57	77	75
Avoid K's	72	64	75	78

Batting ratings are used by the game engine to determine the outcome of a pitch.

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 effect on what the result of a hit will be.

Gap Power

Gap Power is a measure of how much power a player has to the gaps-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.

Home Run Power

Home Run Power is a measure of how much home run power a 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.

Eye

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.

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.

Lefty-Righty Splits

In addition to the basic current versus potential ratings, hitters also can perform differently depending on the handedness of the pitcher they are facing. These "split" ratings are displayed on the Ratings page as "VS LHP" (versus left-handed pitchers) and "VS RHP" (versus right-handed pitchers). These split ratings are not visible on the Player Profile. Be sure to consider this information when setting your lineups!

Pitching Ratings

The three basic pitching ratings are **Stuff**, **Movement**, and **Control**. Each of these has a matching potential rating. See Current vs Potential Ratings for more information on the distinction between the two. Pitching ratings can be seen on the Player Profile, the Ratings page, or in any list of players using the Pitching Ratings View. They are also available on the Scouting Reports page.

Pitching	Overall	VS LHB	VS RHB	Potential	Other Pitching	
Stuff	92	90	93	92	Velocity	91-93 Mph
Movement	92	91	93	92	Endurance	93
Control	81	80	82	99	Hold Runners	91
					Groundball %	47 %
					Pitch #1	Fastball
					Pitch #2	Curveball
					Pitch #3	Changeup

There are also four additional ratings that do not have corresponding "potential" ratings: **Velocity**, **Endurance**, **Hold Runners**, and **Ground Ball %**. Pitching ratings are used by the game engine to determine the outcome of a pitch.

Stuff

Stuff is a measure of the quality of a pitcher's pitch repertoire. Think of it as essentially how a pitcher "puts it all together." Stuff directly affects the number of strikeouts a pitcher throws.

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.

Control

Control is a measure of a pitcher's accuracy. Pitchers with good Control ratings tend to walk fewer batters.

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.

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 relief pitchers.

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 who have high Hold Runners ratings.

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 ground outs and 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.

About Different Pitches

Pitchers in OOTP can throw an assortment of different pitches, displayed in the Player Profile. They are also mentioned in game play-by-play. A pitcher's pitch assortment does have some *very small* impact on the results of a play, but generally, in OOTP's pitching model, the specific pitches do not matter. The OOTP model is such that variety of pitches and the pitcher's skill with and selection of those pitches are factored into the three main ratings of Stuff, Movement, and Control. The types of pitches a pitcher throws in OOTP do not change over the course of his career.

Lefty-Righty Splits

In addition to the basic current versus potential ratings, pitchers also can perform differently depending on the handedness of the batter they are facing. These "split" ratings are displayed on the Ratings page as "VS LHB" (versus left-handed batters) and "VS RHB" (versus right-handed batters). These split ratings are not visible on the Player Profile. Be sure to consider this information when making pitching decisions!

Defensive Ratings

The four basic defensive ratings are **Range**, **Error**, **Arm**, and **Turn Double Play**. Defensive ratings are further broken down into three categories: **infield**, **outfield**, and **catcher**. Catchers have two additional ratings for **Catcher Ability** and **Catcher Arm**. Furthermore, players receive **position-specific ratings** for each position they are qualified to play. Unlike hitting and pitching ratings, defensive ratings do not have

corresponding potential ratings. Defensive ratings can be seen on the Player Profile, the Ratings page, or in any list of players using the Fielding Ratings View.

Position Ratings	
Pitcher	-
Catcher	-
First Base	100
Second Base	61
Third Base	92
Shortstop	75
Left Field	-
Center Field	-
Right Field	-

Defensive ratings are used by the game engine to determine the outcome of a pitch or a ball in play.

Infield / Outfield Range

Range is a measure of how well 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.

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.

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 on 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.

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.

Catcher Ability

Catcher Ability is a measure of a catcher's overall catching skill. Catcher Ability isn't truly a distinct 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.

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.

Position Ratings

Each player also receives a numeric rating at any position they are qualified to play. This rating 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 position ratings are better overall defensively. Position ratings aren't truly distinct ratings. They are 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 Player Positions and Roles 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.

Other Ratings

There are six other offensive 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**. Unlike hitting and pitching ratings, these ratings do not have corresponding potential ratings. Other offensive ratings can be seen on the Player Profile, the Ratings page. There is no default View with all of these ratings, but you could easily create a custom view for that purpose.

Other Offensive	
Running Speed	16
Stealing Bases	25
Baserunning	19
Sacrifice Bunt	68
Bunt for Hit	1
Hitter Type	Normal

Other offensive ratings are used by the game engine to determine the outcome of a pitch or a ball in play.

Running Speed

Running Speed is a measure of how quickly a player can run from one base to the next. Players with a high rating in 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.

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 rating, but a low Stealing Bases rating, and vice versa, although the most dangerous baserunners have high ratings in both.

Baserunning Instincts

Baserunning Instincts is a measure of a player's instincts when running the bases. Players with a high rating in 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.

Sacrifice Bunt

Sacrifice Bunt is a measure of how well a player can execute a sacrifice bunt. Players with a high rating in Sacrifice Bunt are more likely to execute the bunt correctly, advancing the runner. They are also less likely to strike out while bunting.

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 a high rating in Bunt for Hit 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.

Hitter Type

There are three general types of hitters in OOTP. 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.

Overall Rating

In addition to all of the individual baseball skill ratings, your scouting director also provides you with an **overall** assessment of a player's current and potential rating, that can be displayed numerically or graphically as stars. Overall ratings can be seen on the Player Profile or in any player list using the Default View. They are also available on the Scouting Reports page. They are not available on the Ratings page.

Stars vs Numbers

The ratings scale for overall ratings is slightly different from individual skills. Overall ratings can be displayed on a 20-80 scale or using a series of stars in half-star increments, with 5 stars being the top rating. You can also choose to disable display of overall ratings entirely. This setting can be configured during game creation on the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Global Setup tab**:

Basis for Overall Ratings

Overall ratings are based on your scouting director's assessment of a player's skills *compared to all other players at that position*. For example, let's say you have a third baseman with 5-star overall potential. This means that he has the potential to be among the best third basemen in the league, not that he has the potential to be among the best *players at any position in the league*. If your league is very weak in third basemen, he could actually be nothing more than average compared to the top players in the league.

Of course, if you'd like to change this, you can! You can instruct OOTP to calculate overall ratings without regard to position. As with the stars vs numbers, this setting can be configured during game creation on the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Global Setup tab** by checking the box entitled **Overall rating based on all players, not positions**.

OSA and Overall Ratings

If you have scouting enabled, OSA does not provide overall ratings for players. Only your scouting director provides overall ratings. If scouting is disabled, then OSA will provide overall ratings.

Player Development

Players' current and potential ratings change over the course of a season or a career, according to OOTP's player development model. As soon as players are created, they 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 Coach / Personnel Ratings for more information.
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 OOTP 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 40s, 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. Players age in a model that is relatively consistent with modern-day baseball players. You can adjust this by tweaking the player aging modifier. During game creation, this can be found in the Player Options section of the Game Options page. After game creation, navigate to **Game Menu	Game Setup	Player & Picture Options**.
Challenge	Players respond differently to challenges. Often, a player who is tearing up Double A 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. See Injuries and Fatigue for more information.
Spring Training	Players have an opportunity to play during spring training, and this often gives them an opportunity to improve outside the regular season. See Spring Training for more information.
Chance	Chance also plays a hand in rating 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 that can be set during game creation on the Game Options page, or after game creation by navigating to **Game Menu	Game Setup	Player & Picture Options**.

Disabling Player Development

You can also completely disable OOTP's player development model, meaning that players will never increase or decrease in ratings. This is most often desired by historical simmers who don't want to see Lou Gehrig's contact rating drop, for example. You can disable player development on the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Player & Picture Options**.

Personality Ratings

The baseball ratings form the core of the player model, but if every general manager only had to deal with skills, then the job would be *much* easier. The fact of the matter is that GMs and managers alike have to deal with personalities as much as they do skills. It's easy to bench a player hitting .180 when he's a rookie. It's another matter entirely when that player is your four-time All-Star shortstop! OOTP models this with a number of **personality ratings**. In this section, we'll talk about the following:

- Player Personalities
- Player Popularity
- Player Morale

Player Personalities

Players in OOTP have six different **personality ratings** that come into play in various ways. Personality ratings use the same scale as other player ratings. In general, higher personality ratings are better. The one exception is Greed, in which a lower score is better (for the GM).

Personality	
Leader Ability	2
Loyalty	38
Desire for Winning Team	97
Greed	70
Intelligence	98
Work Ethic	60

Personality ratings can be seen on the Player Profile. There is no default View with personality ratings, but you could easily create a custom view with these ratings.

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, potentially affecting both their performance and their development.
Loyalty	How loyal a player is to his current 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. Players morale can suffer greatly if this rating is high and the team is performing poorly.
Greed	How greedy the player is. Greed is a strong factor in contract negotiations, and can have a negative impact on morale if the player feels he is underpaid.

Intelligence	How intelligent the player is. Intelligent players have a 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 can have a positive effect on other players in the clubhouse, and can influence player development. They are also somewhat less prone to slumps.

Note: The effects of personalities are unpredictable, just as in the real world. Personalities might affect the game in ways other than what is described above, and personalities are not absolutes! For example, a player with a high loyalty might elect not to sign an extension with your team. Players will not always behave precisely according to their player personalities.

Disabling the Player Personality Model

The player personality model can be disabled entirely during game creation in the Player Options section of the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Player & Picture Options tab**.

Player Popularity

Players in OOTP have two **popularity ratings**: national and local. Popularity can be seen on the Player Profile, or in player lists using the Popularity Info View.

National Popularity	Insignificant
Local Popularity	Fair

Popularity is largely based on player performance, although it can also be influenced by things like player personality, news articles about players, contract signings, and overall ratings.

Player popularity is an important consideration for general managers, since letting a popular player go can have a profound impact on fan interest, which can affect revenue. The fans will let you know, too, when they're unhappy with your moves:

Message ID: 1878	
Status	Read
Message Type	General News
Subject	Fan Reaction to Loss of Brett White
Date	09-18-1952

Our fans are shocked that you did not keep B. White on the team! The overall fan interest almost crashed!

On the other hand, signing a high-profile player or two can go a long way to restoring flagging interest in your franchise.

Player Morale

OOTP 9 has a **player morale** model, in which players can have varying levels of happiness. Overall player morale can be seen on any pages in the Player Profile. More detail about morale can be seen by clicking on the "Show Morale" link in the Health Status box in the lower left of those pages. Player morale values include Angry, Very Unhappy, Unhappy, Normal, Good, Very Good, and Great.

Morale Details	Show Status	
Team Performance	😩	Unhappy
Team Transactions	😐	Normal
Player Performance	😐	Normal
Role on Team	😐	Normal
Expected Role		Bullpen

What does Morale Affect?

Morale can affect a number of things in the game, including:

- Player performance
- Likelihood of the player asking for or accepting a contract extension
- Likelihood of the player re-signing with your team in free agency
- Likelihood of the player requesting or demanding a trade
- Likelihood that the player will demand a change in his role on the team

How is Morale Determined?

The overall player morale rating is a composite of four different factors.

Rating	Description
Team Performance	How well the player thinks the team is doing. This rating isn't strictly by record. For example, your team might be over .500 overall, but in the middle of a 10-game losing streak that causes player morale to drop. This rating is also influenced by a player's desire to play for a winning team.
Team Transactions	How the player feels about the transactions the team has made, most notably signings, released players, and trades. Signing high profile players can boost morale, as can making a good trade. Treating players poorly, such as cutting them in the middle of a contract, can hurt morale. Player popularity also has a big effect here. Things aren't always black and white, though. If you sign a high-profile second baseman, the other second basemen on your team might not be too happy about their own future prospects. Team Transaction morale is also affected by transactions affecting the current player. For example, if you promote or demote a player, sign or release a player, or change a player's trade status or shop them, this affects their Team Transactions morale.
Player Performance	How the player feels about his own performance. Players who are performing well are happier than players who are not.

	How the player feels about his role on the team. In OOTP, each player has an 'expected role' on the team. Some pitchers might expect to be starters, others
Role on Team	members of the bullpen. Position players might expect a spot in the middle of the lineup, and so forth. This expected role is displayed in the Morale Details section of the Player Profile page. The Role on Team morale factor is based on this expected role. Players whose expected roles are not being met are likely to be unhappy.

The overall morale rating of each player is the combined result of these four areas. Different players have different personalities, and different levels of sensitivity as well. So, just as in real life, there are no hard and fast rules about how certain players will react. You might find out that you've signed a prima donna, or that your star player is a steady, unflappable team player.

Disabling the Player Morale Model

The player morale model can be disabled entirely during game creation in the Player Options section of the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Player & Picture Options tab**.

Player Positions and Roles

Each player in OOTP has a single **assigned position** that is displayed on the Player Profile, on player lists that show player positions, and in various reports.

A player can only have one assigned position at a time. Think of it as where the organization plans to play him. However, the assigned position has no impact on where you can actually *play him*. You could place a pitcher in left field, or a third baseman at first base, if you so desired. The assigned position is just a way of labeling the player for easy reference.

Changing a Player's Assigned Position

You can change a player's assigned position by using the **Set Position To...** action menu that is available at the bottom of every page in the Player Profile. Commissioners can also

change player positions through the Player Editor. There are no restrictions on changing this setting. You could set a person with no ability at 3B to an assigned position of 3B (although I'm not sure why you'd want to do that).

Player Ratings at Multiple Positions

As described in the Defensive Ratings section, players receive a numeric rating at any position they are qualified to play. A single player may have ratings at one, three, or even nine positions. So, a player's assigned position isn't necessarily the only position he can play. In fact, it may not even be his *best* position. For example, you might have a good third baseman who plays an average shortstop, but you also have an All-Star third baseman. So, the first player ends up at shortstop even though he's a better third baseman. In this case, his assigned position could be 3B OR SS. Player ratings at each position can be seen on the Player Profile, the Ratings page, or in any player list using the Position Ratings view.

Position Ratings	
Pitcher	-
Catcher	-
First Base	100
Second Base	53
Third Base	62
Shortstop	69
Left Field	-
Center Field	-
Right Field	-

In the example above, the player is an outstanding first baseman, a fair second baseman, and a good third baseman and shortstop. Because he has ratings at these positions, he can play any of those positions without suffering any undue penalties. This player might have an assigned position of first base, but he could well be your best shortstop, too!

Playing out of Position

Even if your player does not have a rating at a position, you can still play him at any position in a game. Just place him wherever you would like in your lineup or depth chart. 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.

Learning New Positions

Players learn new positions through practice. The best way to accomplish 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 he improves. After he has acquired a certain amount of experience at a position, he will be given a position rating that will display on his profile.

OOTP follows the concept of the "defensive spectrum." The defensive spectrum is as follows: DH - 1B - LF - RF - 3B - CF - 2B - SS. Generally speaking, the further to the

right, the harder the position is to play and the harder it will be to convert a player to that position. Position players can learn to play catcher, but it often takes a very long time, and they typically don't make very good ones.

Note: A player cannot 'lose' positions. Once he has learned a position, he will always have a rating at that position.

Pitching Roles

In addition to a position, pitchers also have a **role**, which can be set to one of three values: starting pitcher (SP), middle reliever (MR), or closer (CL). Just as with assigned positions, pitcher 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 part in how the computer managers make decisions. For example, the computer is unlikely to place a closer in a starting spot.

Again, there's no reason you can't put a MR into your starting rotation. However, note that news articles involving pitchers will use the pitcher's role to decide what kind of information to present. News articles about starters are likely to include wins and losses, for example, while news articles about closers are likely to mention saves.

Injuries and Fatigue

Injuries and **fatigue** are unavoidable parts of any baseball player's career. Players can be injured on the field or off the field, and can suffer illnesses as well. As the GM, you will need to deal with these injuries, making roster moves as necessary to keep things rolling. OOTP's injury database is also customizable. This page deals with the mechanics of injuries in OOTP. See Dealing with Injuries for more information on what to do when you have an injured player.

Player Proneness

Players in OOTP have hidden injury tendencies, called "proneness." 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 trainer can be a huge advantage in dealing with injuries. See for more information. Commissioners can also edit the injury proneness of players using the Player Editor.

OOTP Injury Types

There are three types of injuries in OOTP:

Option	Description
Day-to-day	Day-to-day injuries don't prevent players from missing games, but they reduce a player's effectiveness by a certain percentage. Additionally, a player who plays with a day-to-day injury is at greater risk for additional injury, especially in that area of the body. For example, a player playing on a sprained ankle is more likely to suffer a foot injury. Day-to-day injuries are represented on player lists with a yellow cross icon (➕) and by listing the player's name in orange.
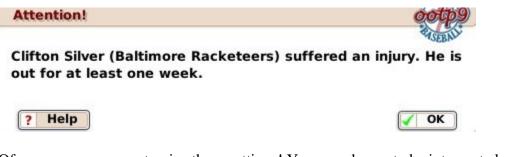
Out	These are injuries that force a player out of the lineup. These injuries can last anywhere from a few days to almost a year. These injuries are represented on player lists with a red cross icon (✚) and by listing the player's name in red.
Career-ending	Some injuries are career-ending. When a player suffers a career-ending injury, they are usually placed on the 60-day disabled list, where they remain until the end of the season. Players with career-ending injuries will always retire at the end of the season in which they are injured, relieving you of their contracts. These injuries are represented on player lists with a red cross icon (✚) and by listing the player's name in red.

Effects of Injuries

Injuries can immediately affect a player's current and potential baseball ratings. The more severe an injury is, the more likely that the player's ratings will suffer. It's quite possible for a severe injury to turn a great player into an average one. Ratings changes can be temporary (for the duration of the injury, for example), or permanent.

Injury Notification

As GM, you often need to react to injuries. If you are playing out games, you will be notified in-game when a player gets injured. When you are auto-playing games, by default the game will interrupt auto-play any time a player on your team is injured and out for at least three days:

Of course, you can customize these settings! You can choose to be interrupted more or less frequently, and you can also choose to be interrupted for day-to-day injuries too. These settings are in the Exit Auto-Play section of the Manager Options page.

Be careful about disabling these notifications! If you haven't delegated roster moves to your staff (from that same page), your staff won't be able to adjust when players get injuries, which could really hurt your team's chances of winning games!

Viewing Injury Information

Injury information is visible in a number of different areas in OOTP:

- In the Health Status section of any page in the Player Profile

- In the Team Injuries report
- With the graphics in the "Inf" column in any player list
- In your Manager News

Injury information on the Player Profile looks like this:

Health Status	Show Morale
Status	Day-to-Day
Diagnosis	
	flu
Recovery Time	5 days
Performance Loss	30%
Disabled List Status	Not on DL
Pitches Today	0
Pitches Yesterday	103
Pitches 2 Days ago	0
Pitches 3 Days ago	0
Pitches 4 Days ago	0
Pitches 5 Days ago	0
Rest Status	63% - Slightly Tired

Disabling or Adjusting Injury Frequency

Injuries can be turned off completely, or the frequency adjusted. This can be done during game creation in the Suspension, Injury & Fatigue Options section of the Game Options page. After game creation, this can be changed at any time by navigating to **Game Menu | Game Setup | Global Setup tab**. Disabling injuries part-way through a game will not un-injure any currently injured players.

Fatigue / Rest Status

Players accumulate **fatigue** as the season goes on, displayed as percentage "Rest Status" in the Health Status section of any page in the Player Profile. Each time a player participates in a game, he gains a certain amount of fatigue, reducing his Rest Status. Each day off restores Rest Status. Once a certain amount of fatigue has been accumulated, the player becomes tired. Tired players don't perform as well, and are also more prone to suffering injuries. Pitchers are often very tired or even exhausted immediately after pitching.

Players who are tired are represented on player lists with an orange, half-full battery icon (), with the player's name in yellow. Players who are exhausted are represented on player lists with a red, almost-empty battery icon (), with the player's name in yellow. Fatigue for pitchers is driven primarily by the number of pitches thrown in the past five days, together with the pitcher's Endurance rating. Position player fatigue is driven primarily by games played.

Adjusting Position Player Fatigue

Fatigue for position players (non-pitchers) can be adjusted or turned off completely. This can be done during game creation in the Suspension, Injury & Fatigue Options section of the Game Options page. After game creation, this can be changed at any time by navigating to **Game Menu | Game Setup | Global Setup tab**.

Dealing with Injuries

Injury mechanics aside, what do you do when you have an injured player? This page will give you some ideas on how to handle injuries.

When a player is injured during a game, first and foremost, you will have to make a substitution. But, after getting through the game, this sort of injury is handled just like any other injury during auto-play. Let's consider the most common ways of dealing with each of the three types of injuries. Bear in mind, though, that the options available to you may vary depending on your playing style and the configuration of your league!

Day-to-Day Injuries

Day-to-day injuries are a judgment call. Remember that injured players who play are less effective, and more likely to get hurt again. That said, if it's the playoffs, and your All-Star shortstop at 80% is still far better than the alternative, you have some thinking to do. Here are the most common actions to take with day-to-day injuries:

- Do nothing. Leave the player untouched in your lineups and depth charts and hope he doesn't get hurt worse.
- Install a temporary substitute. Leave the injured player on your active roster, but "demote" him by placing another player in the starting lineup and ahead in the depth charts until the injury is healed. Note that if you auto-play games, there is still a chance the AI might use him to pinch hit, or as a defensive substitution, if it feels that is necessary.
- Place him on the 15-day disabled list. Then call up a replacement from the minors or your reserve roster, or sign a free agent. Not a very common action to take with a day-to-day injury, but this could be an option if you want to be extra cautious.

"Out" Injuries

Injuries that take a player out of the lineup often require an immediate roster move. The most common actions are as follows:

- Do nothing. Leave the player untouched in your lineups and depth charts. The computer won't let him play, so he can't get hurt worse, but you'll be playing with a short bench. Still, if it's a short-term injury, you may be able to squeak by.
- Place him on the 15-day disabled list. Then call up a replacement from your secondary or reserve roster, or sign a free agent. This is probably the most common action for short-term injuries.
- Place him on the 60-day disabled list if his injury is more serious. Add another player to your secondary roster if you wish, since putting him on the 60-day disabled list frees up a slot on the secondary roster. Call up a replacement from

the minors or your reserve roster, or sign a free agent. This is probably the most common action for longer-term injuries.

Career-Ending Injuries

When a player gets a career-ending injury, there is really only one option: place him on the 60-day disabled list for the rest of the season. At the end of the season the player will retire, and you will be relieved of the remainder of his salary.

Note: Unless you are rolling in cash and just don't care, do not release the player immediately, or you will have to pay the remainder of his salary for the current season!

Lineups and Depth Charts

When you move players around due to injury, don't forget to make changes to your lineups and depth charts. If you don't, the AI will certainly do what it thinks best, but if your AI coach makes a decision you don't like, then there will be no one to blame but yourself!

Suspensions

Suspensions are definitely a part of today's baseball, be they due to on-the-field incidents or drugs. OOTP allows for the suspension of players for both of these reasons.

In-Game Incidents

Baseball players are competitive people, and sometimes hotter heads prevail. Just as in real life, if a pitcher throws a few too close to the batters, or hits another player, players can charge the mound. Argued calls can get players ejected from the game, or even suspended.

Drug Suspensions

Drug suspensions can also occur, at random. Players with low intelligence and work ethicare more likely to get suspended for drug use.

Viewing Suspended Players

Suspensions can be seen on the Health Status section of any page in the Player Profile:

In addition, they can be seen on any player list, where they are indicated by a striped icon and the player's name in blue text ( ).

A news article will also be generated any time players are suspended:

Disabling Suspensions

If you're not into the notion of suspensions, they can be turned off completely. Drug suspensions can be enabled/disabled separately as well, so you can retain the possibility of suspensions due to a brawl, while removing drug suspensions. This can be done during game creation in the Suspension, Injury & Fatigue Options section of the Game Options page. After game creation, this can be changed at any time by navigating to **Game Menu | Game Setup | Global Setup tab**.

Player Retirement

Eventually, players will retire in OOTP. 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 he is still under contract, the remaining term of the contract is voided, and the team no longer has to pay the player.

You will not receive any special notification when a player retires. However, the event will be noted in both the team and league transaction logs.

Players in OOTP will not come out of retirement to return to the list of active players. However, commissioners can manually force players to retire, or unretire them.

You can see retired players on the Retired Players page.

The Personnel Model

In OOTP, teams in a parent league have a staff of seven personnel: a **general manager**, a **manager**, a **bench coach**, a **hitting coach**, a **pitching coach**, a **scouting director**, and a **team trainer**. Affiliated league teams have just three staff members: a manager, a hitting coach, and a pitching coach.

Coaches and personnel affect a number of different aspects of the game, from player development to scouting to how quickly players return from injuries. Coaches and personnel have their own rating system as well, and are signed to contracts just as players are. This section will cover the different coaches and personnel in detail. We'll cover the following:

- Personnel Ratings
- Personnel Strategies
- Personnel Roles
- Personnel Contracts

Personnel Ratings

Like players, team personnel of all kinds have **ratings**. Of course, it would be silly to judge a team trainer on his ability to hit the long ball, so personnal ratings are somewhat different than player ratings. Team personnel ratings have a profound impact on your team, affecting things like player development, scouting results, and the ability of your players to recover from injuries. Personnel ratings can be edited by a commissioner on the Personnel Editor page.

Ratings for unemployed personnel can be seen on the Available Personnel page. Ratings for currently employed personnel can be seen on the Coach Profile & Ratings page:

Personnel ratings are divided into the following four categories:

- Managing Ratings
- Coaching Ratings
- Scouting Ratings
- Trainer Ratings

All personnel are rated in all four areas. We'll cover the specific ratings in a moment.

Normal Occupation

Personnel in OOTP each have a **normal occupation**, which can be seen on the Coach Profile & Ratings page or on the Available Personnel page. Like a player's assigned position, this is not a hard and fast assignment. A coach whose normal occupation is Head Coach might accept a job as a Hitting Coach, for example. However, Scouts and Trainers have some pretty different skills, so it's unlikely you'll be able to turn a Hitting Coach into a Trainer, for example.

Rating Colors

Personnel ratings follow the same color coding system as do player ratings.

Rating Scales

Just like player ratings, the scale used for Personnel ratings can be customized at the time of game creation on the Game Options page, or afterwards by navigating to **Game Menu | Game Setup | Global Setup tab**:

Rating Scales	
Player Ratings	1 to 20
Player Potential	1 to 20
Other Ratings	1 to 20
Show Ratings > Max	No, cut off
Overall/Potential Rating	Stars
☐ Overall rating based on all players, not positions	
Coach/Scout Ratings	1 to 20

Disabling the Personnel/Coaching Model

You can also disable the coaching / personnel system entirely if you so desire. This can be done during game creation in the Game Options page, or after game creation by navigating to **Game Menu | Game Setup | Global Setup tab**. 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.

Managing Ratings

Personnel are rated on three different managerial skills, as follows:

Rating	Description
Handle Rookies	The 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. (This is not the definition of 'rookie' used to determine rookie award winners!)
Handle Veterans	The 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	The 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 Ratings

Personnel are rated on three different coaching skills, as follows:

Rating	Description
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 rating 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 rating 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 rating is most relevant for managers and bench coaches.

Scouting Ratings

Personnel are rated on 5 different scouting ratings. However, these are covered in much greater detail in the page on Scouting Directors, so we won't discuss them here.

Trainer Ratings

Personnel are rated on five different trainer skills, as follows:

Rating	Description
Heal Arms, Legs, Back, Other	The ability 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 Injuries & Fatigue for more information about injuries in OOTP.
Fatigue Recovery	The ability to help players recover from fatigue. You can think of this rating as if your team also has a training staff. The better your training staff, the more 'in shape' your players will be, and therefore the more quickly they will recover from fatigue. See Injuries & Fatigue for more information about fatigue in OOTP.

Personnel Experience

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.

Personnel Ratings Changes

Personnel can learn and improve their skills over time. Unlike player ratings, personnel ratings cannot 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.

Personnel Strategies

Personnel also have strategic preferences; what amounts to a personality of sorts. These can be seen on the Strategy Preferences page:

Although scouting directors and trainers also have strategic preferences, they don't come into play in OOTP unless you happen to assign a scouting director or trainer to a management or coaching job. Normal GMs and managers can't adjust the strategic preferences of their team personnel - after all, you can't change who someone is! However, commissioners can change these values by dragging the sliders.

Effects of Strategic Preferences

For a micromanaging GM who plays out all of his games, personnel strategic preferences rarely come into play. However, any time you delegate responsibility for one or more aspects of the game in the Manager Options page, these preferences will affect how your personnel makes decisions you have delegated to them. Similarly, if you auto-play your games instead of playing them out, these preferences will affect the decisions your coaches make.

There are four sets of strategic preferences, described below:

Overall Roster Strategy

The **Overall Roster Strategy** section defines a person's overall preferences when building or managing a team.

The only time that Overall Roster Strategy comes into play for a human-managed team is when responsibility for one or more areas has been delegated to your personnel on the Manager Options page.

Overall Roster Strategy				
Favor Veterans	◀	▥	▶	Favor Prospects
Favor Pitching	◀	▥	▶	Favor Hitting
Favor Defense	◀	▥	▶	Favor Offense
Favor Speed	◀	▥	▶	Favor Power
Favor AVG	◀	▥	▶	Favor OBP

Offensive Strategy Tendencies

The **Offensive Strategy Tendencies** section defines a person's approach to the offensive side of the game. These tendencies are in effect only during games that are auto-played, or games that you are watching but not actively managing.

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

Pitching & Defensive Strategy Tendencies

The **Pitching & Defensive Strategy Tendencies** section defines a person's approach to pitching and defensive play. These tendencies are in effect only during games that are auto-played, or games that you are watching but not actively managing.

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

Substitution Strategy Tendencies

The **Substitution Strategy Tendencies** section defines a person's approach to in-game substitutions. These tendencies are in effect only during games that are auto-played, or games that you are watching but not actively managing.

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

Personnel Roles

As mentioned before, team personnel are divided into seven different roles: **general manager**, **manager**, **bench coach**, **hitting coach**, **pitching coach**, **scouting director**, and **trainer**. This page gives some more detail about each of these roles.

General Manager

A general manager is responsible for running a baseball team, including all hiring and firing as well as all transaction decisions related to the team, including trades, drafts, free agent and waiver pickups, and so forth. This is the most common role a player of OOTP assumes. Although it does not happen often in real life, in OOTP a general manager often also acts as the manager of a club. A computer GM's managerial ratings affect the play and development of players in his entire organization.

Manager

A manager is responsible for handling the execution of a game. Managers control lineups and depth charts, pitching rotations, and make all the in-game decisions, but they typically have no responsibility for hiring, firing, or 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. Unlike in real life, in OOTP, a general manager also often acts as a manager. A manager's managerial and coaching ratings affect the play and development of players on his specific team.

Bench Coach

Bench coaches are responsible for helping the manager handle his responsibilities, especially during 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 when playing out a game. A bench coach's coaching ratings affect the play and development of players on his specific team.

Hitting Coach

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. A hitting coach's Teach Hitting rating directly affects the hitting performance and development of players on his specific team.

Pitching Coach

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. A pitching coach's Teach Pitching ratingdirectly affects the pitching performance and development of players on his specific team.

Scouting Director

Scouting Directors are described in detail in the section of the online manual dedicated to scouting.

Team Trainer

Team trainers are responsible for the health of the team. Team trainers with high ratings help prevent injuries by implementing effective training programs, and they also help players recover more quickly from injuries. Good trainers can also help players recover more quickly from fatigue. See Injuries and Fatigue more information about player injuries and fatigue.

Personnel Contracts

All 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! Contracts for currently employed personnel can be seen in the lower left of the Coach Profile & Ratings page:

Contract Expiration

Personnel contracts expire on the day after the playoffs end each year. So, for example, if your Hitting Coach is contracted through 2008, that means his contract is up on the day after the playoffs end in 2008!

Hiring Personnel

Typically, at the start of a game, all your team's personnel positions will be filled. If you are playing as a general manager, you have the ability to hire personnel at all levels of your organization. If you are playing as the manager of a affiliated league team, you cannot hire personnel. To hire a coach or other staff member, you must already have an open position. You cannot hire a coach if your staff is already full!

To hire personnel, go to the Available Personnel page. Use the **Preferred Occupation** drop-down and the Views and Filters to find a person who suits your needs. Once you have found your target, right-click on his name and select **Offer Contract**.

The contract system for personnel is relatively simple compared to that for players. Select a job that you would like to offer to the person, and he will give you an idea of whether or not he is interested in the position, and at what price. You can enter an amount to offer, and select the number of years. Personnel contracts can range from one to five years, and no incentives are available. The job being offered, the contract terms, your team's performance and track record, along with your own personal reputation are all factors in whether or not the person will accept your offer. Additionally, you could be outbid by other teams, too!

Note: Remember, each person has a unique set of strategic preferences. If you're trying to build a team on speed, you might want to consider whether you really want to hire that manager who heavily favors power.

After submitting your offer, just as with players, you need to wait to hear back from the person, during which time the offer will be visible on the Pending Offers subpage of the Available Personnel page. If you're lucky, he will accept your offer:

Once an offer has been accepted, there is nothing further you need to do. He is on your staff immediately.

Firing Personnel

If you decide your bench coach just HAS to go, getting rid of him is easy. Go to the Team Personnel page. Right-click on the person you want to fire and then select **Fire Person**. After you confirm your choice, 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 or Strategy Preferences 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 that person and other potential candidates perceive you.

Reassigning 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 scouting director into a manager, or your bench coach into a team trainer. But changes between managers, bench coaches, and hitting / pitching coaches are quite common. Additionally, general managers of large organizations can move personnel between different levels of the organization.

Note: Reassigning personnel has no impact on contract length or salary.

To reassign a person, go to the Team Personnel page. Right-click on the person you want to reassign, and then select **Appoint as...** You will see a submenu displaying all the different positions within the organization.

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 or Strategy Preferences pages. Staff members whom you try to demote to a lower level might 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 Triple A manager, and Bill White is your Double A manager. If you reassign Todd Smith to become your Double A manager, then Bill White will switch places with Todd and become your Triple A manager.

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 Team Personnel page. Right-click on the person you want to re-sign and then select **Offer Extension**.

You will see an identical page to that described in Hiring Coaches and Personnel above. Set your terms, and click the **Submit Offer**. The extension will be shown on the Coach Profile & Ratings page.

Contract Status	
Salary	$140,000
Duration left	4 Years
Extension Salary	$140,000
Extension Duration	4 Years

Coach and Personnel Retirement

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.

New Personnel

The game will periodically generate new personnel. These will appear in the Available Personnel page automatically. Occasionally, retired players will become coaches.

Scouting

In the last few versions of OOTP, you were in charge of numerous scouts, who had to be micromanaged to handle a number of different scouting tasks. In OOTP 9, the scouting model has undergone a significant overhaul, which we feel makes scouting much more realistic, and much truer to what a real-life general manager has to deal with. In OOTP 9, a general manager now hires a single **scouting director** and sets a **scouting budget**. Then, the scouting organization scouts behind the scenes, without requiring you to manage individual scouts' tasks. This section of the online manual will cover all aspects of scouting in OOTP 9.

Below are the topics covered in this section of the manual:

- OSA (The OOTP Scouting Association)
- Scouting Directors
- Scouting Budget
- International Scouting
- Scouting Reports
- Scouting Players

Playing with Scouting Off

Scouting in OOTP 9 is *optional*. You can off scouting during the game creation process in the first section of the Game Options page. After a game has been started, you can turn off scouting by navigating to **Game Menu | Game Setup | Global Setup tab**. If scouting is disabled, you will not have a scouting director or a scouting budget. However, OSA will still provide scouting reports on players. Player ratings shown on lists of players will be the *actual ratings* for all players. Additionally, the scouting action menus and drop-downs will no longer be available.

The OOTP Scouting Assocation (OSA)

In the world of OOTP leagues, in addition to individual team scouting directors, there also exists an unbiased scouting agency known as the OOTP Scouting Association (OSA). OSA scouts players on a regular basis, and can provide a second data point for you in analyzing scouting reports. Even if you fire your scouting director, OSA can still provide you with some data on players. Unfortunately, OSA is woefully understaffed, and as a result, OSA only updates player scouting reports annually. OSA scouts are also woefully underpaid, and as a result, they can be wildly inaccurate at times. As with most scouting, the younger the player is, the less likely OSA scouting reports are to be accurate. Most scouting directors who are available for hire will provide better information than the OSA scouts do. The bottom line is that, whenever possible, you should use your own scouting department's information.

On game screens that display ratings, there is a Scouting or Ratings Scouted By drop-down at the top of the page that allows you to choose whether to view the OSA scouting data, or that of your scouting director:

Scouting Directors

In OOTP 9, each team's personnel includes a **Scouting Director**. The Scouting Director is in charge of all scouting-related activities for your team. Your Scouting Director is in charge of a crack team of scouts (or a not-so-crack team, depending on your budget), but that team is hidden from your view. Unlike in past versions of OOTP, where you had to micromanage scouts, in OOTP 9 you simply work with your Scouting Director to define a budget (described in the next page), and set up scouting priorities, and let his team take it from there.

Information about your Scouting Director can be found on the Scouting & Personnel page (navigate to **Team Menu | Your Team | Scouting & Personnel**):

Scouting Director Ratings

Like everyone in OOTP, Scouting Directors also have ratings, although they also have some ratings that are different from ratings for other coaches and personnel. These ratings don't really represent the individual scout so much as the strengths and weaknesses of the Scouting Director's program. Scouting Directors have the following ratings:

Scouting Ratings	
Scout Major Leagues	17
Scout Minor Leagues	19
International Scouting	17
Scout Amateurs	20
Projection	Favor Tools

Rating	Description
Scout Major Leagues	Ability to scout major league players. This includes players from any parent league in your game that are in the same nation as this Scouting Director, as well as all free agents that have at least one day of professional service time.
Scout Minor Leagues	Ability to scout minor league players. This includes players from any child leagues in your game that are in the same nation as this Scouting Director.
International Scouting	Ability to scout players at any level who are in a different nation from this Scouting Director. Note, however, that for purposes of scouting, all free agents count as "major leaguers."
Scout Amateurs	Ability to scout amateur players, such as those in an upcoming first-year player draft. This includes any players with no professional service time.
Projection	The Scouting Director's preference when it comes to projecting the future potential of players. The projection attribute has five settings: **Highly Favor Ability**, **Favor Ability**, **Neutral**, **Favor Tools**, and **Highly Favor Tools**. A Scouting Director that favors ability will base players' potential ratings on what the player can already do and project what he thinks the player will become in the future. Think of this type of scout as more of a "Moneyball" scout. The director that favors tools will base the players' potential ratings on the maximum peak the player could achieve. In theory, a scout that favors tools will find more superstars, while a scout that favors ability will find more serviceable major league players.

Scouting Director Contracts

Scouting Directors are hired to contracts just like other coaches and personnel. They can be fired and replaced with other Scouting Directors who appear in the Available Personnel page.

Note: A scouting director has a plan and personnel in place to support that plan. New scouting directors may have entirely different approaches. As a result, firing (or losing) a scouting director can have an immediate and noticeable impact on the scouted ratings of your players! Think carefully before putting a new regime in place!

Scouting Budgets

As GM, you are responsible for defining the direction of your scouting organization, and this consists of two parts: setting a **Scouting Budget**, and defining the **Scouting Budget Distribution**. The Scouting page displays this information:

Scouting Budget Settings					
Total Scouting Budget			$10,000,000		
League Average Scouting Budget			$2,000,000		
Scouting Budget Distribution					
Major League Scouting	0%	◄ [▥]	► 100%	40%, equals $4,000,000	
Minor League Scouting	0%	◄ [▥]	► 100%	20%, equals $2,000,000	
International Scouting	0%	◄ [▥]	► 100%	10%, equals $1,000,000	
Amateur Scouting	0%	◄ [▥]	► 100%	30%, equals $3,000,000	
Remaining Budget	0%	◄[▥]	► 100%	0%, equals $0	

IMPORTANT: You can only edit the scouting budget during preseason!

✔ Send reports on upcoming opponents during regular season

Scouting Budget

The Scouting Budget defines how much money your team spends on scouting per year. This money is used to pay scout salaries, travel, and other administrative expenses, but all of this detail is hidden to the GM. The Scouting Budget can only be adjusted during the preseason. Even if you fire your Scouting Director mid-season, your new Scouting Director will have to make due with what he has been given for the remainder of the season. OOTP also informs you of the league average Scouting Budget, for comparison's sake.

Note: The Scouting Director's salary is considered part of the team's "staff payroll," and is not part of the Scouting Budget.

Scouting Budget Distribution

Now that you've set your budget, you need to decide where to spend it. The Scouting Budget is divided by percentage across four different categories that match up with the Scouting Director ratings:

Distribution	Description
Major League Scouting	Money spent on scouting major league players. This includes players from any parent league in your game that are in the same nation as this Scouting Director, as well as all free agents that have at least one day of professional service time.
Minor League Scouting	Money spent on scouting minor league players. This includes players from any child leagues in your game that are in the same nation as this Scouting Director.
International Scouting	Money spent on scouting players at any level who are in a different nation from this Scouting Director. Note, however, that for purposes of scouting, all free agents count as "major leaguers."
Amateur Scouting	Money spent on scouting amateur players, such as those in an upcoming first-year player draft. This includes any players with no professional service time.

The distribution is set by dragging the sliders until you reach the desired levels. The more money you spend on an area, the better the information your scouting department will be

able to provide. However, just as in real life, spending the most money doesn't *necessarily* result in the best results! Scouting Director ratings can have a big impact here. For example, if a team pours a huge amount of money into amateur scouting, but their Scouting Director has a poor rating for scouting amateurs, then it is possible the results won't be as good as those for a more frugal team with a better Scouting Director.

Upcoming Opponent Reports

On the Scouting page, there is an option to request scouting reports on upcoming opponents during the regular season. If this is turned on, then you will receive a personal message in the Manager News page before every series:

Upcoming opponent reports include information about your opponent, such as ballpark data, projected pitching matchups, and a list of their top players, to help you plan your strategy for the series.

International Scouting

Whether you are scouting major leagues, minor leagues, internationally, or amateurs, the basic output is the same: individual scouting reports for the scouted players. However, when scouting internationally, there is also a possibility that your scouting team will turn up a "hidden player," someone from abroad who other teams are not yet aware of. When this happens, you will have a chance to sign the player before any other team.

This "hidden player" feature is an option that can be enabled or disabled during game creation in the Player Options section of the Game Options page. After a game has been created, you can adjust it by navigating to **Game Menu | Game Setup | Player & Picture Options**

If hidden players are disabled, you can still scout internationally, but you will only receive individual scouting reports, and will not be able to find hidden players.

Finding Hidden Players

When your scouting team uncovers some talent abroad, they will send you a message like this one:

Once you receive this message, you can offer the player a contract as you would with any other free agents. However, it's only a matter of time before other teams hear about this player, so don't waste time!

Scouting Reports

The main output from your Scouting Director and the division of your Scouting Budget are **scouting reports for individual players**. These reports can be seen on the Scouting Reports subpage of the Player Profile:

The left side of the Scouting Reports subpage is some demographic information repeated from the Player Profile. The meat of the scouting reports are on the right side, consisting of numeric reports on the top, and a written summary on the bottom.

Numeric Scouting Reports

On the top right of the Scouting Reports subpage, a history of numeric scouting reports appear.

Batting Reports	League	CON (Pot)		POW (Pot)		EYE (Pot)		Current	Potential
OSA (01-01-2010)	FBL	11	(11)	6	(7)	10	(10)	-	-
M. Jones (10-11-2009)	FBL	15	(16)	10	(11)	11	(11)	★★★★	★★★★
Past Reports:									
01-01-2008 (M. Jones)	FBL	17	(17)	11	(11)	11	(11)	★★★★	★★★★
03-07-2009 (M. Jones)	FBL	15	(15)	10	(10)	12	(12)	★★★★⯪	★★★★⯪

On the top, the most two recent scouting reports are shown, one from OSA, and one from your Scouting Director. In this case, we see that OSA last reviewed this player on January 1st, and they thought he was OK (these ratings are on a 1-20 scale). But our Scouting Director Mark Jones likes him a lot better, and he's seen him more recently.

In addition to the two most recent reports, you are also provided with a list of past reports, so that you can compare how the scouting reports for this player have changed over time. Your scouting director will save one report from each prior calendar year, typically the very first report on the player, plus the report from the start of Spring Training each year. In our example above, you'll notice that Jones' staff tells him that between 1/1/08 and 3/7/09, Walt Sim's contact ability has dropped from 17 to a 15.

Text Scouting Reports

At the bottom of the page, your scouting team provides you with a written report that includes breakdowns of the player's skills in a number of key areas:

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Scouting Report by Brian Oliver

SUMMARY:
Conservative guess: a future number three starter. Definitely should have a solid big league career.

STUFF:
Above average stuff for a kid of his age, tops out at around 94-96. Fastball isn't too straight, and changes speeds nicely. Mixes his pitches well, but tends to overuse the inside of the plate. When he does that, he gets into trouble. Needs to trust his catcher a little bit more.

MOVEMENT:
Has some decent sink on his fastball down in the zone, but his other pitches are predictable. A lot of his breaking stuff hangs, and he hasn't been able to straighten that out yet.

Scouting Players

In OOTP 9, scouting of players happens automatically. The frequency of scouting reports can vary depending on your Scouting Director's busy schedule, but typically players are scouted on the first day of Spring Training, on Opening Day, the first day of the Offseason, and every few months in between. First-year amateurs are scouted as soon as the draft pool is announced. However, it is also possible to manually scout a player, if you absolutely need an updated scouting report for a given player. For example, perhaps you don't put any money into international scouting, but you're interested in signing a famous Japanese free agent.

There are two ways to manually scout a player. First, from any subpage in the Player Profile, you can choose **Request Scouting Report** from the Action menu:

Second, you can accomplish the same thing by right-clicking on any hyperlinked player name in the game, and choosing the same option from the right-click menu.

When you manually scout a player, no result pops up. Rather, the information in the Scouting Reports subpage of the Player Profile is updated with new information.

Scouting Accuracy

The accuracy of player scouting depends on a number of factors:

- Your Scouting Director's ratings in the appropriate
- Your Scouting Budget in the appropriate area
- The age of the player (older = more accurate reports)
- How many times this scouting team has scouted the player
- Whether the player is in your organization or not (in your organization = higher accuracy)

In general, this means that the longer you have the same team in place, the better your scouting will become, with better scouts with bigger budgets producing more accurate results. Older players and players in your organization are also easier to scout.

Additionally, you can affect the accuracy of scouts in your saved game globally. This can be done during game creation page in the Game Options page. After game creation, it can be adjusted by navigating to **Game Menu | Game Setup | Global Setup tab**.

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. OOTP supports trades involving combinations of players, cash, and draft picks. This year's artificial intelligence has really improved in the trading area, so you'll have to work hard to fleece the computer! OOTP puts a number of different screens in your trading toolbox to help you make that perfect deal. In this section, we'll cover all of those screens, and also talk about the trading process itself.

- Global and League Trading Options
- The Trading Deadline
- Researching Trades
- Initiating Trades
- Making Trades
- After the Trade Offer

Global and League Trading Options

OOTP has a lot of different trading options, so the first part of getting involved in the world of OOTP trades is making sure you understand your game and league's rules around trading. OOTP has some trading options that are *global*, and some that are *league-specific*. Global options affect all leagues in your saved game. League-specific options, unsurprisingly, affect only the specific league you are viewing.

Global Trading Options

Global trading options are set in the Trading Options section of the Game Options page during the game creation process:

However, the global options can be changed at *any time* by going to **Game Menu | Game Setup | Global Setup tab**, so don't worry about it if you missed the boat the first time around! The global options are as follows:

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 with the computer. 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. Beyond this broad setting, individual general managers can also have a range of personal preferences. See Coach / Personnel Personalities and Strategies for more information.

Remember, these settings affect all leagues in your saved game. Of course, you can have them set way in one saved game, and set differently in a different saved game.

League-Specific Trading Options

There are several trading options that can be configured on a per-league basis. These options are in the Trade Rules section of the Rules page during game creation. For an already existing game, go to **Game Menu | Game Setup | League Setup | Rules**:

Option	Result
Player Trades	If this option is enabled, players can be traded. If this option is disabled, no trades are allowed in the currently selected league.
Trading Deadline Date	Each league that has trading enabled must have a trading deadline date.

Trades with Other Major Leagues	If this option is 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 option is disabled, players can be traded only inside the current league. *Note: This setting has no effect on the ability of free agents to move between leagues.*
Allow Draft Pick Trading	If this option is enabled, teams can trade draft picks in the upcoming first-year player draft, as well as players. If this option is disabled, draft picks cannot be traded.

As with the global trading options, the league-specific trading options can be changed at any time during the life of your saved game.

Research Trades

Assuming that you're familiar with your global and league-specific trading options, it's time to consider making a trade. Of course, trades don't come out of thin air. There's some driving factor behind it. You need to get stronger at a certain position. You need to dump salary. You know of a team with a strong need, and you have depth at that position. But how do you know all of this? OOTP provides a number of different screens that are excellent for researching potential trade opportunities:

- Player Trade Status
- Trading Block
- Shopping Players
- Strength Overview

Use these tools to do the legwork you need to make good trades!

Player Trade Status

In OOTP, a player can be assigned to one of three different **trading statuses**:

- **Available** - Player is available to be traded, but is not actively being auctioned off. The computer may offer you trades involving this player. By default, each player's trade status is set to Available.
- **On the Block** - Player's team is actively seeking to trade this player.
- **Untouchable** - Player's team will not consider any trade involving this player. Any attempt to submit a trade offer involving this player will be rejected.

Setting a Player's Trade Status

There are three ways to set a player's trade status. The most common way to set a player's trade status is through the use of right-click menus. Most anywhere a player on your team appears in OOTP, you can right-click on the name to get a right-click menu. This menu includes trade options for the player, including setting their trade status:

The second way to set a player's trade status is through the Player Trade Status subpage. This can be accessed by navigating to **Team Menu | Your Team | Transactions | Player Trade Status**:

This screen has the benefit of showing you the trade statuses of all of your players on one screen. It has separate boxes for "Players on the Trading Block" and "Untouchable Players". Any players who are not in the boxes are considered Available. Drag and drop players onto the appropriate boxes to change their trade status. To set a player back to Available status, just drag him to his current roster. For example, if a player on the trading block is on the active roster, drag him from the "Players on the Trading Block" box back to the active roster.

The third way to set trade statuses is via the Action menu at the bottom of the Player Profile page:

Impact of Player Trade Status on Morale

It's important for GMs to realize that trading status can have a definite impact on player morale. Sometimes a player will catch wind of his trade status. A player who does not want to be traded will suffer a morale hit if he learns that he is being actively shopped. Similarly, a player who has been marked as Untouchable might feel good about it.

Trading Block

If you're familiar with OOTP's player trade statuses, the next step is to familiarize yourself with the **Trading Block**. The Trading Block subpage is a list of players throughout the selected league who have been placed on their teams' respective trading blocks. It can be accessed by navigating to **League Menu | Trade | Trading Block**:

Use the Trading Block page to get a quick idea of players other teams are anxious to move. You can also reach the Trading Block by clicking on the "Check the Trading Block" link on the Manager Home page.

Shopping Players

Setting player trade statuses and checking out the Trading Block are two ways to begin to work a deal. Another possibility is OOTP's **Shop a Player**. Shopping a player asks all computer-run teams to provide a list of players they would consider trading straight-up for the player you are shopping. You can shop up to three players each day.

Shopping a player only results in possible 1-for-1 deals. The AI will not offer multi-player packages in return. The nice thing about shopping a player is that it gives you a pretty good sense of how other teams value the player.

Shopping a Player

There are two ways to shop a player. The first is through a right-click menu. Just right-click on any player on your team an select the **Shop Player Around** option:

The second way is go to the Shop a Player page directly, by navigating to **League Menu | Trade | Shop a Player**. In either case, you are brought to the following page:

If you came to the page through a right-click menu, you will already see the results of your shopping, as in the graphic above. If you came directly to the page without first selecting a player, you can shop a player by dragging him from your roster to the **Selected Player** box in the top left.

Acting on Shopped Player Results

Remember, shopping a player returns one-for-one offers. So, in the screenshot above, the Los Angeles Victory are offering me Brandon Smiley, or any of their other four players listed, for Ferdie Roks straight-up. Once you have received return offers, like these, you can immediately initiate a trade for any of the offered players by clicking the Trade link

next to that player. Doing this will initiate a trade for those two players. The players will have been automatically inserted into the transaction, but you can still customize the deal further before submitting the trade.

Note: It's getting harder than ever to pull the wool over the AI's eyes. Shopping a player will not always result in return offers! Remember, you can also change the difficulty of trading through the global trading options!

Strength Overview

Most trades in the real world are a matter of relative need. GMs trade players to fill a need, or to deal from strength to obtain something for the future. The **Strength Overview** is a dynamic report called the **Positional Strength Overview by Positions** report that you are essentially requesting from your hard-working staff, in which they rank all teams in your league by position.

View a sample Strength Overview by Positions report here.

For each position and pitching role, this report includes a ranking from 1 to X of which teams are the strongest in the league at that position. For each team, it includes the following information:

- **Team**
- **Top Player** - The name of the top player on that team at that position.
- **Team Ranking** - The comparative rank of the strength of the team at this position, basely solely on the parent league level.
- **Top Prospect** - The top prospect in the team's organization at that position.
- **Organizational Ranking** - The comparitive rank of the strength of the team at this position, based on all players at all levels who are 25 and under.
- **Overall Ranking** - A ranking of the overall strength of the entire team organization at that position, including the parent team and all affiliated teams, compared to other teams in the league.

This is a very handy planning tool for trades. For example, if you have lots of good middle infield prospects in your organization, run this report and look for teams with poor rankings at second base and shortstop. Those are great potential trading partners!

The Trading Deadline

Each league that has trading enabled has a **Trading Deadline**. Generally, trades must be completed before the end of the trading deadline date. The Trading Deadline is a league-specific trade setting.

The Trading Deadline resets (i.e. trades are allowed again) on the day after the regular season ends.

One key aspect of the trading deadline in OOTP differs from the real world. In the real world, trades can be made after the deadline, as long as all players in the transaction first successfully pass through waivers. However, this rule does not currently exist in OOTP. Trading is forbidden between the deadline and the ends of the regular season.

Initiating Trades

Alright, you've done all of your research, and you're ready to make a trade. In OOTP, all trades are conducted through the **Initiate Trade** page. There are a number of ways to get to this page:

- You can navigate to **League Menu | Trade**
- You can click on the Initiate Trade link on the Manager Home page.
- You can choose "Trade for Player" or "Trade away Player" in any player's right-click menu.
- You can end up here if you started a trade by shopping a player.
- You may be responding to another team's trade offer.

On the Initiate Trade page, your team is always on the left, and your trading partner on the right. (Commissioners are an exception, as they can act for either party.)

Let's assume that we're going to be the ones making the first offer. The first thing you must do when initiating a trade is to select a trading partner. To do this, select a league and a team from the drop-downs in the top right corner of the screen. Once you have done this, you can begin building the components of your trade. Each side of the screen has a trade components section in which you can place players, cash, or draft picks:

Adding Players to a Trade

Each team can include up to ten players in a trade proposal. Add players to your trade components by dragging them from the roster section at the bottom of the screen into the **Offered Players** section of the screen. You can remove any player from the trade by clicking the **Remove** button next to the player's name.

Each team must be able to take on the salaries of the players it will be receiving. The Front Office page 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 completed.

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 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 OOTP.

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. After typing in a cash figure, always hit the Enter key.

Trading Draft Picks

If draft pick trading is enabled in the league-specific trading options, each team can trade up to five draft picks in a single trade. If you don't see a draft pick option on this page, your league probably does not have draft pick trading enabled. Trading a draft pick means that you are giving the other team the right to make a selection in the upcoming first-year player 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). Philadelphia will not get to pick in the first round at all (unless it receives a draft pick as the result of another trade).

Draft picks can be traded only for the next first-year player draft. You cannot trade future-year draft picks. Traded draft picks also cannot be traded. 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.

Trade Summary

The top center pane on the Initiate Trade screen is the **Trade Summary**. Initially, this pane will list the positional weaknesses of each team. As you build your trade, this pane will display information about your trade.

The Trade Summary will typically show some basic feedback from your trading partner's general manager. A message will tell you if your deal is unacceptable. There will also be feedback from your own manager, usually together with some information about the financial impact on your team. The Trade Summary will also tell you if the proposed trade is invalid. This usually happens when one team cannot afford the contracts of the players involved, or when you have included an untouchable player in the trade.

Team Reports

At the bottom of the Initiate Trade page are two report buttons, one for each trading partner. Clicking this link opens the Positional Strength Overview report for that team, to help you in your trade analysis.

General Trading Notes

Below are a few additional notes about trading in OOTP:

- In addition to the global trading options, computer general managers also evaluate trades based on their own strategy preferences.
- 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.
- 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 OOTP.
- Trades involving more than two teams are not supported.
- Only commissioners and managers of parent league teams can make trades.

Alright, let's move on to actually making a deal!

Making Trades

Once you have a good deal configured in the Initiate Trade page, it's time to make it happen. To submit a trade offer, you have a few options.

"Thought Required" Trades

In most proposed trades, the opposing GM will want a few days to think about your proposal. In these cases, you can submit your trade proposal for his consideration using the **Submit Offer** button in the bottom right. Then, wait a few days for a response to your offer!

"Instant Agreement" Trades

In some cases, the deal is a "no-brainer," and the other GM is willing to complete the trade right then and there. If that's the case, the **Complete Trade** button will be activated, and you can click that button to finalize the trade immediately.

"Make This Work Now" Trades

Another way to make a trade happen is to use the **Make this Work Now** button, located in the Trade Summary pane. This button appears only when you have selected a player you want to trade for, but haven't yet added any players from your own team.

The Make this Work Now button essentially tells the computer, 'I want this player. What would it take for you to trade him to me?' The computer responds by providing a list of players that would make this deal work. You can easily add one of these players by clicking the **Add** button. Using this option enables you to circumvent the normal negotiation process and complete a deal immediately. However, be careful! By doing this, you're telling the AI that you're very anxious to get this player, and he may ask for a lot in return!

Force 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 taken in online leagues. To force a trade, all that you need to do is build a trade on the Initiate Trade screen, and then click the **Force Trade** button.

After Making a Trade Offer

Once you've submitted your trade, depending on which option you chose above, you either enter the trade negotiation process, or your trade is completed instantly.

Negotiating Trades

If you have submitted a trade proposal without completing the deal right then and there, it takes a few days for your partner to consider and get back to you. There is no fixed time, although responses are typically within a week, and are often faster near the trading deadline and during Winter Meetings.

Eventually, you will receive a personal message containing your trading partner's formal response, visible from the Manager News page:

Trade-related messages like this one also include an action menu in the lower right called **Respond to Message**. In this case, your trade proposal has been refused. The only option available in the Respond to Message menu is **Discuss Trade Again**, which returns you to the Initiate Trade page to negotiate further.

When your trading partner accepts your trade proposal, the Respond to Message menu contains two additional options: **Complete Trade** and **Reject Trade**. Rejecting a trade cancels this entire trade. Completing the trade makes the deal final, and players, draft picks, and cash change hands immediately. You must complete an accepted trade within 14 days, or the trade will be automatically cancelled.

Warning! If you delete a trade proposal message, or a reaction to a trade proposal message, without completing the deal, the trade is canceled.

Computer-Initiated Trade Proposals

Even if you do not offer a trade, computer-controlled teams might offer trades to you out of the blue. In this case, you will receive a personal message like the one below.

Message ID: 46

Status	Response Needed
Message Type	Transactions
Subject	Trade Proposal from Queens
Date	04-01-2008

Daniel Simoneau proposes the following trade:

The Queens Delegates would send 27-year old catcher Albert Lucero and 24-year old minor league first baseman Ed Gould to the Albuquerque Leeches, getting 25-year old reliever Jorge Guerrero and 23-year old minor league left fielder Stephen Hickman 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.

After the Trade Offer

Once a trade has been completed, the players are placed immediately in each team's Designated for Assignment transaction area. 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.

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: Be sure to make any necessary roster moves and lineup / pitching staff changes based on your new trade before continuing play.

The **Pending Trades** subpage displays a list of trades that you have initiated but have not yet completed. Once a trade is completed, it disappears from this list. The Pending Trades subpage can be accessed by navigating to **League Menu | Trade | Pending Trades**.

You can click on the **Delete** button next to any pending trade to remove that trade from consideration immediately.

Finances and Player Contracts

Money makes the world go 'round, or so they say. The same is true in OOTP, as long as you have the financial model turned on in your league. OOTP's financial model is complex and highly customizable. A good GM must understand his team's finances. This section of the online manual will cover the following financial aspects of the game:

- The team financial model
- Player contracts

The Team Financial Model

You can covet that 5-star starter all you want, but if you've burned through your budget already, you're going to have to covet from afar. A general manager needs to be savvy with the team's wallet as well as with his transactions. OOTP's financial model has some flexible options, and it's important to understand how they work if you want to be effective. This section of the online manual will give a little more insight into how the team financial model works in OOTP. *Note: Be aware that in some cases, the financial and contract models of OOTP do not precisely match their real-world counterparts!*

Enabling or Disabling the Financial Model

First off, if you just want to play baseball, and could care less about financials, you can actually disable the entire financial model at any time on a league-by-league basis. This can be done during game creation in the Financial Rules section of the Rules page. After game creation, this can be done by navigating to **Game Menu | Game Setup | League Setup | Rules tab | Financial Rules section**. Note, however, that after game creation the financial system can only be turned on/off during the preseason.

OOTP Financial Model Overview

OOTP's fiscal year runs from the day after the playoffs end through the last day of the playoffs in the following season. The team financial model in OOTP is fairly simple. A team derives revenue from seven sources:

- Gate revenue, derived from regular season ticket sales
- Media revenue
- Merchandising revenue
- Playoff revenue, derived from playoff ticket sales (only if applicable)
- Revenue sharing (only if applicable)
- Owner infusion of cash (only if applicable)
- Cash received from trades (only if applicable)

Teams spend money in just four ways:

- Player salaries
- Staff salaries
- Cash given in trades (only if applicable)
- Revenue sharing (only if applicable)

A team's balance sheet at the end of a season is easily calculated as the **sum of revenue items minus the sum of expense items**. The best place to view this information is on the Finances subpage of the Front Office page.

Influencing Your Team's Finances

General managers have *some* influence on team finances. Let's run down the list of revenue and expense items, and discuss how they can be modified, and how GMs can influence them:

Revenue Item	Influences
Gate revenue	Ticket price * attendance = gate revenue. GMs can set the ticket price, but gate revenue is driven by team market size, fan loyalty, and fan interest. These can be seen on top left of the Finances subpage of the Front Office page. The best way to influence these factors is by *winning*!
Media revenue	Media revenue is partially driven by team market size, fan loyalty, and fan interest. However, the biggest influence on media revenue are the Average Media Contract and Media Contract Fixed? settings. These can be set during game creation in the Financial Rules section of the Rules page. After game creation, this can be done by navigating to **Game Menu | Game Setup | League Setup | Rules tab | Financial Rules section**.
Playoff revenue	Like Gate Revenue, playoff revenue is ticket price* attendance. Of course, you get playoff revenue by making the playoffs!
Revenue sharing	Revenue sharing income primarily comes about when your team has low revenue. There's not much the GM can do about revenue sharing income in a league with this rule in effect.
Owner infusion of cash	GMs cannot influence owner infusion of cash.
Cash received from trades	This revenue item only comes into play if the GM receives cash in a trade.

Expense Item	Influences
Player salaries	GMs have sole responsibility for this expense. They can influence this expense by cutting salary, making smart trades, or locking up players early with long-term extensions at lower rates.
Staff salaries	GMs have sole responsibility for this expense. They can influence this expense by cutting salary or sacrificing skill in exchange for lower salaries.
Cash given in trades	This expense item only comes into play if the GM offers cash in a trade.
Revenue sharing	Revenue sharing expense primarily comes about when your team has high revenue. There's not much the GM can do about revenue sharing expense in a league with this rule in effect.

How Much Can the GM Spend?

The financial model itself is fairly simple. But before you can start spending, you have to understand how much you can spend. You can choose the more realistic model of having your owner set a budget to which you must adhere, or you can choose to have your entire revenue stream available. These can be set during game creation in the Financial Rules section of the Rules page. After game creation, this can be done by navigating to **Game Menu \| Game Setup \| League Setup \| Rules tab \| Financial Rules section**.

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 Budget Information section of the Front Office page.

If you choose not to have an owner control the budget, then you can spend up to your team's entire revenue. This amount is shown under the Current Budget field on the Budget Information section of the Front Office page. However, you still report to the owner, and can be fired for financial irresponsibility, unless you are the commissioner, or you have the "cannot be fired" box checked in Manager Options.

Player Contracts Overview

For most general managers, the biggest financial worry is **player contracts**. Sure, it doesn't hurt to know your way around the front office, and keep an eye on your staff payroll, but let's face it, player contracts are sink-or-swim propositions for many GMs. This page will take you through the basics of OOTP's player contract model. On subsequent pages in this section, we will cover the following:

- Building a contract offer
- After the contract offer
- Free agency
- Service time
- Salary Arbitration

Contracts upon League Creation

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 one or two years, although some might be longer. To calculate initial contracts, the league calculates the average player quality at each position. Then it compares each player to that baseline, 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 (which is generated randomly), age, and a certain amount of randomness. 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.*

Minor League Contracts

There are just two types of player contracts in OOTP: **major league** and **minor league**. 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:

1. The player attains minor league free agency
2. The player is added to a team's secondary roster. When this happens, the player's contract immediately changes to a one-year major league contract for the league minimum salary.
3. The player is traded, retires, or is given a major league contract extension.

Note: In OOTP, minor league contracts do not cost the team any money. They are effectively $0 contracts.

Major League Contracts

Major league contracts run for a fixed number of years, and have 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:

1. The player's contract expires.
2. The player is traded or retires.

If a player's major league contract ends, one of the following three things will occur:

1. He will become a free agent.
2. He will undergo salary arbitration.
3. If he has less than three years of major league service time, he will be automatically signed to a contract for the league minimum.

Major league contracts are guaranteed. If you choose to release a player from his contract, you must immediately pay all of the remaining salary due on the contract, even if it spans multiple years. Players who retire void the remaining portion of their contracts.

Split Contracts

In professional baseball, there exists a concept of a **split contract**, that dictates how much a player will make for playing in the majors, and how much he will make for playing in the minors. Split contracts do not exist in OOTP. You are either on a major league contract, or a minor league contract.

Contract Expiration

Player contracts expire on the day after the last day of the playoffs.

Factors Affecting Player Contract Decisions

Money talks, and the configuration of your contract offer has the biggest impact on whether or not a player will accept a contract offer. However, above and beyond the contract terms, players are affected by a number of factors when considering a contract, including:

- the distance of the franchise from the player's hometown
- the level of the league (good players might not be interested in playing in a low-level league)
- your team's reputation
- your manager reputation
- your team's recent performance
- the likelihood of playing time
- the player's morale (especially with contract extensions)

- the player's personality

Money Available for Contract Signings

Before you go offering contracts left and right, it's important to understand how much you can afford to spend. The Finances subpage of the Front Office page will give you a better sense of your overall financial position, particularly the **$ for Free Agents** and **$ for Extensions** values in the Available Funds section on the lower left of the page. This information is also visible in the Contract Offer page.

It's important to realize that your ownership views free agent contracts and extensions differently from a financial standpoint, so those two numbers can be very different! Check the Finances subpage of the Front Office page for the detailed calculation involved in each.

Offering Contracts

So, you need to sign a player, and you're already familiar with the basics of the OOTP player contract model? Let's do it! We'll talk about contract extensions a little later on. In OOTP, any player without a contract is considered a free agent and can be signed by any team in the league. (Even if you have disabled free agency in your league options, the term for a player without a contract is still 'free agent.') The easiest way to find a player to sign is by going to the Free Agent page. Once you're there and you've found your target, right-click on the player's name and select **Offer Contract**. Alternately, if you have his Player Profile open, select **Offer Contract** from the Action menu. This will bring you to the **Contract Offer** page:

Building a Contract Offer

You offer a contract by defining your contract in the top right part of the page:

Define your Contract Offer						
Contract Type		Major League Contract				▼
Select the total Number of Years		3 Years				▼
Year-by-Year Salary:						
2009 Season:	$490,000	+ $1m	+ $100k	+ $10k	- $10k	- $100k	- $1m
2010 Season:	$590,000	+ $1m	+ $100k	+ $10k	- $10k	- $100k	- $1m
2011 Season:	$690,000	+ $1m	+ $100k	+ $10k	- $10k	- $100k	- $1m
No-Trade Clause		Include No-Trade Clause				▼
Last Contract Year Optional?		Team Option				▼

Contract offers consist of the following components:

Option	Description
Contract Type	You can offer a major or minor league contract. Minor league contracts can only be offered in leagues that have minor leagues.
Total Number 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. Assign the salary to the first year before increasing the number of years. If you do so, then when you select the years, all years will have the same salary. Doing this makes it much easier to quickly build a multi-year deal.
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 clause. OOTP no-trade clauses 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.
Last Contract Year Optional?	You can choose to have an optional final year on any multi-year deal. There are three types of 'option years.' See Option Years below for more information.

Incentives

In addition to the basic definition of your offer, you can also choose to include incentives in your offer:

Incentives			
Minimum Innings for Bonus:	250	Bonus:	$250,000
Bonus for Outstanding Pitcher Award:	$200,000		

There are two types of incentives available to hitters and pitchers:

Option	Description
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.

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 else the player becomes a free agent.

After the last year of a contract preceding an option year, the general manager will receive a message concerning the option year.

- If the option year was a player option, the player will 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 it wants 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 described above. You will then need to decide how to respond, just as if it were a team option.

Summary

The bottom right of the screen includes a summary of your contract offer:

Summary

The player feels that his market value would at least warrant a 2-year contract worth a total of $1,160,000, which equals $580,000 per season.

You are offering 21-year old starting pitcher Albert Cooper the following major league contract:
The contract runs over 2 guaranteed years. The 2011 season is a team option year. The total guaranteed value of the contract is $1,080,000, which equals a value of $540,000 per season. Through incentives and options, however, the deal could be worth a total of $3,120,000, which equals a value of $1,040,000 per season.
A no-trade clause is included in the contract. The player may block any trades that involve him.

You have $50,045,386 left for player contracts this season. The owner has given approval for this deal, so you may submit the offer to the player.

The summary begins with a suggestion for 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. As you work on your offer in the top half of the screen, a text description of your offer will be automatically updated at the bottom of the page.

Action Buttons

There are three action buttons at the bottom of the contract offer page:

Option	Description
Submit Offer	Submits the offer to the player as currently configured.
Meet Demand	Automatically configures your offer in the top half of the screen in a way that will match what the player is currently demanding. You can then edit the offer further if you wish.
Go to Player Profile	Opens the Player Profile.

Signing Extensions

You can attempt to extend the contracts of players already under contract, to avoid losing them to free agency. Most players prefer to negotiate extensions only in the final year of their current contracts. However, this is not necessarily always the case. 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. When offering an extension, the player's current contract is visible in the lower left of the Contract Offer page:

Contract extensions take effect when the current contract expires, not on the day on which an extension is signed.

Submitting Your Offer

Once you have constructed your offer, click the **Submit Offer** button, and read on to learn what happens after the contract offer!

After the Contract Offer

So, your offer has been submitted, the paperwork is in the mail, or faxed over to the player's agent, or however you choose to think of it. What happens next? Just like in real life, contract negotiation in OOTP isn't an instantaneous event. Once you have sent an offer, you need to wait for a response. Generally, responses take from a day to several days. During the Winter Meetings, responses are usually faster. There are four types of possible responses from players, all of which are received as personal messages in your Manager News page:

Contract Accepted

If you're lucky, you'll get a message like this one:

When a player accepts a contract, he signs immediately, and the deal is completed with no further action required. The player will be placed in your Designated for Assignment area (if your league has minor leagues), or on your reserve roster (if you don't have minor leagues). From there, you can make the appropriate roster moves to place him where you

wish. His new contract or extension information will be visible on the Contract & Status subpage of the Player Profile.

No Decision Yet

More often than not, the first response from a player will be an indication of how your offer was received, but without either accepting or turning down your offer:

Sometimes, as in the above example, you might be in the lead for a player's services, but he is waiting to hear back from other teams. Sometimes, the player will make it clear that your offer is unacceptable. Either way, in these cases, there's not much you can do but sit tight.

Contract Rejected

On occasion, another team outbids you for a player's services, and in some cases you can offend a player so badly that he will cut off all negotiations with you. In either case, you will receive a message letting you know your pursuit of that player has ended:

Checking Offer Status

At any time after making an offer, you can check on the status of your offer on the Pending Offers subpage of the Free Agents page.

Note: Once you have offered a player a contract, you cannot adjust your offer until you have received a response from the player on that offer.

Withdrawing Contract Offers

Contract offers that have not been responded to can be withdrawn at any time on the Pending Offers subpage of the Free Agents page. To withdraw an offer, click the **Withdraw** button to the right of the contract offer you wish to withdraw.

Note: Withdrawing a contract offer has a strong effect on how players feel about you! Word gets around the league, too. So, If you make a habit of withdrawing contract offers, don't be surprised if you find fewer players interested in signing with you!

Free Agency

In the realm of player contracts, it's important for a GM to understand the concept of **free agency**. In OOTP, a free agent is any player who has no contract, meaning that he is free to sign a contract with any team. In OOTP, 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.
2. Any player who has been released from his contract by his team.
3. Any players who are not currently under contract, such as players from an amateur draft who were not drafted.

Enabling or Disabling Free Agency

Every league has *some* free agents, such as those in items 2 and 3 above. However, when people talk about free agency, they are usually referring to item 1 above. In OOTP, you can choose to enable free agency. During the game creation process, this is done on the Rules tab of the Create Game page. If your game has already started, you can change your free agency settings during the offseason in the Game Setup area.

Minor League Free Agency

If you have minor leagues in your game, 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 and time on secondary roster are used instead of major league service time. See Time as a Professional (Professional Service Time) for more information.

Players who are on a team's secondary roster are not eligible for minor league free agency.

Minor League Free Agency can be turned on and off in the financial rules described in the Financial Rules area.

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 OOTP, when a team loses a player via free agency, they receive an additional draft pick in the upcoming first-year player draft as compensation from the team that signed the free agent. These picks come from the team that signed the player.

Note: OOTP's draft pick compensation model is not intended to precisely match major league rules. Compensation picks are not 'sandwich' picks, added onto the end of the

draft round, as they usually are in real life. Additionally, there is no requirement for the team losing a player to have tendered an offer in order to receive compensation.
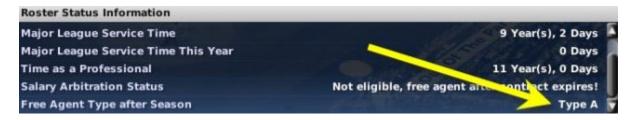
Draft pick compensation can be turned on and off in the financial rules described in the Financial Rules area..

Free Agent Types

Each free agent is classified as one of three types, based on his performance compared to other players at the same position. The types are designated A or B 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-B are designated instead as 'no compensation.'

Free Agent Type	Compensation Pick
A	First round
B	Second round
No compensation	No compensation

You can see a player's free agent type on his Contract & Status subpage.

Service Time

In leagues with finances enabled, **service time** is a critical concept for general managers to understand, as it drives the whole processes of free agency and salary arbitration.

In OOTP, each player accumulates three types of service time:

- Professional service time
- Major league service time
- Time on the secondary roster (only available if you have minor leagues)

All three of these values can be checked in the Roster Status Information section in the lower right corner of the Contract & Status subpage of the Player Profile:

Time as a Professional (Professional Service Time)

Professional Service Time is a measure of how long the player has been a professional ballplayer at any level. A player accumulates one day of professional service time for each day between Opening Day and the last day of the regular season (both inclusive) that he is:

1. On any team's roster, major or minor league
2. On the 15-day disabled list

The only time a player in a league does not accumulate professional service time is when he is a free agent. Service time accrues regardless of whether the player has a game on the date in question.

Professional service time is tracked in years that are measured by days. A standard year of professional service time is 172 days. This can be adjusted during game creation in the Roster Rules section of the Rules page. After game creation, this can be adjusted by navigating to **Game Menu | Game Setup | League Setup | Rules tab**.

Time on Secondary Roster

A player accumulates one day of time on a secondary roster for each day he is:

1. On the secondary roster of a major league team
2. On the 15-day disabled list

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

Impacts of Service Time

Major league service time affects player contract status. If a player has fewer than three 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 three years but fewer than six, he will be awarded arbitration during the offseason. If the player has at least six years of major league service at the end of the year, he will become a free agent if his contract is up.

Professional service time and time on a secondary roster affect minor league free agency. On the day the playoffs end, if a minor league player is not currently on the secondary roster, he becomes a free agent if:

Professional Service Time - Time on Secondary Roster >= 6 years

Note: The 6 year figure above is also customizable during game creation in the Financial Rules section of the Rules page. After game creation, this can be adjusted by navigating to **Game Menu | Game Setup | League Setup | Rules tab**.

Professional service time also affects Rule 5 Draft eligibility. Players are eligible for the Rule 5 Draft if they have at least three but fewer than six years of professional service time, and the player was age 19 or older when he first signed a contract.

Salary Arbitration

Some leagues with financials enabled also have a process called **salary arbitration** in which an experienced player who has not yet attained free agency can have his salary determined by an independent arbitrator. For leagues with salary arbitration, it's crucial for the GM to understand how it works. OOTP's salary arbitration is only an approximation of real-world arbitration, so be sure to read closely!

A very simplistic way of looking at the default major league contract model is like this:

- For the first three years a player is in the major leagues, he gets the league minimum salary
- For the next three years a player is in the major leagues, he is eligible for arbitration
- After six years, the player attains free agency

Of course, with OOTP, these values can be customized to your liking. Salary arbitration can be set during game creation in the Financial Rules section of the Rules page. After game creation, it can be changed during the preseason by navigating to **Game Menu | Game Setup | League Setup | Rules tab | Financial Rules section**. Salary arbitration can be disabled, or it can be set to between 1 year and 1 fewer than the # of years required for free agency in your league. If free agency is disabled, salary arbitration can only be set to "none" or "1 year."

The OOTP Arbitration Process

In OOTP, shortly after the end of a league season (typically in November), any player whose contract has expired, and who meets the criteria for arbitration as defined in your league, 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 one-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:

Message ID: 283	
Status	Read
Message Type	Contracts
Subject	Salary Arbitration Decision: Jeff O'Neal to Receive $5,434,000
Date	11-04-2008

The Commissioner's Office has informed you that Jeff O'Neal has been awarded a new one-year contract worth $5,434,000 in salary arbitration.

Note: Unlike in real life, there are no negotiations in OOTP's version of arbitration. You are simply informed of the arbitrator's decision. Additionally, in the real world, players who were in the top 17% of players in terms of service time under three years are eligible

for arbitration. This is called 'Super Two' arbitration. However, this rule does not currently exist in OOTP.

Viewing Arbitration Eligibility

You can see a player's arbitration eligibility at any time on the Contract & Status subpage of the Player Profile:

Roster Status Information	
Time on Secondary Roster	5 Year(s), 41 Days
Time as a Professional	7 Year(s), 0 Days
Rule 5 Draft Eligibility	Protected (on secondary roster)
Minor League Options	3 option year(s) left
Salary Arbitration Status	Eligible, but possibly free agent after season!
Arbitration Estimate	$566,784

If the player is eligible, this section also shows your Finance Department's estimate of how much this player might be awarded in his next salary arbitration. Additionally, the Player Salary Report also includes salary arbitration estimates for each of your eligible players:

Dallas Tigers 02-03-2009
Team Salary

Name	2009	2010	2011	2012
Luis Zavala	$15.2m			
Roger Jones	$12.2m	$12.2m	$12.2m	$12.2m
Daniel Valéncia	$10.8m			
Cipriano Peña	$5.1m	$5.2m(A)	$5.2m(A)	$5.2m(A)
Cole Mason	$3.4m			
César Costa	$2.8m			

Player Drafts

Drafts are one of the most interesting aspects of a general manager's career. New leagues begin with dispersal, or "inaugural" drafts. Existing leagues thrive through the influx of new talent via amateur drafts. League expansion can lead to expansion drafts. OOTP supports all three of these types of drafts, plus the Rule 5 draft. Drafting the right players is an essential part of building a winning franchise. Read on for more information about drafts in OOTP:

- Inaugural Drafts
- First-year Player Drafts
- Rule 5 Drafts
- Expansion Drafts
- The Draft Process

Note: Only managers of parent league teams are allowed to draft. If you have chosen to play as the manager of a affiliated team such as a minor league team, you won't have to worry about drafting!

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, and play begins with a draft of enough players to populate rosters at all levels for each team.

Configuring Inaugural Drafts
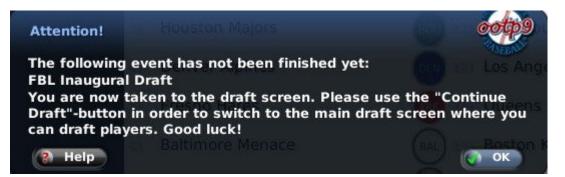
At the time of a league's creation, you can define whether or not an inaugural draft will be held in the Options page. If no draft is held at the time the game is created, the computer will randomly populate all teams' rosters, and play will begin.

If, for some reason, you wish to set up an inaugural draft *after* the initial creation of the league (for example, if you made a mistake during the game creation), there is still hope. OOTP has a League Function that allows you to release all players and schedule a new inaugural draft.

Note: It is possible to have multiple leagues, some of which have inaugural drafts and some of which do not.

Inaugural Draft Overview

When a game begins with an inaugural draft, the first thing you will see upon starting a game is the following message box:

All players are automatically entered into the inaugural draft pool, and are visible on the Draft Pool page that is available either in the League Menu or in the Transactions area. The game will automatically bring you to the Draft Order & Rules page. You can safely navigate through the game and still come back to the draft screens through the Inaugural Draft link in the League Menu, but you will not be able to advance the date in the game until you deal with the draft.

See the Draft Process for more information on how the actual draft proceeds.

Number of Rounds in the Inaugural Draft

In an inaugural draft, teams select players until all team rosters have been filled. When determining the precise 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) x 25 = 6 x 25 = 150 rounds in the inaugural draft

However, when determining the number of rounds, it actually uses the greatest number of affiliations of any single team in the league. So, let's say your setup has one team that has six minor league teams, while all other teams have five. In that case, the equation would be:

(6+1) x 25 = 7 x 25 = 175 rounds in the inaugural draft

In this case, only the team that has six affiliations would select during those last 25 rounds, since all the other teams would have filled their rosters by the time round 151 was reached.

First-year Player Drafts

First-year player drafts, sometimes called 'amateur' or 'rookie' drafts, are usually annual league events. 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.

Configuring First-Year (Amateur) Drafts

At the time of a league's creation, you have an opportunity to enable or disable the first-year (amateur) player draft in the Rules page. After a game has already started, you can change these settings by navigating to: **Game Menu | Game Setup | League Setup | Rules tab**.

Note: It is possible to have multiple leagues, some of which have first-year player drafts and some of which do not.

In addition to enabling and disabling the draft, 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 first-year player draft settings at any time.

Warning! If you are playing a historical league, be careful about when you set your first-year player draft, since this could impact when historical players come into your league. See historical rookie options for more information.

Rule 5 Draft

The Rule 5 draft is a yearly draft, typically held in December, ?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. In OOTP, you can choose whether or not you wish the Rule 5 draft to be in effect.

Differences between OOTP and Real-World Rule 5 Drafts

OOTP's implementation of the Rule 5 draft does not match the real-world version of the draft in every way. Here are the ways in which the OOTP Rule 5 differs from the real world:

- In the real world, Rule 5 draft picks are offered back to their original teams when these conditions are not met. In OOTP, Rule 5 draft picks are never offered back to their original franchise. You simply have to obey the roster rules explained above.
- In the real world, teams pay a fee for selecting a player. This fee does not exist in OOTP.
- In the real world, a minor league phase of the Rule 5 exits. It does not exist in OOTP.

Configuring the Rule 5 Draft

The Rule 5 draft can be enabled or disabled in the Roster Rules section of the Rules page during the creation of a game. After a game has started, go to **Game Menu | Game Setup | League Setup | Rules tab** to find this.

Note: Rule 5 drafts can only be enabled in leagues that have affiliated minor leagues! If you don't see this option, you might not have any minor leagues associated with the currently selected league.

Rule 5 Draft Roster Rules

There are a number of 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.

Rule 5 Draft Eligibility

A player is eligible for the Rule 5 draft if he meets the conditions listed below. Follow the links to learn more about some of the terms used below:

1. The player has at least three but fewer than six years of professional service time, and the player was age 19 or older when he first signed a contract.
2. The player is not on the team's secondary roster.

Note: Players who were age 18 or younger when they entered the league are eligible if they have at least four, but fewer than seven years of professional service time. In other words, young players get an extra year before they become eligible for the Rule 5 draft.

Another way of looking at this rule is this:

A player not on a team's secondary roster is eligible for the Rule 5 draft if the player was age 18 or younger when he first signed a contract and this is the fourth Rule 5 draft since he signed, OR if he was age 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:

You can also see a player's Rule 5 eligibility on the Contract & Status subpage:

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 any other player draft in OOTP, 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.

Expansion Drafts

OOTP also has built-in support for?league expansion, including the ability to hold an expansion draft. Once the expansion draft protection lists have been submitted, the draft proceeds just like any other described in the Draft Process.

The expansion process itself is described in more detail in League Expansion.

The Draft Process

OOTP supports?four types of player drafts: inaugural, first-year player (amateur), Rule 5, and expansion. However, regardless of which type of draft you're holding, the general process for drafting players remains the same. This section of the manual will walk you through that process. The draft process consists of the following sequential steps:

1. The draft pool is announced
2. Draft lists are submitted (only in online leagues)
3. Define the draft order & rules
4. Hold the draft
5. Post-draft actions

Draft Pool Defined

Each draft in OOTP necessarily has a group of players who are eligible for that draft. This is referred to as the "draft pool". Before any draft occurs, the list of eligible players must be determined.

Determining the Draft Pools
Here is how the draft pool is determined for each type of draft:

Draft Type	Draft Pool
Inaugural	All players go into the draft pool.
First-Year Player	The pool is created by OOTP on date fixed in Amateur Draft Rules section in the Rules page. Depending on your league settings, this may include historical players.
Rule 5	Pool defined by players matching the eligibility criteria on the date of the draft.
Expansion	Pool created through use of protection lists during expansion process. (Unprotected players are eligible.)

Viewing the Draft Pool

When a draft is about to occur, the Draft Pool page becomes visible in the League Menu and in the League Transaction area. This happens on the day before the draft, or in the case of first-year player drafts, as soon as the draft pool is created.

About Players in a Draft Pool

Players in a draft pool 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. Although OOTP encompasses 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 first-year player 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 free agent pool is shared worldwide.

Adding Players to a Draft Pool

If you are the commissioner, you can also add players to a draft pool using the Create Fictional Player and Import Historical Player options on the Draft Pool page. These features are described more in League Functions.

Draft Lists

Draft Lists are a feature available only to online leagues. They can be accessed from the Draft Pool page in the League Transactions area whenever a draft is pending. Draft Lists enable online league general managers to define a list of players they wish to draft and submit them together with their team exports. The commissioner can then use your draft lists to automatically select players from your list. This can be a great feature if your league doesn't want to do a draft at a specific time, or if you are unable to attend! Draft lists can be used for all types of player drafts in OOTP.

Building a Draft List

The Draft List page consists of two panes: a list of players on top, and the draft list below. As with many other pages in OOTP, you can take advantage of OOTP's views and filters, common drop-downs, and common action menus to manipulate the player data on this page to suit your needs.

Build a Draft List by dragging players from the top pane into the list at the bottom. Drag them back to the top to remove them from the list. Draft Lists go in order from left to right, top to bottom. (Note the numbers next to each slot.) Each list is used, by default, in one specific round of the draft. Use the **Round** drop-down on the right to build lists for different rounds of the draft.

Using AND and OR

Each draft slot is connected with a drop-down containing the words "And" and "Or." These can be used to give some logic to your draft list, especially in cases where you have multiple picks in a single round. When draft list slots are connected with AND, the computer will attempt to draft as many of those players as possible in the selected round. So, if you have 3 players listed, and 2 picks in the round, it will try to draft two of the three players. Players connected with OR will be automatically removed from the list as soon as one of the chained players is selected. Let's go through some examples:

Draft List Sample #1

Situation: I have two picks in the first round, and I want a starting pitcher and a shortstop.

OOTP supports this practice using the Hide Unavailable Players option. Each player has a Draft List Status value that a commissioner can edit via the Player Editor:
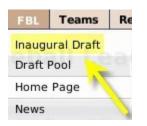
By checking the **Unavailable for draft lists** box, a commissioner indicates that this player has already been selected in their forum pre-draft, and they will no longer display on draft lists, reducing the chance of any confusion about who has already been selected. Once the draft is complete, the setting will be removed automatically. This setting is only

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used in first-year player drafts, as only the first-year player draft, with its pre-announced draft pool, has the lead-up time that inspires forum drafting.

Draft Order & Rules

On the day of the draft, a new option becomes available in the League Menu:

In addition, the game will not let you advance the game date past a draft as long as you are controlling a team. Commissioners who aren't controlling a team can sim right through a draft, and the computer will make all of the necessary selections.

The new option in the League Menu takes you to a series of screens in which the actual draft is conducted. You can hop back into other areas of the game at any time to look up other information, you just won't be able to advance the game date, as mentioned above. The first page you see when conducting a draft is the **Draft Order & Rules** page.

This page is used to set the order of the draft and to define a few more draft-related settings. The right side of the page displays the order of the draft in the current round. The left side of the page has some basic information about this draft's rules. Online GMs and solo players who aren't playing as commissioners aren't able to change much on this screen, so it's largely for your reference. However, commissioners do have the ability to change some things around.

The left side of the screen has some information about the rules of this draft:

Item	Definition
Draft Type	The type of draft, such as inaugural or first-year player.
Draft Mode	There are two draft modes, straight and serpentine. **Straight:** Teams select in a fixed order each round. First-year player drafts are always straight drafts. **Serpentine:** Teams select in order in odd-numbered rounds, and in 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.
Number of Rounds	The total number of rounds in the draft. See the pages for the different types of drafts to understand how this gets defined.
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.

Draft Order

For inaugural and expansion drafts, the draft order is random. For first-year player and Rule 5 drafts, teams draft in the opposite order of their finish in the previous year. The order for first-year player drafts in the first year of a league is determined randomly.

The right side of the Draft Order & Rules page can be used by a commissioner to adjust the order of the draft. To change the order, just choose teams from the drop-downs listed to rearrange as needed. By default, changes to the order of the draft only affect the round currently displayed. However, you can click the **Use current order for all remaining rounds** to preserve your selected order throughout the draft. You can also use the **Random Draft Order** to randomize the order.

Continuing the Draft

Once the order and rules are set, click the **Continue Draft** button to begin drafting!

Continue Draft

The **Continue Draft** page is where the draft actually takes place. Although you can move throughout the game pages at any time during the draft, you always have to return here to proceed.

The page is divided into four panes, one on top and three across the bottom.

The Draft Pool Pane

The Draft Pool pane, across the top, 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 OOTP's views and filters, common drop-downs, and common action menus. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Note: Remember, the younger a player is, the harder it is for your scouting team to accurately gauge his potential.

The Selected Player Pane

The Selected Player pane, in the lower left, displays key demographic data about the selected player. Select a player by dragging him from the top pane onto the Selected Player pane.

If this is the player you want to draft, click the **Draft Player** button at the bottom of the pane to pick the player.

Note: The name of the selected player in this pane is hyperlinked.

The Team Info Pane

The Team Info pane, in the lower middle, 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.

Note: The team name in this pane is hyperlinked.

The Draft Info Pane

The Draft Info pane, in the lower right, 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.

Draft Info

Draft Type	Fantasy Draft
Draft Mode	Serpentine
Current Round	1 (45 Total Rounds)
Current Pick	1
Players left	736

Note: Both the last team to pick and the last player selected are hyperlinked.

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. *Note: This option is not available if you are a commissioner who does not manage a team.*

After the Draft

After the draft, players are immediately assigned to the organizations that signed them. Where they are placed depends on the type of draft:

* **Inaugural** - You will be prompted to have the AI automatically set up your teams. If you do so, they will be placed wherever the AI thinks best. If you refuse, then all players will be placed in the designated for assignment area, if you have minor leagues. If you don't have any minor leagues, then the first 25 go on the active roster, and the rest go onto the reserve roster.
* **First-year** - All players are placed in the lowest level of your minor leagues.
* **Rule 5** - All players are placed on your secondary roster and in the designated for assignment area, but you must place them on your active roster before advancing the game date.
* **Expansion** - Behaves just like an inaugural draft.

Typically, at this stage most GMs would go to their team's Transaction page and begin to move players around as they see fit.

Note: There are no signing bonuses in OOTP!

Draft Log

While conducting a draft, there is always a tab available to quickly access the Draft Log, which is described together with the rest of the online reports.

Roster Rules and Management

Managing a team isn't all about signing big free agents. Much of a general manager's job involves carefully managing your team's rosters. However, this requires an in-depth understanding of how rosters work in baseball. OOTP's treatment of roster management is awfully close to the real world, but it's not identical. So, it's also important to understand how OOTP works in these regards. This section of the manual will walk you through some of the more important aspects of roster rules and management, including the following:

- Different roster types in OOTP
- Waivers
- Minor League Options
- Designated for Assignment (DFA)
- Disabled Lists

Almost everything related to rosters comes into play on a team's Transaction page, accessible by navigating to **Team Menu | your team | Transactions tab**, or by clicking the Transactions icon (a clipboard with red and green arrows) in the icon bar at the bottom of the page.

Most settings related to roster management are made in the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**.

Roster Types

A **roster** in OOTP is simply a list of players belonging to a given team. However, in OOTP as in real life, there are multiple types of rosaters, each of which has specific rules guiding its usage. Which rosters you use can also depend on how you have configured your league. OOTP has three main types of rosters, plus one special case (expanded rosters) and we will cover them all in this section:

- Active Rosters
- Reserve Rosters
- Secondary (40-man) Rosters
- Expanded Rosters

Almost everything related to rosters comes into play on a team's Transaction page, accessible by navigating to **Team Menu | your team | Transactions tab**, or by clicking the Transactions icon (a clipboard with red and green arrows) in the icon bar at the bottom of the page.

Most settings related to rosters are made in the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**.

Active Rosters

The **active roster** is the main group of players who are eligible to play games for a baseball team. In OOTP, each team, no matter what kind, has an active roster. When you access the Roster page, by default, you are going to be seeing the active roster. The active roster is also visible by default in the top left corner of the Transactions page.

Active Roster Limits

Teams in OOTP are only allowed to have a certain number of players on their active rosters at any given time. By default, the maximum # of players on an active roster is 25. You do not have to have that many players on your active roster, but most teams keep a full active roster at all times. The active roster limit is customizable in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**. OOTP allows you to set the active roster limit from anywhere from 15 to 50 players. The size of the active rosters in OOTP can be changed throughout the season.

Affiliated teams, such as minor league teams, can have their own active roster limits. However, affiliated teams can also have no limit on the active roster size (parent leagues *must* have an active roster limit), and this is the default setting.

Note: OOTP does not have disabled lists or reserve rosters for affiliated (minor league) teams. As a result, we strongly recommend that the roster limit for the lowest league level in your league system be set to at least 35 players. Smaller roster limits at the lowest level will cause the computer managers to juggle rosters more frequently to try to deal with injuries and other roster-affecting moves. AI teams will generally try to keep their minor league teams at around 25 players on the roster, even if the limit is higher, to ensure players get adequate playing time.

Active Roster Rules

Players can be added to and removed from the active roster throughout the season, but certain rules must be obeyed:

- Players on the active roster of a parent league team must have a major league contract. If you place a player with a minor league contract on the active roster, his contract will immediately become a minimum-salary major league contract. OOTP does not have split contracts. Once a minor league contract is converted into a major league one, it remains that way for the rest of the season!
- Players on the active roster of a parent league team that has affiliated child teams must be on the team's secondary roster as well.
- Players selected in the Rule 5 Draft must remain on the active roster for a full year.

Roster Customization

In addition to changing the # of players allowed on an active roster, OOTP also allows you to further customize your rosters, as follows:

- **Age minimums and maximums** - For any league, you can set minimums and maximums for the age of players on the active roster. For example, you could set it so that players must be under the age of 30 to be on a certain team's active roster.
- **Foreign player limit** - Foreign player limits allow you to specify a maximum # of foreigners allowed on the active roster. For example, if you're running a Japanese league, and would like to restrict teams to no more than 2 foreigners, you could use this setting. "Foreign" is defined as "from a different nation than the league's home nation."

Either of these settings can be changed in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**.

Roster Expansion

The active roster expands near the end of the season to allow younger players an opportunity to get a taste of the big leagues. See Expanded Rosters for more information. In OOTP, the active roster also expands during Spring Training.

Reserve Rosters

A **reserve roster** is a construct that holds additional players in the case where no affiliated minor league teams exist. You can use the reserve roster to hold a handful of reserves in case your parent league team has injuries. As with the active roster, the reserve roster is visible by default in the Transactions page, in the top right corner.

Reserve rosters only exist for teams that do not have affiliated minor league teams, so if you have affiliated minors, don't go looking for the reserve roster! Depending on the configuration of your league and affiliations, it is possible (although rare) to have some teams in a league that have reserve rosters, and some that do not.

Reserve rosters in OOTP can hold up to 200 players, minus the number of players on the active roster.

Players on a reserve roster do not generate statistics, since they are not actively playing in any games. However, reserve players do continue to practice, with the result that they will continue to develop skills just as if they were putting up average minor league numbers.

Secondary (40-Man) Rosters

Some leagues also have a what is known as a **secondary roster**. The secondary roster allows teams to sign additional backup players who are eligible to be placed on the active roster when slots are available. This gives teams roster flexibility over the course of a season. In professional baseball, the secondary roster typically holds 40 players, and so it

is often referred to as the '40-man roster.' The secondary roster is also visible by default in the top right corner of the Transactions page.

Teams with no affiliated minor league teams, and minor league teams themselves, do not not have secondary rosters. Instead, they have reserve rosters.

Secondary Roster Limits
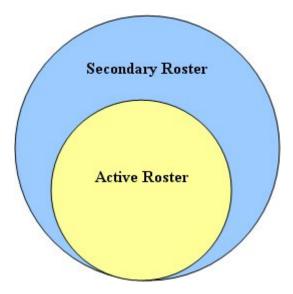
The size of the secondary roster in OOTP defaults to 40, but can be customized in the Roster Rwules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**. The secondary roster can be set to any number greater than or equal to the active roster limit, up to a maximum of 70. You can also disable the secondary roster entirely. Remember, teams in leagues without affiliated teams have reserve rosters instead of secondary rosters.

When considering your league setup, your secondary roster should always be at least a few spots larger than the active roster. To do otherwise defeats the purpose of having a secondary roster.

Note: Even if you set your secondary roster to a number other than 40, some pages in the game still refer to the '40-man roster.'

About Secondary Rosters

The secondary roster is a *superset* of the active roster. Any player on your active roster must also be on your secondary roster. With the default values of 25 for the active roster and 40 for the secondary roster, a team has 15 extra roster slots for flexibility. The relationship between active and secondary rosters can be displayed like this:

Who Goes on the Secondary Roster?

There are numerous rules about which players can or must be on the secondary roster, as follows:

- Any player on the active roster must also be on the secondary roster.
- Any player with a major league contract must be placed on the secondary roster, unless they have cleared waivers and been assigned to the minor leagues
- 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.

If, after this, you still have slots available on your secondary roster, they can be filled with players who have minor league contract. Players on the secondary roster who are not on the active roster are assigned to one of the minor league teams in the organization.

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:

- **Rule 5 Draft protection** - One big reason for placing a player on the secondary roster is the Rule 5 draft. 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.
- **Minor league free agency** - In addition, if minor league free agency is enabled, any player who has a certain number of years of professional service time (the default is six years) 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.

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.

Removing Players from the Secondary Roster

A team wanting to remove a player from the secondary roster must first place the player on waivers. 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 five years of major league service time, he can also elect to refuse assignment to the minors. If this happens, you must either keep the player on the secondary roster, or release him, paying any remaining salary.

The steps to remove a player from the secondary roster are as follows:

1. Waive the player and designate him for assignment. You can do this by right-clicking on the player and selecting Transactions > Waive & Designate for

Assignment. This will remove him from the secondary roster immediately. (In real life, players are required to clear irrevocable waivers before they can be removed from the secondary roster. OOTP only requires revocable waivers in this situation, unless the player is out of options.)

2. If the player clears waivers, you can attempt to assign him to the minors by dragging him from the designated for assignment area to the minor league roster in the Transaction page. However, at this point if he has enough service time, he could refuse the assignment! If he does, you will be forced to either release him, trade him, or place him back on the secondary roster.

Note: In real life, teams can outright a player only once before the player has a choice. If the team outrights 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 OOTP.

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, and he is still paid his major league salary despite being in the minor leagues. If the player refuses the assignment, and is released, the team must pay him the remainder of the money in his contract. In real life, if a player refuses a minor league assignment, he can become a free agent and forfeit the remainder of his contract. This is not the case in OOTP.

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,' using up one of his three minor league option years.

Expanded Rosters

The active roster remains at the established limit for most of the season. However, in most leagues, a date is set after which the active roster size grows to a larger size (most typically, the size of the secondary roster). These are known as **expanded rosters**. The roster expansion date is typically near the end of the regular season, and often after the end of the minor league season. Roster expansion gives teams an opportunity to bring up young talent from the minors who otherwise wouldn't see much playing time. Since this typically happens in September in the real world, this is often referred to as "September callups." Rosters return to normal size on the first day of the playoffs. In OOTP, the active roster also expands during Spring Training, but this does not follow the same rules we're talking about here.

Expanded Roster Settings

As with most of these settings, settings for roster expansion are customizable in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**. You can set the size of the expanded rosters from 15 to 70, disable expanded rosters entirely, and set the roster expansion date.

Things to Consider with Expanded Rosters

A GM should be careful, though, about how he uses expanded rosters. You may feel inclined to bring up all of your hot young talent. However, remember that as soon as you place a minor leaguer on the active roster, he receives a major league contract and begins to accrue major league service time, setting him on the path to free agency. So, it's often best to bring players up only if you need them to rest starters for the playoffs, or if you foresee them being regular major leaguers in the near future.

Waivers

In leagues with affiliated minor leagues, the concept of **waivers** is extremely important. Under certain circumstances, players must be "placed on waivers" or "waived" before a transaction involving the player can be made. Waivers last for a fixed amount of time (3 days by default), during which time the player can be claimed by other teams, who can possibly acquire the player without giving up anything in trade. If the player is not claimed, he is said to have "cleared waivers," and his team can proceed with whatever transaction it was planning. There are numerous tricky scenarios within the waiver process, and OOTP does not replicate all the rules exactly as they exist in professional baseball. This page should give you a clearer picture of waivers in OOTP.

Customizing the Waiver Period

By default, the waiver period is three days. However, this is customizable in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**. In the real world, waivers last for three *business days*. In OOTP, waivers last for the specified number of *calendar days*.

When Must a Player Be Placed on Waivers?

In OOTP, a team must place a player on waivers in any of the following scenarios:

- The player is being removed from the secondary roster.
- The player is being demoted from a parent league team to an affiliated minor league team and is out of minor league option years.
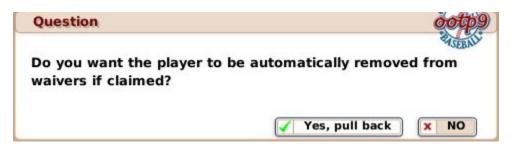
Revocable and Irrevocable Waivers

In some cases, a team can withdraw a player from the waiver wire if another team claims him, thus keeping the player. These are called "revocable waivers." In other cases, the team cannot withdraw the player, and if claimed, the team will lose the player. These are called "irrevocable waivers."

In OOTP, waivers are irrevocable when you attempt to demote a player from the parent league team to an affiliated minor league, and he is out of minor league options. When placing a player on irrevocable waivers, you will be warned of that fact:

In all other cases, waivers are revocable in OOTP. If you waive a player in a situation that is revocable, you will be asked if you want to withdraw the player if he is claimed:

The OOTP Waiver Process

As mentioned earlier, 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 Waiver Wire page at any time, and can 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 player will be withdrawn, if that option was selected by the general manager of the waiving team. If a team claims a player off waivers, it takes responsibility for the player and his contract.

If a player placed on waivers is not claimed by another team during the specified time frame, then the player is said to have "cleared waivers," and the team can now perform the transaction they had intended.

Waiving a Player

There are two ways to waive a player in OOTP:

1. Go to the Waivers & DFA subpage of the Transactions page, and drag the player to the Waivers box, usually located in the lower left:

2. Right-click on any player, select Transaction, then select Waive Player or Waive & Designate for Assignment:

Depending on whether the waivers are revocable or irrevocable, you will receive one of the pop-ups described above.

When Your Waived Player is Claimed

If a waived player is claimed by another team, you will receive a message like the following:

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 waiver was irrevocable, you will receive a message like the one below.

Message ID: 103	
Status	Read
Message Type	Transactions
Subject	Denver claim of Jay Dillon executed
Date	05-03-2008

You have just been informed by the Office of the Commissioner that the Denver Donkeys claim of J. Dillon went through and got approved. The player is no longer a member of your organization.

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 pop-up indicating that fact. However, you still have to wait for the end of the player's waiver period before your claim is complete. During that time, the waiving team may remove him from waivers, or another team with a worse record could claim him instead. If your claim is successful, once the waiver period has passed, you will receive a message like the following.

Message ID: 63	
Status	Read
Message Type	Transactions
Subject	Yvain Sauli waiver claim accepted and executed
Date	04-23-2008

You have just been informed by the Office of the Commissioner that your claim of Y. Sauli from the Arlington Bohemians 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 (designated for assignment) 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.

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.)

Minor League Option Years

As part of a player's rights in professional baseball, there is another concept known as **minor league option years**. Option years are designed to give minor league players some relief from being jerked around by callous general managers indefinitely. In OOTP, minor league options can be enabled or disabled in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**. Somewhat obviously, if your league does not have affiliated minor leagues, there are no minor league option years.

How Minor League Option Years Work

Players start out with 3 minor league option years. As soon as a player spends one day on the secondary roster without being on the active roster, he is considered to be on 'optional assignment.' The moment the player has spent one day in this scenario, he uses one of his three minor league options. A player's minor league options years are visible on the Contract & Status subpage of the Player Profile.

Roster Status Information	
Major League Service Time This Year	0 Days
Time on Secondary Roster	0 Year(s), 1 Days
Time as a Professional	0 Year(s), 1 Days
Rule 5 Draft Eligibility	Inelig (less than 5 pro years)
Minor League Options	2 option year(s) left
Salary Arbitration Status	Not yet eligible

Note that for fictional leagues, players generated in the inaugural draft will have a random number of minor league option years. Don't assume that everyone has 3 since you just started the league!

Once a minor league option has been triggered for a player (the player has been "optioned to the minors"), the option stays in effect all season. 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. However, since each player has only three 'option years,' once a player is placed on the secondary roster, the team has only three seasons to send that player up and down from the majors to the minors without any restriction. Of course, the option years do not all necessarily have to be used sequentially. For example, a player might be on optional assignment one year, then waived and removed from the secondary and demoted to the minors. He could then spend the next 3 years in the minors without ever making it onto the secondary roster, and therefore without using an option. A player who spends the entire season on the parent league team also does not use an option.

Out of Options

After a player has used all of his three option years, he can still be moved between the major and minor leagues. However, if he has no options left, he must pass through waivers before he can be demoted.

Differences between Real World and OOTP Options

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 OOTP. Even if the player spends just one day in the minors, he has used an option.

Designated for Assignment (DFA)

The term **designated for assignment**, frequently abbreviated as "DFA," is a classification for players that are temporarily not on any roster in a team's organization. In OOTP, the DFA area comes into play in numerous situations, but only in leagues that have affiliated minor leagues:

- When you have acquired a new player, by draft, trade, waiver claim, or free agency
- When you waive a player, under certain circumstances
- When you remove a player from the secondary roster

What is Designated for Assignment?

DFA is essentially a sort of 'limbo' where a player goes when he's temporarily not on any roster. The most common use of DFA is when you take a player off your secondary roster, and he has to clear waivers. When you want to remove a player from your secondary roster, it's usually because you need that spot for another player. Without DFA, you wouldn't be able to add another player to your secondary roster until the waived player cleared waivers. Luckily, when the player is designated for assignment, he doesn't count toward any roster limits, such as the active or secondary roster limits. So as soon as one player is DFAed, you are free to add a new player to the secondary or active roster.

Essentially, the DFA rule allows a team to leave a roster spot open 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.

Viewing the DFA Area

Your DFA (designated for assignment) area can been seen on the Waivers & DFA subpage of the Transactions page. Again, this page is only available if you have affiliated minor leagues.

What Can I Do with a Player on the DFA List?

Once a player is designated for assignment, you can do the following things with him.

1. You can assign him to your active roster. You must put the player on the secondary roster as well.
2. You can assign him to a minor league roster. Players with five or more years of major league service can refuse assignment to the minors. If the player has a major league contract, he must be placed on the secondary roster before being assigned to the minors. If the player has no minor league 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.

Designated for Assignment Time Limit

Players can remain on the DFA list for only a certain number of calendar days. By default the value is 10 days, but this is also customizable in the Roster Rules section of the Rules page during game creation, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Rules tab**.

Once the DFA time has expired, you will not be able to advance the game date until you have either assigned the player or released him.

Disabled Lists

OOTP has two disabled lists that teams can use to help manage their rosters when players on the active or secondary rosters suffer injuries: the **15-day disabled list** and the **60-day disabled list**. Disabled lists are primarily for effective management of the active and secondary rosters, but they can be used even in leagues without affiliated minor leagues.

15-Day Disabled List

Players placed on the 15-day disabled list remain on the team's secondary roster.

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.
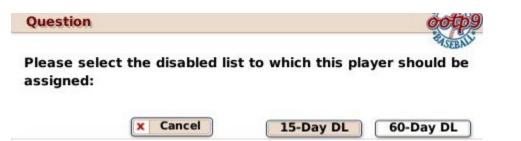
The disabled lists are visible on the Disabled List subpage of the Transaction page.

Assigning Players to the Disabled List

There are two ways to place a player on the disabled list:

1. On the Disabled List subpage of the Transaction page, drag a player from the active or secondary roster to the disabled list.
2. Right-click any injured player and select **Transaction | Place on Disabled List**.

As soon as you place a player on the disabled list, you will be prompted to choose one of the two disabled lists:

Differences between OOTP and Real World

There are several differences between disabled lists in OOTP and disabled lists in the real world:

- In OOTP, there are no disabled lists for minor league teams. Injured players in the minor leagues remain on their respective active rosters.
- In OOTP, you cannot make *retroactive assignments* to the disabled list.
- In the real world, disabled list assignments end at the end of the season. In OOTP, a player can remain on the disabled list past the end of the season.

League Events

There are a number of standard **league events** during a calendar year in OOTP. League events are almost always important for the general manager, and often they require some action on the GM's part. You can see a list of upcoming league events in the League Events page, found by navigating to **League Menu | News | League Events tab**. In addition, league events are typically listed as stopping points for auto-play. Not all leagues will have the same league events, depending on your league is configured!

This section of the manual will describe the different league events that occur in OOTP. Some events, such as the first-year player draft, the Rule 5 draft, and the trading deadline, are described in more detail elsewhere in this manual guide, but we'll at least cover them briefly here. We will cover the following league events:

- Preseason
- Spring Training
- Opening Day
- First-Year Player Draft
- All-Star Game
- Trading Deadline
- Roster Expansion
- Awards
- Players File for Free Agency
- Salary Arbitration Hearings
- The Rule 5 Draft
- Winter Meetings

Preseason

The **preseason** exists in every league in OOTP. In leagues with Spring Training, the preseason starts 30 days prior to Spring Training. In leagues without Spring Training, the preseason begins 60 days before Opening Day.

The one exception is the first year of a game. Most games begin on January 1st or 2nd, with Spring Training beginning in March. In these cases, the game is considered to be in preseason up until Spring Training begins. This is done to allow players to make adjustments to their league settings immediately after starting their games.

There are no specific tasks that need to be handled by the GM during the preseason. However, many league settings can only be customized during the preseason or Spring Training, so if you're looking to make changes to your league's rules or settings, you should consider doing it during the preseason.

Spring Training

Spring Training is typically held beginning 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).

Rust

Each player in OOTP has a certain amount of 'rust' after an offseason. For each at-bat or inning pitched during Spring Training, a player shakes off some of that rust. Therefore, it is important to make sure all your key players get at least some playing time during Spring Training, because rusty players won't perform well.

Learning New Positions

Players learn positions much more quickly when they play them during Spring Training. See Learning New Positions for more information about new positions. Additionally, players are slightly more susceptible to injuries during Spring Training.

Spring Training Pages

During Spring Training, special statistics and standings pages are available in the League menu:

There will also be a special link on the Manager Home page as well.

This option brings you to a series of four tabs that display Spring Training data, that behave similarly to their regular-season counterparts:

- **Spring Standings** - Shows the Spring Training standings. Behaves similarly to the Standings page.
- **Spring Batting Leaders** - Shows the Spring Training batting leaders. Behaves similarly to the Batting Leaders page.
- **Spring Pitching Leaders** - Shows the Spring Training pitching leaders. Behaves similarly to the Pitching Leaders page.
- **Sortable Spring Stats** - Shows sortable statistics from Spring Training. Behaves similarly to the Sortable Stats page.

Note: Spring Training statistics and standings will <u>not</u> 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 view this information only through the Spring Training pages.

Opening Day

Opening Day is the day every baseball fan longs for; the day of the first games of the regular season. Opening Day is the day after the last day of Spring Training. On this day, all teams must have their rosters pared down to match their active roster limit.

First-Year Player Draft

The **First-Year Player Draft** is an annual event in most leagues, in which teams can draft amateur players. The draft is typically held in mid-June. By default, the draft pool is announced thirty days before the draft so that teams can have time to review and closely scout the players that will be available.

The First-Year Player Draft is described in more detail in the section of the online manual on drafts.

All-Star Game

The **All-Star Game** usually takes place in the middle of the season. By default, OOTP elects the top 25 players in each division or subleague - 12 pitchers and 13 position players. While real-world All-Star teams include starters at each position, OOTP selects the top players, regardless of position. So, you may find that your All-Star teams have three catchers, if your league has some truly outstanding catchers. But temper your enthusiasm when your stud shortstop makes the All-Star game! Don't think for a minute he won't consider that when his contract is up!

Scheduling All-Star Games

The All-Star game can be enabled or disabled during game creation in the All-Star Game Options section of the Options page, or after game creation by navigating to **Game Menu | Game Setup | League Setup tab | Options tab | All-Star Game Options section**. The latter can only be done during the preseason or offseason.

Announcing All-Stars

When the All-Stars are announced, a league news article will be posted with the rosters for each team:

Message ID: 91	
Status	League News
Message Type	General News
Subject	FBL News: The All-Star Game Rosters Have Been Announced
Date	07-13-2008

It's All-Star Game time -- time for the superstars to shine! Every year the Fictional Baseball League takes a break in the schedule to play the annual All-Star Game. It's a battle of the superstars -- the Division 1 All-Stars versus the Division 2 All-Stars. The All-Star Game will spotlight the best hitters, the best pitchers and the best fielders, all doing battle against one another, all trying to prove their league is best.

The Division 1 roster will feature these outstanding players:

SP E. Richards (JAC)
SP J. Soto (LV)
SP E. Alvarez (CHA)
SP L. Aquino (LV)
SP J. Hurley (LV)

All-Star game appearances are recorded in individual player histories

Playing the All-Star Game

You can actually play the game out yourself if you so desire, regardless of whether you currently manage a team and how that team is performing. Just go to the Scores & Schedule page from the League menu on the day of the All-Star Game, and you will have the option to manage the game:

Selecting All-Stars Manually

As mentioned above, OOTP selects the All-Star participants automatically. However, if you are the commissioner of your league, or if you are playing in a solo league, you can also select the All-Stars manually if you prefer to have more control. To manually select All-Stars, use the **Manual All-Star Voting** menu option. This option appears in the League menu 30 days before the All-Star game:

Selecting this menu option will bring you to the **All-Star Voting** page:

Voting for players here is easy. Use the top half of the page to look up players and their statistics, then drag the players to the boxes on the bottom of the page. You can use the **Qualify** drop-down in the top right to filter out players who have not played enough to qualify. Pitchers qualify if they have at least 1 inning pitched per team game played in the first half. Hitters qualify if they have at least 3.1 plate appearances per team game played in the first half. You can also use the **Ask Computer** button to let the AI choose the All-Stars.

If you choose to vote manually, then you must complete both All-Star teams. You cannot create a partial All-Star roster. Not all of your voting has to happen on one day. You could vote in a handful of obvious choices 30 days prior to the All-Star game, then vote a few more each week. Just, make sure you complete the rosters before the All-Star teams are announced 3 days before the All-Star Game. If you don't complete your voting manually before then, the computer will select the teams!

Trading Deadline

The **trading deadline** is an arbitrary date after which trades can no longer be made for the remainder of the season. It typically occurs during the second half of the season, and is described in more detail in the section of the online manual on trading.

Roster Expansion

Roster expansion typically occurs at the beginning of September, allowing teams to increase the number of players on their active roster through the rest of the regular season. It is described in more detail in the section of the manual on Expanded Rosters.

Awards

Winners of annual **awards** are typically announced shortly after the end of the playoffs. The game automatically determines award winners for the following awards:

- **Glove Wizard Awards** - Awarded to the top defensive players at each defensive position
- **Outstanding Pitcher Award** - Awarded to the best pitcher
- **Outstanding Hitter Award** - Awarded to the best hitter
- **Newcome of the Year Award** - Awarded to the best rookie

When awards are announced, league news articles will be generated with the list of winners. Award winners will also have this information noted in the Accomplishments subpage of their Player Profile.

Custom Awards

You can also create one custom award as well. The custom award can be named during game creation on the Names & Affiliations page. After game creation, it can be named by navigating to **Game Menu | Game Setup | League Setup tab | Names & Affiliations tab**.

Selecting Award Winners Manually

As mentioned above, OOTP selects the award winners automatically. However, if you are the commissioner of your league, or if you are playing in a solo league, you can also select the award-winners manually if you prefer to have more control. To manually select award winners, use the **Manual Award Voting** menu option. This option appears in the League menu as soon as the playoffs end:

Selecting this menu option will bring you to the **Award Voting** page:

Voting for players here is easy. Use the top half of the page to look up players and their statistics, then drag the players to the relevant boxes on the bottom of the page. You can use the **Qualify** drop-down in the top right to filter out players who have not played enough to qualify. Pitchers qualify if they have at least 1 inning pitched per team game played in the first half. Hitters qualify if they have at least 3.1 plate appearances per team game played in the first half. You can also use the **Ask Computer** button to let the AI choose the award winners.

If you choose to vote manually, then you must complete all awards. Not all of your voting has to happen on one day. You could vote in a handful of obvious choices right away, then vote a few more each week. Just, make sure you click the **Finish** button before the date the awards are announced! If you don't complete your voting manually before then, the computer will select the winners! You can check the announcement dates in the League Events page.

Players File for Free Agency

In leagues with a **free agency** rule, players who are eligible typically file for free agency shortly after the end of a season. Be sure to sign your pending free agents to extensions before you lose them!

See the Free Agency section of the manual for more information.

Salary Arbitration Hearings

In leagues with **salary arbitration**, hearings are held after the end of the postseason, typically in mid-October. Please see the Salary Arbitration section of the manual for more detail.

The Rule 5 Draft

In leagues with the Rule 5 Draft rule enabled, the Rule 5 Draft typically occurs in December. Be sure to protect your players before the draft happens, or you could lose some of your hot minor league prospects!

See the Rule 5 Draft section of the online manual for more detailed information!

Winter Meetings

Each year during offseason, **Winter Meetings** occur, wherein all of the teams' management gathers for discussions on the state of baseball. In OOTP, there are no specific tasks a GM must handle during the Winter Meetings. However, Winter Meetings can have an impact on the game, in the following ways:

- Teams are more likely to initiate trades during Winter Meetings.
- Teams are more likely to respond promptly to trade offers during Winter Meetings.

In addition to that, Winter Meetings offer a great time for leagues to discuss rule changes and write news articles!

Tools, Functions, and Editors

OOTP provides a vast array of tools, functions, and editors that allow for unparalleled customization of your baseball world. Since these tools are located throughout the game, rather than explain them in numerous different places, we have elected to compile information about all of these tools in one central location. In most cases, you must either be the commissioner or a solo player in order to use these features.

This section of the online manual will cover the following tools and functions:

- League Functions
- League Expansion
- The Almanac
- In-Game Editors
- Commissioner Functions

League Functions

OOTP has many **league functions**, which are a series of tools to help you adjust your game. Most of these tools work on a per-league basis. That is, they only affect the currently selected league, and not your entire game file at once. The league functions are in the Functions page:

Accessing the Functions Page

The Functions page can be accessed in three different ways:

- By clicking on the Tools icon ( )in the League section of the Icon Bar at the bottom of the page
- By navigating to **Game Menu | Game Setup | League Setup tab | Functions tab**
- By clicking the **Game Setup** link in the Other Options section on the Manager Home page or the Commissioner Portal.

Using the Functions Page

The Functions page consists of a scrollable list of functions and their descriptions. Many league functions are only available at specific times during a season, and those that are not currently available are grayed out. Most of these functions are also available in action menus at the bottom of the screen. The functions are the same - they're provided in two ways to suit different preferences for how to access the functions.

Most of the functions accessible through this page affect only one league. To change which league you wish to affect, click a league in the **Select League** box on the left side of the page. The functions are divided into the following categories, which we will describe on separate pages:

- General Functions (also available in the Functions action menu on the Functions page)
- Editors (also available in the Functions action menu on the Functions page)
- Fictional Picture Functions (also available in the Player/Coach Pictures action menu on the Functions page)
- Roster Functions (also available in the Functions action menu on the Functions page)
- Financial Functions (also available in the Functions action menu on the Functions page)
- Import/Export Functions (also available in the Import/Export action menu on the Functions page)
- Other Functions (also available in the Functions action menu on the Functions page)

General Functions

The following functions can be found in the **General Functions** section of the League Functions page:

Option	Description
Delete this league	Deletes the currently selected league. When a league is deleted, all teams are deleted, and the players are dumped into the free agent pool. A deleted league cannot be undeleted!
Expand League and Expansion Draft	This starts the league expansion wizard. You can use this to add teams to the league and schedule an expansion draft. This option is only available during the preseason or offseason, and only if automatic expansion is disabled.
Release all players & schedule inaugural draft	Releases all players and schedules an inaugural draft for the next day. You can only perform this function on parent leagues. 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.

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

Note: Remember that these functions work on one league at a time. Make sure that the league you wish to change is listed as the "Selected League" under the tabs at the top of the page!

Roster Functions

The following functions can be found in the **Roster Functions** section of the League Functions page:

Option	Description
Release All Players / Clear Rosters	All players in the selected league will be released into the free agent pool.
Fill teams with fictional players	Creates fictional players and assigns them to all empty roster slots throughout the selected league. For example, if your league has an active roster of 25 people, and Team A has only 22 people, three fictional players will be created for that team. Fictional players created in this manner are typically very weak players, so as not to unbalance the league.
Run computer manager on all teams	Asks the computer to review all teams in the league and make any roster changes it feels are necessary. You could use this, for example, if you have made changes to a computer's team, and would like to revert those changes.
Set all teams to NOT allow AI roster changes	Prevents the AI from making any roster changes to any teams in the selected league and any affiliated leagues. This is typically only used by players who wish to control every aspect of every team throughout their leagues.
Set all computer-controlled teams to allow AI roster changes.	Restores the ability of the AI to control non-human teams.
Set all teams to being controlled by X	Puts the currently active manager identity in charge of all teams in the selected league and any affiliated leagues. This is useful when you want no AI moves at all, and want the game to act as if you were managing every single team.
Set all teams back to being computer-controlled	This sets all teams back to being AI-owned and controlled.

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

Note: Roster functions affect the currently selected league, AND any affiliated minor leagues if the currently selected league is a parent league! Make sure that the league you wish to change is listed as the "Selected League" under the tabs at the top of the page!

Financial Functions

The following functions can be found in the **Financial Functions** section of the League Functions page:

Option	Description
Assign Fictional Financials to Teams	Checks all team payrolls and recalculates financial numbers (budget, income and other data) and market size for the team, based on the team payroll. By default, 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 new contracts to all players in the selected league, based on their ratings, experience, and age. This is done automatically after the inaugural draft, just before it assigns fictional financials to team.
Make Fictional Personnel Contracts	Does the same as Make Fictional Player Contracts, but for team personnel.

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

Note: Remember that these functions work on one league at a time. Make sure that the league you wish to change is listed as the "Selected League" under the tabs at the top of the page!

Import/Export Functions

There are several Import/Export functions available in the **Import/Export Functions** section of the League Functions page. These are mainly helpful to players with more technical experience. Some people use these functions to edit rosters or player statistics. Others use exported data to create third-party utilities.

Warning! Importing data of any kind into a league is a risky proposition. Be sure to back up your data before using any import functions!

See the Cato Converter page for more information on the process of converting old historical data from Jeff Cato's "Catobase" tool.

Import/Export Rosters

The import/export rosters functions give you the ability to export team rosters to a simple text file. You can then edit this file and re-import the rosters into the game, giving you a quick way to mass-edit your players. When you choose **Export Rosters**, you will be prompted for a file name, and then you will receive a confirmation that will let you know where the file has been saved:

Export COMPLETED to file:
D:\ootp9\data\saved_games\New Game 8.lg\fbl_rosters.txt

The roster file is a simple text file that lists all players in the league in a comma-separated format, broken out by teams. Free agents are listed at the bottom of the file. The file itself includes the list of all the fields used in the file, as well as the numeric team IDs. If you wish to edit the rosters, simply modify the text file, and then re-import the file using the **Import Rosters** function.

Warning: Never import roster files that are not based on an OOTP export file! The results could ruin your league!

Import/Export Stats

The import/export stats functions give you the ability to export player statistics to three simple text files. You can then edit these files and re-import them into the game, giving you a quick way to mass-edit your players' statistical history. Selecting **Export Stats** will create three files in the 'root' of your saved game directory (Your League.lg):

- player_batting_stats.txt
- player_fielding_stats.txt
- player_pitching_stats.txt

As with rosters, the files include some simple information that will help you compile information correctly. To import updated statistics, simply edit these files and select the **Import Stats** function to re-import the statistics.

Note: To import statistics, one or more of the files listed above must be present in the "root" of your saved game directory. You cannot rename these files or import files from another directory.

Create SQL Dump for MS Access or MySQL / Export dat to CSV files

OOTP offers the ability to export all of your league data to a series of files in one of three formats:

- **CSV** (comma-separated files; you can also control the delimiter used in the CSV dumps via the Game Preferences page.)
- **MS Access**
- **MySQL**

All files created by these processes are placed in the **import_export** directory in your saved game directory. While the CSV process dumps data, the MS Access and MySQL processes actually dump SQL scripts that can be used to create an MS Access or MySQL database.

Configure SQL Dump / CSV Export

Each of these dumps also has a 'configure' option. This option opens a separate window:

This profile screen allows you to select the specific tables you wish to include in your data dumps. You can check or uncheck all using the **Activate** and **Deactivate** buttons on the left. There are also a few additional options at the top of the page:

- **Replace accents** - Replaces foreign characters/accents with their standard U.S. English counterparts, to avoid problems with data programs that cannot handle accents
- **Dump only cities in use** - Limits the dump to just cities that are currently in use. Since the OOTP cities database has over 90,000 entries, this can save a significant amount of unnecessary data.
- **Dump only nations in use** - Limits the dump to just nations that are currently in use. Since the OOTP nations database has over 200 entries, this can save a significant amount of unnecessary data.

Users who are interested in SQL/CSV dumps should also review the Almanac, because of its ability to schedule regular SQL/CSV dumps.

Note: Since these tools export the true ratings for all players, for online leagues, only the commissioner is permitted to use these exports. He must provide his commissioner password to do so!

All of these functions can be accessed through the scrollable list on the League Functions page, or through the Import/Export action menu at the bottom of the page. The MS Access, MySQL, and CSV dumps can also be accessed through the Tools action menu on the Database Info page.

Note: These functions work on one league at a time. If you have chosen a parent league, it will work for all affiliated leagues as well. Make sure that the league you wish to change is listed as the "Selected League" under the tabs at the top of the page!

Cato Converter

Back in OOTP 6.5 and earlier versions, a gentleman named Jeff Cato created a third-party utility for OOTP called **Catobase**. This tool allowed OOTP players to save a lot of historical information about their leagues that OOTP used to throw away after each season. OOTP now automatically creates and stores most of the information that Catobase originally had, so Jeff's utility is no longer needed. However, leagues that used Catobase needed a way to get that historical data into OOTP when they upgraded to more recent versions of OOTP. As a result, there is a utility called the **Cato Converter** within OOTP. This can be found on the League Functions page in the Import/Export action menu.

If you don't know what Catobase is, then you should never have a need to use this function!

Cato Converter Caveat

Over the years that Catobase was in use, it did some seriously goofy things to handle different league configurations, especially when there were team name changes, etc. The Cato Converter is not perfect, but it is the best we could do considering that it was a third-party tool, and that Jeff Cato has pretty much disappeared. So, the Cato converter is available for use "as-is". At this time, we do not plan on further enhancing the Cato converter, especially since it pertains to a product of ours that is close to five years old now. We hope you understand!

What the Cato Importer Does

- Adds listings to your "Champions" screen for each season imported from Catobase.
- Updates the League History Index to list seasons and league champions for each imported season.
- Adds any missing players and statistics to the alphabetical Player Index and Batting / Pitching Registers.

- Imports any player batting, pitching, or fielding statistics that are not already in your OOTP database.
- Imports franchise information and statistics for all the teams in your league, so that the Team Index lists the earlier names/locations of all clubs and has complete years/record/championships information.
- Updates the career & regular season leaderboards as necessary (most to all of this information should have imported to OOTP2007 normally).
- Updates the positional career & regular season leaderboards with information from the Cato seasons (these were not tracked by OOTP prior to 2006, so you should see significant changes here).
- Expands the Award Winners list for the big four awards (Batter, Pitcher, Rookie, Fielder) to include all Catobase seasons.
- Creates annual index pages for each sub-league, with the Standings, World Series results, Batting and Pitching Stats, Award Winners, All-Stars, and leaderboards specific to that subleague and season.
- Generates complete Batting, Pitching and Fielding Registers for each sub-league by season.
- Sub-league Positional Leaderboards are created for each season.
- Creates the list of Rookies who debuted in each subleague for every season, and displays their career length and statistics on the page.
- Individual Team Index pages are created for each season, with full Batting, Pitching, and Fielding stats by position. Team Batting and Pitching Leaders for the season are displayed as well.
- The Positional and Pitching Starters pages are updated to include listings for all Catobase seasons.
- The team-specific Batting and Pitching Registers are updated as necessary, including summary statistics at the top of the page for every season.
- The team-specific Batting and Pitching Leaderboards are also updated as necessary.
- Player pages should already have batting / pitching statistics, but any that are missing are filled in, and career fielding stats (which were not stored by OOTP6) are added as well.

What the Cato Importer Doesn't Do

- Import any data from Catobase not already supported by OOTP, such as Win Shares, Similarity Scores, the Ink Tests and the Hall of Fame Standards.
- Import any Human Manager information from Catobase.
- Add any information to the team- or league-level Drafted Players pages.
- Display Wild Card Round or League Championships results on the annual sub-league Statistics & Leaders pages (only World Series are displayed).
- Team payrolls are not displayed on the annual team indexes.
- The updates to the Champions screen do not include the roster information normally displayed on the right side of the screen (only the team/record information shown above the trophy image is present).
- In rare, sporadic instances, some players listed on the Awards pages have their summary statistics displayed as zeroes (correct information is always present on the individual player pages, however).
- Award information for additional or "custom" awards (i.e., for anything beyond the standard MVP/Cy/Gold Glove configuration) is not imported.

- In some instances, OOTP is parsing teams with multi-word names incorrectly (e.g. a player's stat line for a season might indicate that he played for a team called the "Rays" in the city of "Tampa Bay Devil"). Where this occurs, however, the effect is purely cosmetic: the players' statistics are still correct, and he still appears on the correct team's roster.

Instructions for Using the Importer

1. Back up your league! We strongly recommend that you test the converter on a "copy" of your league before using it with the "real thing". There are two reasons for this. First, once you import Cato data into a league you cannot do it again - you'll end up with doubled data and statistics in a lot of places if you try that. Second, given the various work-arounds and edits that many leagues performed on Catobase to get it work with newer versions of OOTP once Jeff Cato stopped updating the program, several of the leagues used during testing displayed unique "errors" in their Cato data that needed to be manually adjusted before the import would work completely correctly.
2. Download and install Ryan W's Cato-to-CSV Converter.
3. When you run the Converter, the first thing you will need to do is click "Settings", and point the program to both your Cato database (the file with the .mdb extension) and the directory you want it to output the CSV files to. Once that's done, click "Generate Lahman Files".
4. Check that output directory. You should have 10 .csv files: AllStars, AwardsPlayers, Batting, Fielding, HallOfFame, Master, Pitching, SeriesPost, Teams and TeamsFranchises. As long as those are there, keep going.
5. Load your league in OOTP8. Those who are looking to apply their data to an OOTP2007 league can simply copy/paste their .lg folder from the OOTP2007 save directory to the OOTP8 one; the two versions are completely compatible (and if you want to run the league in OOTP2007 again after importing the data, you can just copy/paste it back). If your league is still using OOTP6 or 2006, you will need to Import your league into OOTP8 using the appropriate option on the OOTP8 main screen.
6. Before importing your Cato data, go to the Options & Ballpark screen for each team in your league. Here you will see that a field has been added called "Historical Franchise ID". In this field put the team abbreviation (BOS, NYA, ATL, etc.) of the city this team was located in during the first season you used Catobase. So if you had a team in Brooklyn when you started using Catobase that has since moved to Los Angeles, the Historical Franchise ID is most likely BRO. Abbreviations entered here must match the ones that exist in the file TeamFranchises.csv. If the team has never moved, then the Historical Franchise ID is the same as the current team abbreviation (in that case, you don't really need to fill it in, but it can't hurt). Remember to press "Enter" after filling in each field.
7. To import your Cato data, go to Game --> Game Setup, select the League Setup tab, click the Import/Export button at the bottom of the Functions tab and select "Import Cato History". OOTP will ask you to point it to the Master.csv file that you created in Step #3.
8. And that should do it. Once OOTP has finished importing the data it will automatically save the database. Where things like statistics have been added or updated, you can view them all in each player's profile, but the most direct way to view all the additions is simply to browse through your league's History section.

Possible Troubleshooting Issues/Suggestions

Hopefully no one has need of this section, as we think we've got the importer working pretty darned well (and compensating automatically for every difficulty we came across) at this point. But given the possibility of unforeseen errors in someone's Cato data, here are a couple of the more common issues we encountered during testing, along with what you can do it fix the problem if it occurs:

1. Franchises not connecting properly on your Team Index, and/or still-active Franchises showing up under "Inactive Franchises" at the bottom of the page.

   The converter uses two files, TeamFranchises.csv and Teams.csv to create the links between clubs. TeamFranchises is typically a short file that should contain one line for every original franchise in your league. For instance, if your league started with a team in Boston that later moved to Atlanta, TeamFranchises should have a line for Boston, but not for Atlanta. So the first thing to check is that TeamFranchises does, indeed, have an entry for the original edition of every franchise in your league (if your league expanded at any point, then there should be any entry for the first location of each expansion franchise). The third column in that file contains either a Y or N. If the franchise is still active, it should be a Y (unless your league has contracted, every franchise should still be active).

   Second, Teams.csv contains a list of stats for every team in the league, broken down by season. The third column is the current team abbreviation, but the fourth column is for the Franchise ID - in other words, it should match an entry in TeamFranchises.csv. Using that same Boston-Atlanta example, columns three and fourth should both be "BOS" initially, but when the team moved to Atlanta, only the third column should change. The Franchise ID has to stay the same, so you'd see ATL in column three and BOS in column four from then on.

2. A player's batting, pitching, or fielding stats on his player page appear to be associated with the wrong team for one or more seasons.

   The stat information is drawn directly from Batting.csv, Pitching.csv or Fielding.csv, logically enough. These files contain one line per season per player. The first column is the player's ID in Catobase. If you aren't sure which one matches the player in question, you can cross reference a real name to a Cato ID using the Master.csv file. Once you've identified the correct player, locate the line in Batting/Pitching/Fielding.csv for the season in error. The fourth column in the file is for the team he played for that year. Correcting that column for each season that is in error should resolve any problems along these lines.

   Note: as mentioned above, Cato data cannot be imported into the same league multiple times. If you do encounter a problem and need to re-do the import, you need to erase the copy of the league you're working with and start with a "fresh" copy of your league from OOTP6/2007.

3. League champions appear on the wrong side of the League History Index page, and/or the links on this page go to the wrong sub-league.

The rows in Teams.csv need to be sorted in a particular way in order for the league history index to generate properly. Open Teams.csv and sort the information first by season, and then by sub-league so that the listings for your Sub-League 1 (the one that customarily appears on the left side of your screen in OOTP) always come before the listings for Sub-League 2. For example, using a typical MLB setup, you would need to make sure that your list of AL teams for a season always appears before the list of NL teams for that same season.

Kudos

Some quick "thank yous" regarding this utility:

- to Jeff Cato, for his great utility
- to Ryan W., who wrote the application that exports Cato data into a format Markus could use
- to Markus, for the obvious
- to Kaitiaki, for doing all of the dirty work in writing most of this post
- to everyone else who helped get the Cato converter as good as it is!

Other

FunctionsThere following functions are available in the Other Functions section of the League Functions page:

Option	Description
Randomize Cities	Randomizes the cities of all teams in the currently selected league, but not in any affiliated leagues.
Randomize Team Nicknames	Randomizes the nicknames of all teams in the currently selected league, but not in any affiliated leagues.
Randomize Player Names	Randomizes the player names of all players in the selected league and any affiliated leagues.
Erase the service time of all players	Sets the service time (all types) of all players in the selected league and any affiliated leagues league to 0. This option is commonly used in leagues where all players begin as rookies.
Run OSA Rescout	Forces the OSA scouting organization to rescout the entire league and affiliated leagues.
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 currently selected league and all affiliated leagues.
Erase the entire league history	Erases all history (leagues, teams, and players) in the currently selected league and all affiliated leagues.

All of these functions can also be accessed through the scrollable list on the League Functions page.

Note: Make sure that the league you wish to change is listed as the "Selected League" under the tabs at the top of the page!

League Expansion

OOTP allows you to expand your league throughout the life of your game. There is also a special automatic expansion option for historical major leagues. We will cover both options in this section.

Automatic Historical Expansion

If you are playing a historical league, OOTP has the option to automatically expand your league according to when the Major Leagues expanded in real life. So, for example, if you are playing a historical league starting in 1997, when you move into 1998, the Arizona Diamondbacks and Tampa Bay Devil rays will automatically join the league. When this option is enabled, OOTP will automatically handle changes in team names, nicknames, league structure, and so on.

The automatic league expansion option can be found during game creation in the Historical Progressing Options section of the Options page. After game creation, it can be found by navigating to **Game Menu | Game Setup | League Setup tab | Options tab | Historical Progressing Options**:

You can also choose whether or not to have an expansion draft, and if so, how many players each team can protect.

Manually Expanding Your League

Alright, let's say you're not using the automatic expansion option. You can still manually expand a league of any kind. You could, for example, manually expand a historical or MLB league, adding two completely new teams. Of course, you can also expand fictional leagues. League expansion is done during the preseason or offseason, and is handled in the League Functions page.

To expand your league, from the League Functions page, click on the **Expand League & Expansion Draft**, or select the same value from the **Functions** action menu at the bottom of the page. This will open the **League Expansion Wizard**.

League Expansion Wizard

The **League Expansion Wizard** asks you all of the questions you need to answer to
expand your league:

Expanding using the wizard is simple:

1. Choose the number of teams to expand. You can choose from 2, 4, 6, 8, or 10
   teams.
2. Enter the new team names, nicknames, and abbreviations, and select a target
   division for each team. The resulting alignment must have an even number of
   teams in each subleague!
3. If you wish to hold an expansion draft, check the 'Schedule Expansion Draft'
   checkbox and select the number of players each existing team can protect. (This
   can be from 0 to 30 players.)
4. Click the **Expand League** button. If you elected to hold an expansion draft, the
   draft will be scheduled for two days from the current date. In the intervening day,
   teams will have to submit protection lists to the league.

Finishing Expansion without a Draft

If you elect not to hold an expansion draft, your new teams will be without players. They
will be forced to fill their teams entirely with free agents. Often, this is problematic,
because there typically aren't enough free agents to fill an entire team. If you're not going
to hold an expansion draft, you may want to consider filling the teams with fictional
players. These will be subpar players, but at least your expansion teams will be able to
field a team.

To fill a team with fictional players, first make sure you have commissioner mode turned on. Then, go to the expansion team's parent league Roster page. From the Action menu, select "Fill Team with Fictional Players." Repeat this process for any affiliated teams or other expansion teams.

Expansion Drafts - Protecting Players

If you chose to hold an expansion draft, immediately a new option becomes available in the League menu:

A special link will also appear on the Manager Home page:

In an expansion draft, each of the existing teams in the league is allowed to 'protect' a certain number of players, as determined in the League Creation Wizard. These players cannot be drafted by the expansion teams. As a result, in preparation for an expansion draft, all human managers who own teams that are *not* expansion teams must submit a list of protected players within the day following the completion of the league expansion wizard.

Protection Lists

To submit an expansion list, click on the **Expansion Draft & Protection Lists** link and then click on the **Protection Lists** tab:

The top part of the screen has a drop-down listing all of the teams that currently exist in the league. You can view any team's expansion list, but of course you cannot make changes to any list but the one you control. To protect a player, drag him from the roster list on the left to the Protected Players pane on the right side. The Protected Players pane will inform you of the maximum # of protected players, and how many players you have protected. You can also remove a player from the list by clicking the Unprotect link next to a player's name.

Using the **Ask Manager to compile list** button in the lower right corner, you can also ask your manager to compile a list for you. When you are certain you are done, click on the **SUBMIT PROTECTION LIST** button to finalize your list. Once you do this, you cannot make any further changes. The expansion draft will be held on the next day.

The Expansion Draft
The expansion draft process itself proceeds exactly like an inaugural draft or first-year player draft, except that only the expansion teams are allowed to choose players. Just as with a regular draft, a draft log is generated. Drafting continues until all players have been chosen.

Expansion drafts generally run for 35 rounds. Expansion teams must populate the remainder of their rosters by trades or through free agency.

After the Draft
If you didn't pay close attention to the draft, for example if you weren't drafting, you can check out the draft log from the League Home page to see who was chosen. In OOTP 9, there is no mail notification or report that tells you which players your team lost, so it's pretty important for you to check this and react accordingly.

The Almanac

The Almanac allows you to 'archive' information from a given season, or to automate the process of exporting league data to raw data formats. It is disabled by default, as it is only needed under certain circumstances, described below. The Almanac can be accessed by navigating to **Game Menu | Game Setup | Almanac Options tab**, or by navigating to **Game Menu | Open Almanac | Almanac Options**.

OOTP Yearly Maintenance

As much fun as it is to have endless amounts of statistics and HTML reports, these things take a toll on the performance of the game and the size of your league files. So, by default, OOTP deletes and reuses certain files after each season to conserve disk space. With the Almanac, you can preserve these records for the life of your league. You can also store a copy of all the HTML reports from the most recently completed season, so that you can stroll back through time. OOTP performs maintenance on the following files:

- **Box Scores** - Not deleted, but box scores are assigned numerical IDs each season (1st game of the season is #1, etc.). So, when game #1 rolls around next season, last year's Box Score #1 will be overwritten if you haven't archived them with the Almanac.
- **Game Logs** - Like box scores, game logs are assigned numerical IDs each season (1st game of the season is #1, etc.). So, when game #1 rolls around next season, last year's Game Log #1 will be overwritten if you haven't archived them with the Almanac.
- **Transaction Logs** - Log files related to transactions are deleted on the first day of the offseason each year.
- **News Logs** - Log files related to news are deleted on the first day of the preseason each year.
- **Injury Logs** - Log files related to injuries are deleted on the first day of the preseason each year.
- **Replays** - Like box scores, replay files are assigned numerical IDs each season (1st game of the season is #1, etc.). So, when game #1 rolls around next season, last year's replay for game #1 will be overwritten if you haven't archived them with the Almanac.
- **HTML reports** - HTML reports aren't technically cleaned up, but OOTP's HTML reports are divided into current-year reports and historical reports. Once you roll into a new season, your current-year reports are cleared out and replaced with a new set. Some people like to save copies of these reports so they can go back and look through the reports exactly as they looked in Year X.

Even with the Alamanac off, of course all player historical statistics are retained each year!

In addition to the Almanac, you can also customize how frequently OOTP saves certain logs in the Auto-Save & Log Options section of the Global Setup page, accessible by navigating to **Game Menu | Game Setup | Auto-Save & Log Options section**.

Why Use the Almanac?

The Almanac is turned off by default. It's only needed if you feel a particular desire to retain certain records year after year. Some of the most common reasons for turning on the Almanac include:

- You want to retain a "snapshot" of your HTML reports as they looked at the end of a given the season.
- You want to have access to box scores or game logs from prior seasons.
- You use SQL or CSV data dumps, and want to schedule them to run regularly.

Almanac Options

The Almanac Options contain seven different options, each of which can be enabled or disabled by selecting the checkboxes on the left of the screen. As long as one checkbox is enabled, the Almanac is "on". You can enable any combination of the seven options:

Option	Description
Archive HTML reports annually	Once per year, on December 31st, generates and archives the HTML reports specified in the profile. You can also choose to load one of two 'default' profiles: - **Complete Almanac** - includes all files - **Box Scores & Game Logs only** - this stores just the box scores and game logs
Monthly data dump to CSV file	On the first of each month, automatically exports league files to .csv format.

Monthly data dump to Access file	On the first of each month, automatically exports league files to Access format.
Monthly data dump to MySQL file	On the first of each month, automatically exports league files to MySQL format.
Yearly data dump to CSV file	On the first of each year, automatically exports league files to .csv format.
Yearly data dump to Access file	On the first of each year, automatically exports league files to Access format.
Yearly data dump to MySQL file	On the first of each year, automatically exports league files to MySQL format.

Customizing the Almanac

You can also customize which reports are added to the Almanac by clicking on the **Edit Profile** button.

These profile settings behave identically to the online report settings defined in Generating and Uploading Reports (Commissioners). You can update these settings at any time, and once saved, they will remain in effect any time the Almanac runs.

Generating the Almanac

If you have enabled the Almanac, the Almanac will be generated automatically each December 31st. However, you can also generate the Almanac manually at any time by selecting navigating to **Game Menu | Open Almanac | Generate almanac now**.

The almanac process moves all of the selected HTML reports for the just-completed season into an extra folder: /news/almanac_2007 if the season was the 2007 season, /news/almanac_2008 for the next, and so on.

Accessing the Almanac

Once a season's data has been archived in the Almanac, you can access the Almanac by navigating to **Game Menu | Open Almanac**. The Open Almanac option will gain a new option labeled with the season that was just archived:

In-Game Editors

OOTP contains a number of in-game editors to allow you to customize the game to your heart's content. Three of these editors are accessible through the League Functions page, while the others appear as additional tabs in various areas of the game, but only when you are logged in as the commissioner.

In this section of the manual, we will cover the following in-game editors:

- Player Editor
- Personnel Editor
- Team Editor
- Ballpark Editor
- Nation Editor
- League Structure Editor
- Schedule Editor

Player Editor

The **Player Editor** can be used to edit just about anything regarding a single player. Although you can't change *absolutely everthing* about a player, you can move players to other teams, make them free agents, give or remove injuries, change player ratings, and more:

To use the Player Editor, you must be in Commissioner mode. If you are, the Player Editor will be available as the right-most tab in any Player Profile:

Changes made in the editor take effect immediately up selecting a value from a drop-down, or when hitting the Enter key in a text field. There is no save button, so be sure to hit the Enter key after making changes!

The Player Editor is split up into many different sections:

- Basic and Team Information
- Personality and Morale
- Suspension and Injury Data
- Draft and Roster Status
- Salary and Contract Extension
- Offensive Ratings Editor
- Pitching Ratings Editor
- Defensive Ratings Editor

Basic and Team Information

The Basic and Team Information sections allow you to edit most of the demographic and core information about a player. Remember to hit Enter after editing any text fields!

Option	Description
Player ID	OOTP's unique internal identifier for a player. This isn't shown in-game, but can be valuable to know. For example, if you generate a fictional face for a player, the file will be called "player_#.png," with the # being his player ID.
First Name	Player's first name
Last Name	Player's last name
Nickname	Player's nickname
Regenerate Name	Clicking this button will cause the game to randomly generate a new name for the player.
Uniform Number	Player's uniform number. Has no impact on the game, other than cosmetically.
Date of Birth	Player's birth date. Changing this changes the player's age. This by itself will not change the player's ratings, but it will affect the \'player\'s.
Nationality	Player's nationality
Facial Type	This is the player's facial type. This is only used for generating fictional faces. If you use photos, or if you like your current player face, do not change this value. Facial Type is not intended to be an accurate representation of the player's actual ethnicity, and so is not displayed on the Player Profile. If you change this, a new picture will be generated for the player immediately.

City Search (hit ENTER)	The City Search allows you to narrow down your player's birth place. Rather than picking from a giant drop-down list, you can type the city name and hit Enter. Then, the Select City of Birth field below will only contain city names matching what you typed. For example, if you want the player to be from Springfield, Massachusetts, you can type in "Springfield," and then hit Enter. The drop-down will now only contain cities named Springfield, and you can choose the correct one. This is not a very powerful search. Only exact matches are found. So, you cannot, for example, type "Spring" and find cities named "Springfield."
Select City of Birth	Select the player's city of birth. This value does impact the game in the area of contract negotiations, as players are often more likely to prefer teams that are closer to home, which in OOTP is defined as the place of birth.
Height (in cm)	Player height. Height has no impact on the game mechanics, but it does factor into body mass, which affects fictional faces. (Players with higher BMI get "fatter" faces.)
Weight (in pounds)	Player weight. Weight has no impact on the game mechanics, but it does factor into body mass, which affects fictional faces. (Players with higher BMI get "fatter" faces.)
Bats	The handedness of the hitter.
Throws	Which hand the player throws with.
Position/Role	The player's assigned position/role. See Player Positions and Roles for more information.
Local Popularity	The player's local popularity rating
Nationality Popularity	The player's national popularity rating
Lock Popularity Ratings	Checking this box prevents the game from changing this player's popularity ratings
Select League/Team	If you wish to assign the player to a team, first select a league from the top drop-down, and then select a team from the bottom drop-down. If the player is already on a team, he will be immediately transferred with his contract intact. If the player is a free agent, he will be given the minimum contract.

Personality and Morale

The Personality and Morale sections allow you to edit the Personality and Morale ratings for the player. Remember to hit Enter after editing any text fields!

Personality (Range 1 - 200)	
Leadership Ability	45
Desire for Winner	25
Loyalty	169
Greed	114
Work Ethic	31
Intelligence	77
Morale (Range -500 ... +500)	
Team Performance	-89
Team Transactions	0
Player Performance	-10
Role on Team (-5000...5000)	610

Personality ratings are on a scale of 1-200, with 200 being the highest ratings. When viewing the Player Profile, these ratings are dynamically converted to whatever ratings scale you are currently using. So, a player with a 200 Intelligence in the Player Editor would have an 80 on the 20-80 scale, a 100 on the 1-100 scale, and so forth. Remember to hit Enter after editing any text fields! See the Personality Ratings page for more information.

Morale ratings (except for "Role on Team") are on a scale of -500 to 500, with negative numbers indicating unhappiness and positive numbers indicating happiness. So, in the image above, you can see that the player is somewhat unhappy about Team Performance. Role on Team is similar, but is on a scale of -5000 to 5000.

Suspension and Injury Data

The Suspension and Injury Data sections allow you to add, edit, or remove suspensions or injuries from the player. Remember to hit Enter after editing any text fields!

Suspension Data	
Status	☐ Suspended
Games suspended	0
Injury Data	
Injury Time left (in Days)	7
Diagnosis	fractured elbow ▼
Severity	☐ Career-Ending Injury
DL Time left (in Days)	0
DtD-Injury Effect (in %)	0
Overall Proneness (1 - 200)	166
Back Proneness (1 - 200)	93
Legs Proneness (1 - 200)	1
Arm Proneness (1 - 200)	127

Option	Description
Suspension Status	Check this box to suspend the player
Games suspended	The number of games for which the player is suspended
Injury time left (in days)	The number of days that the player will remain injured. The severity is defined by the options below.
Diagnosis	The nature of the injury
Severity	Check the Career-Ending Injury box if this injury should be career-ending

DL Time left (in Days)	The number of days remaining in the player's disabled list assignment (if any)
DtD-Injury Effect %	If set to anything other than 0, this makes the injury "day-to-day" and specifies the percentage of effectiveness lost. So, setting this to 30 means the player loses 30% efficiency for the duration of the injury.
Overall/Back/Leg/Arm Proneness	A 1-200 rating for how injury-prone this player is. A higher number means the player is more likely to get injured.

See the Suspensions and Injury and Fatigue pages for more information.

Draft and Roster Status

The Draft List Status and Roster Status Data sections allow you to edit a player's roster status. Remember to hit Enter after editing any text fields!

Option	Description
Unavailable for draft lists	Used primarily in online leagues, checking this indicates that this player has already been selected in a forum pre-draft, and the player will no longer display on draft lists, reducing the chance of any confusion about who has already been selected. Once the draft is complete, the setting will be removed automatically. See the Draft List page for more information.
Total Major League Service Days	The number of days of major league service time the player has accumulated. The value will be converted to years based on your league settings for # of days in a service year.
Total 40-Man Roster League Service Days	The number of days of time on a secondary roster the player has accumulated. The value will be converted to years based on your league settings for # of days in a service year.
Total pro service years	The number of years of overall professional service the player has.

See the Service Time page for more information.

Salary Data and Contract Extension

The Salary Data and Contract Extension sections allow you to give a player a contract or edit an existing contract. Remember to hit Enter after editing any text fields!

Option	Description
Contract Type	Check this box to make the contract a major league contract. Otherwise, it is a minor league contract.
Contract Length (in years)	The number of years in the contract. Based on this value, more Salary in Year X boxes will appear below.
Current Year of Contract	Defines in which year of the contract the player currently is.
Salary in Year X	The player's salary for that year of the contract
Contract signed in year	Sets the year in which the contract was signed

The Contract Extension fields behave in the same fashion. See the Player Contracts Overview for more information.

Offensive Ratings Editor

The Offensive Ratings section on the top right allows you to set the player's offensive ratings. Remember to hit Enter after editing any text fields! Offensive ratings, unless otherwise noted, are on a 1-250 scale. These values are then converted to whatever rating scale you use in game. For example, a 250 will become an 80 on a 20-80 scale, or a 100 on a 1-100 scale.

Most of the offensive ratings have slots for versus left-handed pitchers, versus right-handed pitchers, and potential. The standard ratings you see on the Player Profile are an average of the player's ratings against left and right. Most of the offensive ratings are pretty self-explanatory, if you understand the Baseball Ratings model. The few items in here that need further explanation are below:

Option	Description
BABIP / Avoid K's / Contact	Hitters are rated for their Contact ability, but this is one rating that cannot be directly edited. Contact is actually calculated based on two other ratings: BABIP ("batting average on balls in play," which not shown in main game screens), and Avoid K's. So, to adjust your player's Contact rating, you must adjust BABIP and Avoid K's.
Getting HBP	How often the player gets hit by pitches, per 550 at-bats. Note that this value is *not* on a 1-250 scale!
Resulting Stats	This section has no values to change other than the at-bats, but it simply tells you how a player with the ratings you have entered is expected to perform in a neutral, modern Major League environment. So, in the image above, you can see that this player is expected to bat .182 in a Major League environment. Not so great, but it might be fine if you expect him to be a minor league player.

Pitching Ratings Editor

The Pitching Ratings section on the top right allows you to set the player's pitching ratings. Remember to hit Enter after editing any text fields! Pitching ratings, unless otherwise noted, are on a 1-250 scale. These values are then converted to whatever rating scale you use in game. For example, a 250 will become an 80 on a 20-80 scale, or a 100 on a 1-100 scale.

Pitching Ratings	Overall	vs LHB	vs RHB	Potential
Stuff	31	29	32	22
Movement	119	112	125	110
Control	99	93	103	78
Hit Batsmen (based on 550 BF)	3			
Wild Pitches (based on 550 BF)	5			
Balks (based on 550 BF)	2			

Resulting Stats (in a neutral, modern Major League enviroment)

BF	AB	IP	HA	HRA	BB	K	OAVG	ERA
604	550	131	166	17	51	40	.302	5.76

Other Pitching Ratings (Range 1 - 250)

Endurance	130
Holding Runners	161
Groundball %	62
Velocity	84-86 Mph ▾

✓ Fastball	✓ Changeup	☐ Curveball	✓ Slider
☐ Sinker	☐ Splitter	☐ Forkball	☐ Cutter
☐ Knuckleball	☐ Knuckle-Curve	☐ Circle-Change	☐ Screwball

Most of the pitching ratings have slots for versus left-handed batters, versus right-handed batters, and potential. The standard ratings you see on the Player Profile are an average of the player's ratings against left and right. Most of the pitching ratings are pretty self-

explanatory, if you understand the Baseball Ratings model. The few items in here that need further explanation are below:

Option	Description
Hit Batsmen (based on 550 BF)	The number of batters the pitcher is expected to hit, per 550 batters faced. Note that this is NOT on a 1-250 scale!
Wild Pitches (based on 550 BF)	The number of wild pitches the pitcher is expected to throw, per 550 batters faced. Note that this is NOT on a 1-250 scale!
Balks (based on 550 BF)	The number of times the pitcher is expected to balk, per 550 batters faced. Note that this is NOT on a 1-250 scale!
Resulting Stats	This section has no values to change other than the at-bats, but it simply tells you how a player with the ratings you have entered is expected to perform in a neutral, modern Major League environment. So, in the image above, you can see that this player is expected to have an ERA of 5.76 in a Major League environment. Not so great, but it might be fine if you expect him to be a minor league player.
Pitch Checkboxes	Check boxes to add pitches to your pitcher's arsenal. Note that pitch types are strictly cosmetic in OOTP. A pitcher's combination of pitches and their varying skill levels are built into the Stuff/Movement/Control model.

Defensive Ratings Editor

The Defensive Ratings section on the top right allows you to set the player's defensive and position ratings. Remember to hit Enter after editing any text fields! Defensive ratings, unless otherwise noted, are on a 1-250 scale. These values are then converted to whatever rating scale you use in game. For example, a 250 will become an 80 on a 20-80 scale, or a 100 on a 1-100 scale.

Defensive Ratings (Range 1 - 250)			
Infield Range	57	Outfield Range	43
Infield Error	43	Outfield Error	64
Infield Arm	102	Outfield Arm	48
Turn Double Plays	21		
Catcher Ability	1		
Catcher Arm	4		
Position	Experience (200 = Max)	Resulting Rating	
Pitcher	200	129	
Catcher	0	---	
First Base	0	---	
Second Base	0	---	
Third Base	0	---	
Shortstop	0	---	
Left Field	0	---	
Center Field	0	---	
Right Field	0	---	

Most of the defensive ratings are pretty self-explanatory, if you understand the Baseball Ratings model. The few items in here that need further explanation are below:

Option	Description
Position Experience Chart	The different position ratings are on a 1-200 scale for the amount of experience the player has at that position. This allows you to set the overall position rating for a player at each position. The right column shows you what the position rating will be based on the amount of experience you have given them. These will change based on the defensive ratings above, too. For example, a third baseman with 100 experience and a 250 Infield Range will have a much better overall position rating than the same third baseman with a 10 Infield Range.

Personnel Editor

The **Personnel Editor** can be used to edit just about anything regarding a single coach/scout:

To use the Personnel Editor, you must be in Commissioner mode. If you are, the coach/scout Editor will be available as the right-most tab in any Personnel Profile:

Changes made in the editor take effect immediately up selecting a value from a drop-down, or when hitting the Enter key in a text field. There is no save button, so be sure to hit the Enter key after making changes!

The Personnel Editor is split up into several different sections:

- Basic and Team Information
- Salary Data
- Ratings Editor

Basic and Team Information

The Basic and Team Information sections allow you to edit most of the demographic and core information about a coach/scout. Remember to hit Enter after editing any text fields!

Option	Description
Coach ID	OOTP's unique internal identifier for a coach/scout. This isn't shown in-game, but can be valuable to know. For example, if you generate a fictional face for a coach/scout, the file will be called "coach_#.png," with the # being his coach ID.
First Name	Coach/scout's first name
Last Name	Coach/scout's last name
Nickname	Coach/scout's nickname
Date of Birth	Coach/scout's birth date. Changing this changes the coach/scout's age. This will not change the coach/scout's ratings.
Nationality	coach/scout's nationality
Facial Type	This is the coach/scout's facial type. This is only used for generating fictional faces. If you use photos, or if you like your current coach/scout face, do not change this value. Facial Type is not intended to be an accurate representation of the coach/scout's actual ethnicity, and so is not displayed on the coach/scout Profile. If you change this, a new picture will be generated for the coach/scout immediately.

City Search (hit ENTER)	The City Search allows you to narrow down your coach/scout's birth place. Rather than picking from a giant drop-down list, you can type the city name and hit Enter. Then, the Select City of Birth field below will only contain city names matching what you typed. For example, if you want the coach/scout to be from Springfield, Massachusetts, you can type in "Springfield," and then hit Enter. The drop-down will now only contain cities named Springfield, and you can choose the correct one. This is not a very powerful search. Only exact matches are found. So, you cannot, for example, type "Spring" and find cities named "Springfield."
Select City of Birth	Select the coach/scout's city of birth. This value does impact the game in the area of contract negotiations, as coach/scouts are often more likely to prefer teams that are closer to home, which in OOTP is defined as the place of birth.
Height (in cm)	coach/scout height. Height has no impact on the game mechanics, but it does factor into body mass, which affects fictional faces. (coach/scouts with higher BMI get "fatter" faces.)
Weight (in pounds)	coach/scout weight. Weight has no impact on the game mechanics, but it does factor into body mass, which affects fictional faces. (coach/scouts with higher BMI get "fatter" faces.)
Preferred Occuption	The coach/scout's preferred occupation.
Select League/Team	If you wish to assign the coach/scout to a team, first select a league from the top drop-down, and then select a team from the bottom drop-down. Another drop-down will appear asking you which job you wish him to apply for. Click the Apply button to finalize this change.

Salary Data

The Salary Data section allows you to give a coach/scout a contract or edit an existing contract. Remember to hit Enter after editing any text fields!

Salary Data

Contract Length in Years	1 ▼
Salary per Year	$78,000
Contract Extension Years	▼
Extension Salary per Year	$0

Option	Description
Contract Length (in years)	The number of years in the contract
Salary per Year	The coach/scout's salary per year
Contract extension years	The number of years (if any) for the coach/scout's contract extension
Extension Salary per Year	The coach/scout's salary per year during the extension

Ratings Editor

The Ratings Editor on the right side of the screen allows you to set the coach/scout's ratings. Remember to hit Enter after editing any text fields! Personnel ratings are on a 1-200 scale. These values are then converted to whatever rating scale you use in game. For example, a 200 will become an 80 on a 20-80 scale, or a 100 on a 1-100 scale.

Ratings Editor (Range of Ratings: 1 - 200)	
Manager Ratings	
Handle Players	97
Handle Veterans	107
Handle Rookies	86
Teach Hitting	89
Teach Pitching	25
Teach Fielding	88
Scouting Ratings	
Scout Majors	12
Scout Minors	5
Scout Internationally	23
Scout Amateurs	9
Projection	Favor Ability ▼
Trainer Ratings	
Heal Arms	0
Heal Legs	0
Heal Back	0
Heal Other	0
Fatigue Recovery	0

Most of the personnel ratings are pretty self-explanatory, if you understand the Personnel Ratings and Scouting Director models.

Team Editor

The **Team Editor** can be used to edit just about anything regarding a single team. The Team Editor has some features that are available to any general manager, even if he or she isn't the commissioner. Those that can be edited by a non-commissioner are described on the Options & Ballpark page. To use the remaining functions of the Team Editor, you must be in Commissioner mode.

To access the Team Editor, navigate to **Team Menu | (your team) | Home tab | Options & Ballpark**. The same screen is used whether you are a commissioner or not. If you are not, you simply won't see all of these options!

Changes made in the editor take effect immediately up selecting a value from a drop-down, or when hitting the Enter key in a text field. There is no save button, so be sure to hit the Enter key after making changes!

The Team Editor is split up into several different sections:

- Team Editor
- Ballpark Info

Team Editor

The Team Editor on the left side of the screen gives you the ability to change information about the currently selected team:

Option	Description
City / Name	Allows you to edit the city name of the selected team.
Abbreviation	Allows you to edit the abbreviation of the selected team.
Nickname	Allows you to edit the nickname of the 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 OOTP; it is controlled by the historical database you use.
Historical Franchise ID	For historical leagues, this is the unique franchise identifier used to tie the history of a franchise together. This number is not generated or maintained by OOTP; it is controlled by the historical database you use.
Nation	Allows you to change the nation for the selected team. 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 team located in Toronto, Canada, in a U.S.-based league.

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City Search / Select 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. The city search function does not allow 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 that letter.
Edit team colors, logos, and uniforms	This button opens up the Team Colors, Logos, and Uniforms page, in which you can edit your team's colors, logos, and the textures of your ballcaps and jerseys.
Roster AI	When the "Prevent any AI roster changes" box is checked, the artificial intelligence for this team will not make any roster changes whatsoever.
Fan Interest	The level of fan interest, on a scale of 1-100. (Higher = more interest)
Fan Interest Modifier	The Fan Interest modifier changes when you sign or lose a popular player. This modifier gets applied to fan interest, to simulate the rise or fall of fan interest after a big move. The modifier then moves toward 0 as time goes on, so that the effect doesn't last forever.
Fan Loyalty	The level of fan loyalty, on a scale of 0-10. (Higher = more loyalty)
Market Size	The size of the team's market, on a scale of 0-20 (Higher = larger market)
Cash	The amount of cash the team currently has
Budget	The current team budget
Media Contract	The amount of the current media contract
Media Contract Years Left	The years remaining on the current media contract
Media Revenue This Year	This is a typo, it should read "Merchandising Revenue this year"
Last Yr Merchandising Revenue	Last year's merchandising revenue
Player Expenses	The total amount of player expenses. You can adjust this manually, but it will not cause player contracts to change.
Staff Expenses	The total amount of staff expenses. You can adjust this manually, but it will not cause staff contracts to change.

See the Team Financial Model page for more information on things like fan interest, fan loyalty, etc.

Ballpark Info

The right side of the screen contains information about the team's ballpark:

Ballpark Info		
Commerce Stadium		▼
Ballpark Name	**Commerce Stadium**	
Type		Open Ballpark
Surface		Grass
Capacity		39,600
Ballpark Factors		
AVG Overall		.968
AVG LHB		.955
AVG RHB		.975
Doubles		.892
Triples		.900
Home Runs Overall		1.042
Home Runs LHB		1.035
Home Runs RHB		1.045

Distances & Wall Heights		
Direction	**Distance**	**Wall Height**
Left Line	325 ft	9 ft
Left Field	348 ft	9 ft
Left-Center	389 ft	9 ft
Center Field	423 ft	9 ft
Right-Center	378 ft	9 ft
Right Field	351 ft	9 ft
Right Line	323 ft	9 ft

In the top right, a commissioner can change the ballpark used by the selected team, and the name of the park. Non-commissioners can only change the name of the park. The rest of the information here, however, cannot be edited. In the lower right, commissioners have access to an **Edit Ballpark** action button that opens the Ballpark Editor. That page also contains more detail about the meanings of the different ballpark factors.

Ballpark Editor

OOTP has a **Ballpark Editor** that allows you to create and configure ballparks.

The editor allows you to change the basics of a park (name, dimensions of the park), as well as the actual graphical representation of the park if you like to play out your games. You can access the ballpark editor in several ways:

- On the League Functions page, select **Edit Park** from the Functions action menu
- On the League Functions page, select **Edit Ballparks** from the scrollable list
- When in Commissioner Mode, select **Edit Ballpark** from within the Team Editor page.

The Ballpark Editor consists of four different pages:

- Park Profile
- Pictures & Coordinates
- Ball Locations
- Weather

Ballpark Editor Action Menu

All four pages of the ballpark editor also include an Action menu at the bottom with the following options:

Option	Description
Add new park	Creates a brand new park for you to edit
Assign coordinates & ball locations to all parks	Automatically assigns the coordinates and ball locations of the currently selected park to ALL ballparks in the league.
Reset coordinates & ball	Resets the coordinates & ball locations for this park to the

locations	defaults
Assign neutral park factors to all parks	Sets all parks to have matching, neutral park factors
Randomize park factors of this park	Creates a random set of park factors for this park

Coordinates & ball locations will be described in the Pictures & Coordinates and Ball Locations pages.

Park Profile

The **Park Profile** page is where you edit the basic information and dimensions of a ballpark:

The Park Profile page has several sections of information:

- Basic Information
- Ballpark Factors
- Ballpark Dimensions

Note: The Action menu in the lower right was described on the Ballpark Editor overview page. Refer there if you need to know what those functions do!

Basic Ballpark Information

The Basic Information section in the top left allows you to set some fundamental information for the park that is currently selected in the drop-down in the top left. To create a new ballpark, select **New Ballpark** from the drop-down, or choose **Add New Park** from the Action menu in the lower right.

Option	Description
Ballpark Name	The name of the ballpark
Type	The type of ballpark. You can choose from "Open," "Retractable Roof," or "Dome." The park type itself has no direct impact on the game, but of course domes and retractable roofs prevent inclement weather, which can indirectly impact the game, since players are more likely to get injured in the cold or rain.
Surface	The surface of the field. You can choose from "grass" and "artificial turf." These values are cosmetic only.
Capacity	The capacity of the ballpark (# of people). This can directly affect the finances of the game, since a high-performing team in a small park won't get as much revenue as a similar team in a larger park.

Ballpark Factors

The Ballpark Factors section directly impacts how hitters perform in the selected ballpark, over a large sample size. Ballpark Factors are extremely important, as they directly affect the outcome of plays in a given park:

Ballpark factors are based on a "norm" of 1.000. That is, a ballpark with all 1.000 factors is essentially a "neutral" park where hitters will all perform similarly. As the numbers increase, that factor becomes more common. So, for example, if your AVG Overall factor is 1.100, you can expect that if you had identical players in this park and a neutral park, the player in the park with the 1.100 AVG Overall factor would have a slightly higher average. The modifiers are not straight percentages. So, a 2.000 doesn't mean you will do "twice as well."

Option	Description
AVG Overall	Affects the overall batting average for hitters in this park. The overall is calculated based on the values for AVG LHB and AVG RHB.
AVG LHB	Affects the batting average for left-handed hitters in this park
AVG RHB	Affects the batting average for right-handed hitters in this park
Doubles	Affects the number of doubles hit in this park
Triples	Affects the number of triples hit in this park
Home Runs Overall	Affects the overall number of home runs hit in this park. The overall is calculated based on the values for Home Runs LHB and Home Runs RHB.
Home Runs LHB	Affects the number of home runs hit in this park by left-handed hitters
Home Runs RHB	Affects the number of home runs hit in this park by right-handed hitters

Ballpark factors are worth considering when you choose players for your team. For example, if you are in a park with very low home run factors, perhaps paying top dollar to that big slugger won't be as productive, as many of his home runs won't carry out in that park.

Ballpark Dimensions

The Ballpark Dimensions section describes the size of the selected ballpark:

Direction	Distance (ft)	Wall Height (ft
Left Line	335	7
Left Field	361	7
Left-Center	400	7
Center Field	431	11
Right-Center	392	7
Right Field	361	7
Right Line	327	7
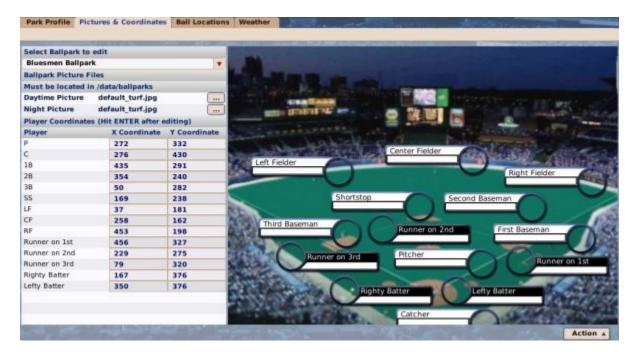
Ballpark dimensions are purely cosmetic! It's the ballpark factors that actually influence the game engine. That is, making a ballpark with a 500-foot center field won't make it any harder to hit home runs to center if the home run factors are still 1.000.

If you feel this is "the wrong way 'round," OOTP forum member Dark Horse created a Microsoft Excel spreadsheet that can be used to create OOTP ballpark factors based on ballpark dimensions. Just input the dimensions into his spreadsheet, and it will generate recommended OOTP ballpark factors for you to enter into this page.

Note: In play-by-play calls, home run distances are based on the distances set here. So, if you set your dimensions to something silly like 700 feet, you will see some 720-foot home runs!

Pictures & Coordinates

The **Pictures & Coordinates** page is where you can change the pictures for your ballparks, and also adjust the coordinates of where player images appear on your field image:

Use the Select Ballpark drop-down to choose a ballpark to edit.

Note: The Action menu in the lower right was described on the Ballpark Editor overview page. Refer there if you need to know what those functions do!

Changing Ballpark Images
Ballparks can have separate pictures for day and night games. To change the picture for the selected ballpark, use the browse icon next to Daytime Picture or Night Picture and select another .jpg image. Ballpark images should be 640 x 480 pixels, and in .jpg format.

Player Coordinates

Player coordinates are not absolutely necessary. However, if you create a new picture for your ballpark, and if you play out your games, you may find that the images of the players on the field don't line up correctly. You can use this page to redefine where the players should "stand," so that it looks right when you play out your games.

To change the location of a player on the screen, just "grab" the player by clicking and holding on the position text (like "third baseman"), then dragging and dropping the box where you wish. Alternately, you can manually edit the X and Y coordinates in the table on the left. If you edit the text values, be sure to hit Enter to save your changes!

Note: The graphical positioning of players on the ballpark image has no impact at all on the game results. For example, if you position your second baseman very close to second base, that doesn't mean that second basemen in this park will have a harder time reaching balls hit between 1st and 2nd!

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Ball Locations

The **Ball Locations** page is where you can change the ball locations for your ballparks:

Use the **Select Ballpark** drop-down to choose a ballpark to edit. You can also change ballpark pictures here, as described on the Pictures & Coordinates page.

Note: The Action menu in the lower right was described on the Ballpark Editor overview page. Refer there if you need to know what those functions do!

About Ball Locations

Ball locations are purely cosmetic. They control where the animated ball goes when a ball is hit when playing out a game. If you don't play out your games, there is no reason at all to bother with this page!

Ball locations are based on the numbering system for charting hits developed by Retrosheet that assigns an alphanumeric code to each location on a ball field. See here for an explanation of Retrosheet codes.

Editing Ball Locations

The individual ball location squares are designed to be moved by dragging and dropping. The upper left corner of a location square indicates the exact location where the ball will move to. Most of the location squares are taken directly from the standard Retrosheet format for charting hits. Some additional squares are specific to OOTP9.

To customize a ballpark image with ball locations, drag and drop the squares as appropriate. You can also directly edit the XY coordinates of a square by entering it in the chart on the left. If you do this, be sure to hit Enter to save any changes!

The OOTP-specific markers are mainly used to display the ballpark's dimensions, and are as follows. All other markers follow the Retrosheet model linked above.

- HP - Home Plate (this is where the ball animation will begin)
- WLL - Left Field Line Wall (will display the wall distance at this location in the game during animation)
- WL - Left Field Wall (will display the wall distance at this location in the game during animation)
- WLC - Left Center Field Wall (will display the wall distance at this location in the game during animation)
- WC - Center Field Wall (will display the wall distance at this location in the game during animation)
- WRC - Right Center Field Wall (will display the wall distance at this location in the game during animation)
- WR - Right Field Wall (will display the wall distance at this location in the game during animation)
- WRL - Right Field Line Wall (will display the wall distance at this location in the game during animation)

Weather

The **Weather** page allows you to set the weather factors for this field:

Use the **Select Ballpark** drop-down to choose a ballpark to edit. You can also change ballpark pictures here, as described on the Pictures & Coordinates page.

Note: The Action menu in the lower right was described on the Ballpark Editor overview page. Refer there if you need to know what those functions do!

Weather Data by Month
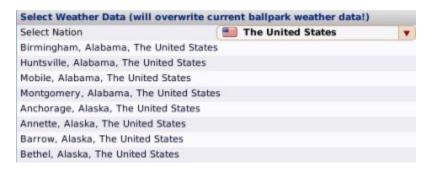
The left side of the screen lists the weather by month for the selected ballpark:

Month	AVG Temperature °F	AVG Chance of Rain (%)
January	42	2
February	45	1
March	49	1
April	53	2
May	60	1
June	69	1
July	76	0
August	76	0
September	69	1
October	58	2
November	49	2
December	44	2

Average Wind Speed (MPH)	11
Average Wind Direction	In from Center

Changing these values will directly impact the weather for games in this ballpark. Remember to hit Enter after changing any values to save your changes! The wind can also have an impact on games, especially home runs!

Weather Data Selector

OOTP comes pre-populated with a weather database that includes weather data for a large number of U.S. cities, displayed on the right:

Select Weather Data (will overwrite current ballpark weather data!)

Select Nation	The United States

Birmingham, Alabama, The United States
Huntsville, Alabama, The United States
Mobile, Alabama, The United States
Montgomery, Alabama, The United States
Anchorage, Alaska, The United States
Annette, Alaska, The United States
Barrow, Alaska, The United States
Bethel, Alaska, The United States

If you select a city on the right, you will overwrite any custom weather data for this ballpark, so be sure that's what you want to do!

Re-Import Weather Database

At the bottom of the page is a button called **Re-Import Weather Database**. Weather data can be customized outside of the game engine by editing the weather.txt file. If you have customized your weather data since the start of your league, you must re-import it in order for the changes to take effect.

How Weather Affects Games in OOTP

Each game played outdoors has weather, which can affect player performance and also the risk of injury. Some of the effects of weather include:

- Players may tire more quickly on extremely hot days
- Players may take a long time to get warmed up on cold days
- Pitchers may take more pitches to warm up on cold days
- Players are slightly more likely to suffer injuries in cold or rainy days
- Pitcher stamina is less when the weather is poor

Note: There are no weather-related delays or game cancellations in OOTP 9.

Nation Editor

The **Nation Editor** can be used to edit information about single nation in your game world:

To use the **Nation Editor**, you must be in Commissioner mode. If you are, the Nation Editor will be available as the right-most tab in any Nation Profile page:

Changes made in the editor take effect immediately up selecting a value from a drop-down, or when hitting the Enter key in a text field. There is no save button, so be sure to hit the Enter key after making changes!

Option	Description
Nation Name	The name of the nation
Nation Abbreviation	The abbreviation of the nation
Nationality	The adjective used to describe players from this nation
Population	The population of the nation. Population in OOTP does not fluctuate over time.

Baseball Program	The level of baseball talent in the nation. The better the rating, the more likely that players from that nation will be discovered, and the more likely that they will be good.
Language Information	The language/name origin fields define the origins of names in the nation. You can set up to 5 different name origins. So, for example, if you set a nation to 50% US (Modern), and 50% Hispanic, then 50% of the players from that name will have modern U.S. names, and 50% will have Hispanic names.

Add Nation

You can also add an entirely new nation to the game world by clicking on the **Add Nation** button in the lower right.

League Structure Editor

The **League Structure Editor** can be used to change the core structure of a league, such as the number of subleagues, the number of divisions, the number of teams, or which teams go where. The League Structure Editor is accessed via the League Functions page, either by selecting **Edit League Structure** from the Functions action menu, or by selecting the same from the scrolling list on that page.

You must either be playing a solo game, or be the Commissioner of your league, in order to use the League Structure Editor. League structures can only be edited during the offseason or preseason.

Warning: Editing your league structure is a drastic step! Always, always, always be sure to back up your game before editing the league structure!

Editing the League Structure

To edit any league, first select the target league from the **Select League** drop-down in the top right corner. In editing your league structure, you can edit at three different levels:

1. Editing Subleagues
2. Editing Divisions
3. Editing Teams

Generating Schedules

Any time you edit the structure of your league, you typically should generate a new schedule that takes into account the changes you have made. If you fail to do so, it could result in new teams not having any scheduled games, etc. So, unless you are an OOTP schedule guru, and are really confident you know what you are doing, the best idea is to always regenerate a schedule after editing the league. This can be done by clicking on the **Generate Schedule** button on this page.

Editing Subleagues

Since OOTP only allows 1 or 2 subleagues, there aren't that many options for editing subleagues. If you have only one subleague, there will be an option to add a second one:

If you add a new subleague, one division will be created for that subleague automatically. Of course, you must add teams before completing your changes! The name of your subleague can be edited after your changes are done by navigating to **Game Menu | Game Setup | League Setup tab | Names & Affiliations tab**.

Any time two subleagues exist, there will be an option to delete either of the existing subleagues.

Deleting a subleague will remove the entire subleague, and all divisions and teams in that subleague!

Editing Divisions

Divisions can be edited in a similar fashion to subleagues, except that you can have many more divisions. Divisions are added to a subleague by clicking the **Add Division** button on the same line as the subleague to which you wish to add the division. As long as there are at least 2 divisions in a subleague, each division will have a **Delete Division option as well.**

Sub League 1				Add Division
Division 1		Import Hist. Team	Add Team	Delete Division
Austin	Aeros	AUS	Remove Team	Move Team ▼
Sacramento	Lobsters	SAC	Remove Team	Move Team ▼
Tucson	Fishers	TUC	Remove Team	Move Team ▼
Washington	Catamarans	WAS	Remove Team	Move Team ▼
Division 2		Import Hist. Team	Add Team	Delete Division
Baltimore	Tricksters	BAL	Remove Team	Move Team ▼

Once you have added a division, you can edit the name of the division in-line just by clicking on the name of the Division. Don't forget to hit Enter when you are done to save your changes!

Editing Teams

Within a division, you can add, remove, and move teams.

Division 1		Import Hist. Team	Add Team	Delete Division
Austin	Aeros	AUS	Remove Team	Move Team ▼
Sacramento	Lobsters	SAC	Remove Team	Move Team ▼
Tucson	Fishers	TUC	Remove Team	Move Team ▼
Washington	Catamarans	WAS	Remove Team	Move Team ▼

- To add a team, just click the **Add Team** button in the same row as the division to which you wish to add the team.
- To remove a team, just click the **Remove Team** button next to the teamin the same row as the division to which you wish to add the team. Removing a team deletes the team, and releases all of its players into the free agent pool. It does not delete any affiliated teams. These simply lose their affiliations.
- To move a team, select a destination for the team from the **Move Team** drop-down.

Once you have added a team, you can edit the team information in-line just by clicking on the appropriate fields and typing. Don't forget to hit Enter when you are done to save your changes!

Importing Historical Teams

You can also use this page to import an entire historical team, such as the 1967 Red Sox. To do this, just click the **Import Hist. Team** button in the same row as the division you wish to hold the imported team. You will be prompted to find the historical database you wish to use. The default database is in **data/stats/historical_database.odb** within your OOTP installation. You will then be presented with historical import options including a list of teams.

Historical Team Import Options

Historical Team Import Options	
Enter Season Year	1977
Refresh Teams List	1977 Seattle Mariners ▾
☐ Keep this season's statistics in player career stats	
Base Current Ratings on...	Real Stats ▾
Base Potential Ratings on...	Remaining Years of Career ▾
Left/Right Split Ratings	✔ Generate random L/R Splits

Adjust Hitters Options	
Adjust Hitters with fewer than X At-Bat	200
Weaken Hitters with fewer than X At-Bat	50

Adjust Pitchers Options (Starting Pitchers get the quadruple number of IP applied)	
Adjust Pitchers with fewer than X Innings	25
Weaken Pitchers with fewer than X Innings	10

✔ Import Team   ✗ Cancel

If you change the Season Year value, you must hit **Refresh Teams List** to get the set of teams from that year. Otherwise, the options on this screen are the same as those described in the Adding Historical Leagues page. When you are done tweaking settings, click on the **Import Team** button to proceed.

Schedule Editor

A baseball schedule is a staggeringly complicated piece of work. OOTP comes with schedules that fit a number of different league configurations, but ultimately, you may decide that you want to tweak the schedule, or that OOTP's schedules don't suit your needs. In that case, the **Schedule Editor** might be your best friend. Read on for more information about schedules in OOTP:

How OOTP's Scheduler Works

Baseball schedules are created based on the structure of your league (how many teams, divisions, subleagues, etc.). OOTP comes with over 250 schedule files, stored in the **data\schedules** directory in your OOTP installation folder. These schedule files match all of the standard leagues, as well as a number of other historical and fictional league scenarios, enabling the game to create realistic schedules for most types of leagues.

When you create a league, and on the first day of the preseason in each subsequent season, OOTP checks the predefined schedules to see if it already has a schedule that matches your specific league setup. If a match is found, OOTP will use that schedule, and the computer will randomly juggle the team matchups from year to year, so that the schedule isn't identical each year. If multiple matching schedules are found for a certain league setup, OOTP will cycle through the different schedules each year, to provide variety. If no matching schedule can be found, OOTP will automatically generate a schedule consistent with your league setup.

All of this works to help create realistic schedules. However, you may find that you wish to customize the schedule further. The Schedule Editor is a great help in this regard.

Schedule Editor

OOTP's Schedule Editor can be used to edit a league's existing schedule, but it can also be used to create exhibition games, spring training games, or custom playoff games. The Schedule Editor is also the only way in OOTP that you can schedule games between teams in different leagues. Some players may use this feature to have the champions from different leagues play each other, or to create a tournament-like scenario.

You can access the Schedule Editor via the League Functions page, either by selecting **Edit Schedule** from the Functions action menu, or by selecting **Edit League Schedule** from the scrolling list.

In the Schedule Editor, first use the Select League drop-down in the top right to select the league whose schedule you wish to edit. 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. Once you have selected a date, all of the scheduled games for that date will be listed on the page:

In the Schedule Editor, there are several different tasks you can accomplish:

- Edit existing games in a schedule
- Add new games or series to a schedule
- Generate a new fictional schedule
- Generate schedule reports
- Perform other schedule functions
- Customizing schedules outside of OOTP

Editing Existing Games

If you just want to tweak a few things, editing existing games is pretty simple. To change the start time of a game, simply type in the new time in the text box next to the game, and then press Enter. You must include the letters 'am' or 'pm' after the time.

If you wish to delete a game, just click the **Delete** button next to the game.

Note: You cannot change the teams in an existing game. If you wish to change teams, you must delete that game and create a new one with the team matchup you want.

Adding Games or Series

The lower half of the Schedule Editor screen is used to add new games or series to the schedule.:

To add a game or series to the schedule, use the following steps:

1. Using the calendar in the top right, make sure you are on the day you wish to schedule the game, or the first game of the series.
2. Using the drop-downs in the lower left and lower right, select a home and visiting team for the matchup.
3. Select an option from the **Select Game Type** drop-down. You can choose from Exhibition, Spring Training, Regular Season, or Playoff.
4. Select an option from the **Select Number of Games** drop-down. You can choose from 1 to 10 games in the series.
5. Click the **Schedule Series/Game** button. Your new game or series will be added to the schedule on consecutive days beginning with the current date.

Note: The scheduler allows you to customize the schedule. It will not prevent you from making strange scheduling decisions. For example, you could schedule the same team for three games in a day, and the editor will not stop you.

Generating Fictional Schedules

If you think you have made a mistake, or just want to let OOTP take over, you can always click the **Generate Fictional Schedule** button at the bottom of the page. This will ask OOTP to create a full schedule for the currently selected league. Unless you have been playing with the schedules, this shouldn't be necessary in the normal course of play. (Another case where generating a new schedule is common is if you have changed the structure of your league.)

Generating Schedule Reports

OOTP also has two schedule reports that can be generated on-demand. These are often helpful to look at while editing a schedule. Both of these reports can be accessed through the Action menu in the lower right. They are the Schedule Grid report and the Schedule Evaluation report.

The **Schedule Grid** report is a color-coded chart that is a little rough on the eyes, but is very helpful in analyzing a schedule:

The chart shows the numeric month and day down the left side, and the different teams in the league across the top. Each row of data represents one day, and displays all scheduled games for that day. Home teams are listed in yellow, and away teams in red.

For example, in the graphic above, let's look at the first row of data. The 4 and 7 mean that we're looking at April 7th. Then the next column tells us that NO (New Orleans - the team in the column header) is playing against POR (Portland, represented in the intersection between the row and column). The fact that POR is in yellow tells us that the game is in Portland. In the next column, we see that Sacramento is playing at San Francisco, and so on across the columns.

The **Schedule Evaluation** report gives you numeric data about your schedule, and is divided into two parts. The first part is a numeric summary of how many games of what types your teams have scheduled:

Team	SL	Spring			Exhibition			Regular			All-Star			Playoffs			Totals		
		Away	Home	Total	Away	Home	Total	Away	Home	Total	Away	Home	Total	Away	Home	Total	Away	Home	Total
New Orleans	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
San Francisco	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Las Vegas	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Fort Worth	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Portland	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Manhattan	1	0	0	0	0	1	1	81	81	162	0	0	0	0	0	0	81	82	163
Chicago	1	0	0	0	1	3	4	81	81	162	0	0	0	0	0	0	82	84	166
Sacramento	1	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
San Diego	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Brooklyn	2	0	0	0	3	0	3	81	81	162	0	0	0	0	0	0	84	81	165
Houston	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Boston	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Philadelphia	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Baltimore	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Washington	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162
Cincinnati	2	0	0	0	0	0	0	81	81	162	0	0	0	0	0	0	81	81	162

The second part of this report is a team-by-team analysis that shows how many games each team has against the others, and the days of the week on which they fall:

Fictional Baseball League
Schedule Grid 01-01-2008

Legend: Home Team Away Team Off Day

M	D	NO	SF	LV	FW	POR	MAN	CHI	SAC	SD	BRO	HOU	BOS	PHI	BAL	WAS	CIN
4	7	POR	SAC		CHI	NO	CHI	MAN	SF	WAS	CHI	PHI	BAL	HOU	BOS	SD	
4	8	POR	SAC	MAN	CHI	NO	LV	FW	SF	WAS	CIN	PHI	BAL	HOU	BOS	SD	BRO
4	9	POR	SAC	MAN	CHI	NO	LV	BRO	SF	WAS	CHI	PHI	BAL	HOU	BOS	SD	BRO
4	10		SAC	MAN	CHI		LV	FW	SF	WAS	CIN		BAL		BOS	SD	BRO
4	11	SF	NO	FW	LV	SAC	CHI	MAN	POR	HOU	BOS	SD	BRO	WAS	CIN	PHI	BAL
4	12	SF	NO	FW	LV	SAC	CHI	MAN	POR	HOU	BOS	SD	BRO	WAS	CIN	PHI	BAL

In each column, there are two numbers separated by a slash. These indicate the number of home and away games. So, in the graphic above, the "2/1" in the San Francisco / Sunday row/column means that New Orleans has three games against San Francisco on Sundays, 2 at home, and 1 away.

Schedule Functions

In addition to the reports, the Schedule Editor also has a few more functions tucked away in the Action menu, as follows:

Option	Description
Clear Schedule	Erases the entire schedule for the selected league.
Export to File	Exports the 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 file will be saved with an .lsdl extension, and it can be opened with any text editor.
Import from File	Imports an XML schedule file for the selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 1st subleague	Imports an XML schedule file only for the first subleague in the selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 2nd subleague	Imports an XML schedule file only for the second subleague in the selected league. You are presented with a file dialog box, where you can select the file to be imported.

Customizing Schedules

In addition to all of the above, it is also possible to create your own custom schedule files outside of OOTP, and import them into the game. For more information, see the section of the manual on customization.

Note: There are also a number of wonderfully helpful OOTP community members who create custom schedules upon request. You can find them in the Scheduling Forum.

Other Commissioner Functions

In addition to all of the other in-game editors and special functions, players in commissioner mode also gain access to a number of other minor functions scattered throughout the game in the places that suit them the best. Generally, these options appear as additional action buttons at the bottom of the relevant page. This page will cover all of the additional commissioner functions that can be found in the game:

- Deleting free agents
- Creating fictional players
- Creating fictional personnel
- Importing historical players
- Retiring, unretiring, and deleting players
- Inducting players into the Hall of Fame
- Editing personnel strategy preferences
- Act as a certain team

Of course, in addition to these functions, commissioners also have other abilities such as forcing trades or editing draft information, all of which are described on the relevant pages of the online manual.

Deleting Free Agents

Commissioners can delete free agents from the Free Agents page, by clicking on the **Delete all Free Agents** button at the bottom of the screen. You will be asked to confirm before proceeding.

Creating Fictional Players

Commissioners have the ability to create fictional players from the Free Agents, Draft Pool, and Show All Players pages. For example, if your free agent pool is a little thin, a commissioner could add a handful of new players. To create fictional players, click on the **Create Fictional Player** button at the bottom of the page. You will see a dialog box with a number of options:

Option	Description
Position/Role	You can choose a specific position for the player, or choose to have the game determine the player's position (or positions) randomly.
Player Type	Defines the general characteristics of the player. You can choose from four options: • **Established:** Creates a player who is probably older, with current 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 new prospect with no experience at all.
Draft Eligibility	Defines whether this player will be eligible for the next first-year player draft in the current league. You can choose to make the player eligible, or not. If you choose to make the player eligible, he will appear in the next draft. If you choose not to make the player eligible, he will be a free agent.
Destination League	Defines the league to which the player initially belongs.
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(s)** button to have the player(s) created. The game will give you a list of the players created and their positions.

Creating Fictional Personnel

Just like creating fictional players, commissioners can also create fictional team personnel through the **Create Fictional** action menu on the Available Personnel page. The action menu contains different options for each different type of personnel. Unlike the Create Fictional Player option, you cannot choose a number. Personnel are created one at a time. As soon as you select a type of personnel, a person of that type is created and added to the Available Personnel page.

Importing Historical Players

Commissioners have the ability to import individual historical players from the Free Agents, Draft Pool, and Show All Players pages. To import historical players, click on the **Import Historical Player** action button at the bottom of the page. Choose the database you wish to use. (By default, use **historical_database.odb** found in the **data\stats** directory in your OOTP install.) Then, you then go through a process very similar to that used to import an entire historical league, as described in Adding Historical Leagues.

Historical Player Import Options

Historical Player Import Options	
Enter Historical Player ID (i.e. ruthba01):	
Enter Season Year	**1977**
NOTE: Pre-1901 leagues start with an inaugural draft.	
☐ **Keep this season's statistics in player career stats**	
Base Current Ratings on...	**Real Stats** ▼
Base Potential Ratings on...	**Remaining Years of Career** ▼
Left/Right Split Ratings	✔ **Generate random L/R Splits**
Adjust Hitters Options	
Adjust Hitters with fewer than X At-Bat	**200**
Weaken Hitters with fewer than X At-Bat	**50**
Adjust Pitchers Options (Starting Pitchers get the quadruple number of IP applied)	
Adjust Pitchers with fewer than X Innings	**25**
Weaken Pitchers with fewer than X Innings	**10**

✔ Import Player   ✗ Cancel

The main difference between this page and importing an entire historical league is that you must know the player's unique ID, as used in the historical database. Enter this value in the first field, and then select the other options, which are described in detail in Adding Historical Leagues.

Note: One 'trick' to finding the player's ID is to visit BaseballReference.com. Look up the player you wish to import, and then check the URL string. The player's unique ID is the portion of the file name before .shtml.

Once you are done, click **Import Player** to bring the player into your game. He will appear on the Free Agent page immediately.

Retiring, Unretiring, and Deleting Players

Commissioners can manually retire, unretire, or delete players. To do so, just right-click on a player and select **Retire Player** from the right-click menu. Alternately, do the same thing with a retired player and select **Unretire Player**. To delete a player, right-click on the player and select **Delete Player**.

Inducting Players into the Hall of Fame

Commissioners can 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. Inducted players will be immediately visible on the Hall of Fame page.

Editing Coach Strategy Preferences

Commissioners can edit any coach or personnel's strategy preferences from the Strategy Preferences page. To edit a coach's preferences, just drag the sliders as desired.

Commissioner "Act As" Function

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 page, known as the **Act as** drop-down.

Once you are acting as the manager for a team, you have full control over that team. You 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.

The 'Act as' feature is only designed to let you take over a team for a brief moment in time, for example to force a change of some kind. While in 'Act as' mode, you will not receive personal messages intended for the true manager of that team, for example contract reponses, trade offers, and so forth. Therefore, we recommend you do 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 page. Once you are done managing that team, simply resign from the job, and the AI will once again take over the reins.

Playing OOTP

In OOTP, playing the game is all about the advancement of time. You can mess with your lineups and league settings to your heart's content, but until you tell OOTP to move time forward in some fashion, no games get played! This section of the online manual is designed to answer the following question:

"Now that I've finished configuring and setting up my team(s), how do I play some games?!"

In OOTP, time advances through the use of the Auto-Play feature. Some players choose to use this feature exclusively, relying on OOTP to simulate the results of games, even the games of the teams that they manage. Other people prefer to play out their own games in OOTP's Play-by-Play Mode. However, even people who play out their own games need to use the Auto-Play feature to advance time to the next day.

This section of the manual will cover the following topics:

- Auto-Play (the process of advancing the game date, potentially simulating games in the process)
- Play-by-Play Mode (playing out games yourself)

Auto-Play (Simulating Games)

Auto-play is OOTP's way of *advancing the game date*. Without auto-play, your game will never progress past the day the league started, so no matter how you play the game, you need to be familiar with auto-play. (If you're a GM in an online league, your commissioner needs to be familiar with it!)

What does Auto-Play do?

The auto-play feature tells the computer to advance the game date to a specific date. When it does so, OOTP uses the game engine, together with all of your settings, to determine results of any games in that span of time (including games for human-controlled teams). Any scheduled events will be auto-played as well. For example, if you auto-play over the week where the first-year player draft will be held, the computer will conduct the draft automatically. In older versions of OOTP, this was called 'simulating' or 'simming' games. There are also cases (described below) where the game will break out of auto-play to ask for your input.

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!

But I want to play out my games! What should I do?

This is discussed more in the section on Play-by-Play Mode, but in general, people who want to play out their own games follow these steps:

1. On a date when your team has a game, go to the Scores & Schedule page and choose to Manage your game.
2. When your game is complete, use Auto-Play to complete the rest of the computer-controlled games for that day and advance the game date to the next day.
3. Repeat

How to Auto-Play

OOTP offers several different ways to auto-play:

- The Auto-Play Menu
- The Finish Today button
- The Auto-Play Action menus
- Auto-Play from the Manager Home

The Auto-Play Menu

The **Auto-Play Menu** is next to the Game Menu at the top of the screen, and takes the form of a baseball graphic:

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.

The Auto-Play menu has a number of different options, described below. You will have no chance to confirm after you choose an auto-play option from the menu, so make sure you have made all necessary management changes before electing to auto-play.

Option	Description
Auto-Play Today	Auto-plays all incomplete games on the current day, and then advances the game date to the next day.
Auto-Play until Next Week	Advances the current 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 current day of the week when you select this option, this option could auto-play from 1 to 7 days.
Auto-Play until Next Month	Advances the current 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 day of the next month will not be auto-played. Depending on the current date when you select this option, this option could auto-play from 1 to 31 days.

Auto-Play until Next Year	Advances the current 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 option could auto-play from 1 to 365 days.
Auto-Play until Date X	Opens a dialog box in which you can select a specific date to which you wish to auto-play. **Auto-play to date...** ootp9 BASEBALL Select Target Date 16th ▼ May ▼ 2008 ▼ Auto-Play Cancel Select a date, and click the **Auto-Play** button to auto-play until the selected date. Games on the specified target date will not be auto-played.

In addition to these auto-play options, the auto-play menu offers a few more options:

- **Play Exhibition Game** - This option will allow you to select two teams, and immediately begin an exhibition game in Play-by-Play Mode.
- **Watch Saved Replay** - This option will allow you to watch a saved replay from your league. See Replays for more information.
- **League Events** - The Auto-Play menu inclues a list of league events. These events will change dynamically based on where you are in your league's season cycle. They allow you to auto-play until the day of a specific event, instead of going week by week or month by month. As with the other auto-play options, auto-playing to a specific league event will bring you to the *morning* of that day.

Note: 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 A has an annual first-year player draft in June. League B has no first-year player draft. If you currently have League B selected from the League menu, the June first-year player draft will not appear in your Auto-Play menu, because that league has no draft. Don't auto-play past the draft day by mistake!

The Finish Today button

The **Finish Today** button is a big baseball icon in the lower-right corner of almost every page in the game.

Finish Today 🞄

The Finish Today button behaves exactly as if you had selected Auto-Play Today from the Auto-Play Menu, but has no additional functionality. You cannot use the Finish Today button to auto-play multiple days.

The Auto-Play Menu

The Scores & Schedule page has two **Auto-Play action menus** at the bottom right of the page: **Auto-Play** and **Auto-Play until Event**.

These auto-play options behave similarly to those described so far. If you change the calendar to a different date, a new option appears in the Auto-Play menu: Auto-Play to Selected Date. This works very much like the 'Auto-play to Date X' option.

Auto-Playing from the Manager Home

The Manager Home page also includes some auto-play options during the regular season and playoffs:

These options behave similarly to the other auto-play options, with the added option of auto-playing until the day of your team's next game, if you don't have a game today.

Auto-Play Display

While auto-play is in progress, by default a Standings/Leaderboards page is displayed, showing simplified standings, leaderboard, and news headlines:

However, auto-play is significantly slower when this page is used. If you want to speed up auto-play, you can change to the faster Dialog View by changing the Auto-Play Display option in the Game Preferences page. The Dialog View shows a dialog box that shows the date being auto-played, along with how your team is doing:

You can switch back and forth between these two options at any time.

Stopping Auto-Play

When auto-play is in progress using the Standings/Leaderboard page, you can stop auto-play by clicking on the **Stop Auto-Play** action button in the lower right corner of the page. In Dialog View, you can stop auto-play by pressing any key on the keyboard.

Note: On some systems, the response to stopping auto-play can be sluggish at times. In these cases, you may need to press the button or key several times.

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 the Exit Auto-Play section on the Manager Options page for more information.

Play-by-Play Mode (Playing out Games)

While some people like to simulate many games quickly using OOTP's auto-play feature, for many others, nothing compares to being the on-field general of a baseball team. OOTP allows you to enjoy this experience by acting as the in-game manager for any of your team's games.

There are a number of different game screens related to playing out games. We will cover all of these, as well as a few more options, as follows, in this section of the online manual:

- Options for Playing out Games
- Pre-game Options
- Playing a Game
- Finishing a Game

Which Games do I Manage?

There is no rule about which games you have to manage. 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. You can also choose to watch your games play out, without actually making the managerial decisions. It's all up to you.

Wait a minute, I thought I was the General Manager!

The role of a human manager in OOTP is a little big of a blend between a real-world manager and general manager. As a result, despite being a general manager, you can still choose to manage individual games if you wish!

Options for Playing out Games

In OOTP's Play-by-Play mode, you can either manage or watch a game. There are a number of different ways to get into OOTP's Play-by-Play mode, which we will describe here.

Getting to a Day with a Scheduled Game You Wish to Play

You can only play out games that occur "today" in your game universe. Before you can enter Play-by-Play mode, you must first be on a day that has a scheduled game that you wish to play. You can check today's schedule by going to the Scores & Schedule page. If there are no scheduled games for today that you wish to manage, use OOTP's auto-play feature to advance the game date to a day with a scheduled game you wish to play. If you manage a single team, another quick way to get there is to click the **Auto-Play until next Game** link on your Manager Home page:

Note that this feature will skip over Spring Training or Exhibition games, so don't use this if you want to play those games out yourself!

Entering Play-by-Play Mode from the Manager Home

If you manage a team, and have a scheduled regular season or playoff game today, your Manager Home will have a special link:

Clicking this link will take you directly into the pre-game options, specifically the Options & Preview page. This special Manager Home page link will appear any time you have a regular season or playoff game. This feature does not include Spring Training or Exhibition games!

Entering Play-by-Play Mode from the Scores & Schedule Page

Another way to enter Play-by-Play mode is from the Scores & Schedule page, which you can access by navigating to **League Menu | Scores & Schedule**, or by clicking the baseball icon in the League section of the icon bar at the bottom of the screen.

On the Scores & Schedule page, there are between one and three options available to you, depending on whether or not you manage a team, and whether or not you are the commissioner: **Manage**, **Quick-Play**, or **Watch Game**. If your team has a game scheduled for the selected day, there will be links for 'Manage' or 'Quick-Play':

Click the **Manage** link to enter Play-by-Play mode. As with the link on the Manager Home page, this will take you directly into the pre-game options, specifically the Options & Preview page. The **Quick-play** button immediately plays out the game and displays the results, as described on the Scores & Schedule page, so don't choose Quick-Play if you want to manage the game yourself!.

If you are in Commissioner Mode, you will have the option to manage any game on the schedule.

Watching a Game from the Scores & Schedule Page

You can also choose to simply watch a game that doesn't involve a team that you manage:

A watched game behaves just like one in which you are managing, except that while in Watch Game mode, you cannot make any changes to lineups or choose in-game strategies. Commissioners do not have a Watch Game link, although they can accomplish the same thing by choosing Manage and allowing the AI managers from each team to manage the game. Similarly, if you manage a team, but just want to watch the game, choose Manage, and then use the Options & Preview page to assign the management tasks to your bench coach.

Watching Replays

Remember, too, that using OOTP's replay feature is similar to watching a game. See the Replay page for more information about replays!

Pre-Game Options

Once you have opted to manage or watch a game, you will arrive at a series of pre-game screens that will allow you to make last-minute adjustments to lineups and gameplay options. We'll cover the following pages here:

- Options & Preview
- Team Stats
- Lineups & Starting Pitchers

Starting the Game

You can start the game at any time by clicking the **Start Game** button in the lower right corner of the screen. You don't have to fiddle with any of the pre-game screens unless you really want to!

Canceling the Game

Similarly, if you decide at this point that you don't want to play out the game, just click the **Cancel Game** button in the lower right corner of the screen to return to the main

game pages. The game will not be played, and you can still choose to play out the game if you wish.

Options & Preview

The **Options & Preview** page, accessible immediately any time you choose to manage or watch a game, displays an array of options that allow you to customize Play-by-Play mode. It also displays the starting lineups for each team:

We will run through the options on this page, starting in the top left.

Team Controls

Each team has a set of **Team Controls** in the top left that contain four management options each. If you manage a team, then by default you are selected as the person responsible for each area. However, you can also select to have your bench coach make decisions for one or more of these areas.

Commissioners have the option of managing either or both teams. Unless you are the commissioner, you cannot change the Team Controls of your opponent. If you are in "Watch Game" mode, you cannot change either team's controls.

Note: If you are a commissioner or a manager and just want to watch the game, set all of these values to someone other than yourself!

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Option	Description
Offense Strategy	Determines who will make offensive decisions for this team, such as whether to hit and run, or swing away. This does not include pinch hitters or runners.
Pitching Strategy	Determines who will make pitching decisions for this team, including relief pitchers and warmups. This does not include pitching substitutions.
Defense Strategy	Determines who will make defensive decisions for this team, such as the positioning of the fielders. This does not include defensive substitutions.
Substitution Strategy	Determines who will make substitution decisions for this team, such as relief pitchers, pinch hitting and running, and defensive substitutions.

General Game Options

The next section has a number of **General Game Options**:

Option	Description
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 page.
Pitcher Warmup Rule	Determines whether the pitcher warmup rule will be used. If this is enabled, pitchers need to be warmed up before pitching, or risk injury or ineffectiveness. See Warming up Pitchers for more information.
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 page.
Show Player Photos	Determines whether or not player photos will be displayed on the BNN Broadcast page.
Show Field Header	Determines whether or not the field header will be displayed on the BNN Broadcast page:

Play-by-Play Options

The next section contains several **Play-by-Play Options** to allow you to customize your playing experience:

Option	Description
Game Sound	Enables or disables in game sound effects, such as crowd cheering and the crack of the bat.
Ball Animation	If enabled, OOTP will generate a simple ball animation to indicate where a batted ball goes. Note that this is not full animation - the players

	will not move to meet the ball, for example. It is simply a basic representation of where the ball went.
PbP Box	Determines whether to print out play-by-play in the small, standard box, or a much larger box.
Pbp Detail	Determines whether to use full, verbose play-by-play text, or only display the results of each play.
PbP Speed	Determines how quickly play-by-play text will appear. You can set this value from Instant 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. You can choose from 'per character,' which will place a delay between each character, resulting in a 'ticker-tape' flow to the game, or 'per line,' in which each line appears in its entirety at once.

Simulate World in Background

The final option is called **Simulate World in Background**. This enables or disables the "BNN Network.". When the BNN Network is enabled, other games in your game world that are scheduled for the same start time will be played out simultaneously, and you can track their progress on the BNN Network page. If the BNN Network is disabled, only your game will be played out.

Lineups & Starting Pitchers

The right side of the page column contains the lineups and starting pitchers for each team in the game, along with statistical summaries for each player. Also displayed are the players' splits for home or away. (For the home team, home splits are displayed.) The far right column displays each player's statistics against this particular starting pitcher. This lineup and statistical information is for informational purposes only. There are no changes that can be made here. To make changes to a lineup or starting pitcher, use the Lineups & Starting Pitcher page. You can also use the scouted ratings if you wish to see OSA ratings.

Team Stats

The **Team Stats** page, accessible by clicking the Team Stats tab any time you choose to manage or watch a game, provides a wealth of information about the two teams facing each other:

Friday, June 13th, 2008: FBL Regular Season Game

Game Options

Chicago Battlers Controls

Offense Strategy	L. Gonzalez
Pitching Strategy	L. Gonzalez
Defense Strategy	L. Gonzalez
Substitutions	L. Gonzalez

New Orleans Galaxy Controls

Offense Strategy	J. Smith
Pitching Strategy	J. Smith
Defense Strategy	J. Smith
Substitutions	J. Smith

General Game Options

Designated Hitter	Yes
Pitcher Warmup Rule	Yes, use warmup rule
Ballpark	Ballpark of New Orleans
Show Player Photos	Yes, photos on the field
Show Field Header	Yes, show header

Play by Play Options

Game Sound	Enabled
Ball Animation	Enabled
PbP Box	Normal
PbP Detail	Full Detail
PbP Speed	Normal
Delay Mode	Per Character

Simulate World in Background

Yes (enables Baseball News Network)

Chicago Battlers Statistics

Overall record	33-28, .541 PCT, 5.5 GB
Position in Division	2nd place
At home	20-11, .645 PCT
On the road	15-18, .455 PCT
Extra-inning games	3-0, 1.000 PCT
One-run games	13-7, .650 PCT
Versus left-handed SP	11-11, .500 PCT
Versus right-handed SP	22-17, .564 PCT
Last 10 games	6-4, .600 PCT
In April	11-11, .500 PCT
In May	16-12, .571 PCT
In June	6-5, .545 PCT

Team Batting Stats & Rankings

Batting Average	.272 - 1st in SL1
On-Base Percentage	.357 - 1st in SL1
Slugging Percentage	.421 - 3rd in SL1
On-Base + Slugging	.778 - 2nd in SL1
Runs Scored	334 - 1st in SL1
Hits	570 - 1st in SL1
Extra-Base Hits	189 - 3rd in SL1
Home Runs	55 - 5th in SL1
Bases-On-Balls	266 - 1st in SL1
Strikeouts	413 - 4th in SL1
Stolen Bases	9 - tied 7th in SL1

Team Pitching Stats & Rankings

Earned Run Average	4.89 - 8th in SL1
Starters' ERA	4.92 - 8th in SL1
Bullpen ERA	4.82 - 7th in SL1
Runs Allowed	321 - 7th in SL1
Hits Allowed	556 - 7th in SL1
Opponents AVG	.262 - 7th in SL1
BABIP	.302 - 6th in SL1
Home Runs Allowed	64 - tied 6th in SL1
Bases-On-Balls	177 - 3rd in SL1
Strikeouts	430 - 2nd in SL1

New Orleans Galaxy Statistics

Overall record	31-29, .517 PCT, 3.5 GB
Position in Division	2nd place
At home	16-11, .593 PCT
On the road	15-18, .455 PCT
Extra-inning games	2-4, .333 PCT
One-run games	7-10, .412 PCT
Versus left-handed SP	8-13, .381 PCT
Versus right-handed SP	23-16, .590 PCT
Last 10 games	6-4, .600 PCT
In April	10-11, .476 PCT
In May	15-14, .517 PCT
In June	6-4, .600 PCT

Team Batting Stats & Rankings

Batting Average	.256 - 5th in SL1
On-Base Percentage	.321 - 6th in SL1
Slugging Percentage	.426 - 2nd in SL1
On-Base + Slugging	.748 - 3rd in SL1
Runs Scored	266 - 6th in SL1
Hits	528 - 4th in SL1
Extra-Base Hits	203 - 2nd in SL1
Home Runs	65 - 2nd in SL1
Bases-On-Balls	188 - 5th in SL1
Strikeouts	475 - 8th in SL1
Stolen Bases	9 - tied 7th in SL1

Team Pitching Stats & Rankings

Earned Run Average	4.20 - 5th in SL1
Starters' ERA	4.01 - 4th in SL1
Bullpen ERA	4.64 - 6th in SL1
Runs Allowed	279 - 6th in SL1
Hits Allowed	532 - 5th in SL1
Opponents AVG	.258 - 5th in SL1
BABIP	.293 - 4th in SL1
Home Runs Allowed	66 - 7th in SL1
Bases-On-Balls	187 - 4th in SL1
Strikeouts	401 - 6th in SL1

The left side of the page are the same controls that appear on the Options & Preview page. These have the same effect, and can be adjusted from either page.

Lineups & Starting Pitchers

In the pre-game of Play-by-Play mode, each team also has a **Team Lineup & Starting Pitcher** page, where you can make last minute adjustments before the game starts:

The top half of the page is a list of the entire roster for that team. Below that is the lineup. The starting pitcher is listed in the lower right part of the screen, together with an "in-progress" box score.

The Lineup & Starting Pitcher pages for the home and away team are identical, except that you can only adjust your opponent's lineup if you are the commissioner.

How are the Lineups and Starting Pitchers determined?

When you arrive at this page, both teams already have lineups and a starting pitcher "penciled in." Where did this come from? Your team's initial lineup will be determined by the computer, based on the setup you performed in the Lineups and Depth Charts page in the main part of the game. For example, if you are facing a right-handed pitcher, and there is no designated hitter, by default the lineup for this game should match your lineup for "vs RHP."

However, the computer will also make substitutions where necessary. For example, if your star shortstop has played 150 straight games and is exhausted, the AI may place your reserve infielder in the starting lineup instead. But never fear, you can still change this if you want to work him to death! Just think of this page as representing a "draft" of the lineup that your bench coach has provided for you to approve.

Adjusting the Lineups and Starting Pitchers

In fact, this page behaves almost identically to the Lineups and Depth Charts page. Just drag players into the lineup to make any necessary changes. Players who are currently in the lineup are listed with green text. Change starting pitchers by dragging a new pitcher over the existing pitcher in the **Starting Pitcher** box on the right.

You can also take advantage of OOTP's views and filters and common drop-downs here.

You can also view Player Profiles by clicking on any player's name. However, in this case, each Player Profile page will have a new button at the bottom called **Return to Game**. Click this button to return to the Team Lineup & Starting Pitcher page.

Finalizing the Lineups and Starting Pitchers

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. This will take you directly to the BNN Broadcast page.

Note: Once you click on Start Game, you have submitted your lineup to the umpires. After that point, any changes to your lineups or pitchers are considered in-game substitutions!

Playing a Game

Once you've finished configuring any pre-game options or making last-minute adjustments to your lineups, clicking the **Start Game** button will get things underway! OOTP has a number of different screens and controls to help you manage the game. We'll break them down as follows:

- Game Controls
- BNN Broadcast
- BNN Webcast
- BNN Network
- Substitutions
- Options
- In-Game Box Score
- In-Game Game Log

Game Controls

Once you are into an OOTP game in Play-by-Play mode, there are several many different pages to look at, but only two pages on which the actual gameplay takes place: the BNN Broadcast page, and the BNN Webcast page. We will get to those in a minute. Regardless of which page you prefer, though, the basic **Game Controls** remain the same, so before we describe those two separate pages, let's walk through the controls!

The **Game Controls** live in the lower right corner of both the BNN Broadcast and BNN Webcast pages:

Options available in the Game Control pane change depending on which team you are managing (the team on the field, or at bat), and even depending on the current game situation. For example, the Steal option isn't present if you have no one on base!

In this page, we will cover the following Game Controls:

- Game Control Mechanisms
- Pitch Modes
- Offensive Game Controls
- Defensive Game Controls
- Defensive Positioning

Game Control Mechanisms

The Game Control mechanism is fairly simple. You simply click a button, or press the corresponding number on your keyboard, and the game resolves the result of the pitch or play. As soon as you select a strategy, the Game Control pane is replaced by a Play-by-Play window that "calls" the play.

After the current play is completed, you can click your mouse button or press any key to continue to the next play. Play-by-play continues in this fashion until the game is completed. You can also change to a larger play-by-play window, or a short play-by-play mode, by changing some of the settings on the Options page.

Additionally, while the Game Control pane can only advance play one pitch or one play at a time, the **Quick-Play Bar** across the bottom of the BNN Broadcast and BNN Webcast pages allows you to advance the play of the game more quickly:

With the Quick-Play Bar, you can immediately jump to the end of the current at bat, the current half-inning, the current inning, or the entire game. You can also leap forward to the start of the inning of your choice.

Note: You can also use the Enter or Space 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.

Pitch Modes

In OOTP, you can choose to play out your games in two different modes: **One-Pitch Mode** or **Pitch-by-Pitch Mode**:

- **One-Pitch Mode** - In One Pitch Mode, the default, you select on strategic choice for this at-bat, and the computer will simulate all of the pitches in the at-bat, displaying only the final, decisive pitch in the at-bat. For example, you might choose "Swing Away," and the play-by-play call might immediately jump to "Here's the 3-2 pitch." The game simulated the first five pitches of the at-bat without showing them to you, and you only see the final pitch. In some cases, the game may show some non-final pitches in an at-bat, if they involve a result like a baserunner stealing.
- **Pitch-by-Pitch Mode** - In Pitch-by-Pitch Mode, you control each pitch in the game, one at a time.

Unsurprisingly, it takes significantly longer to play out a game in Pitch-by-Pitch Mode. But, Pitch-by-Pitch Mode offers a greater degree of strategic control. The good news is, you can switch between these modes at any time, even halfway through an at-bat or an inning, by using the button in the lower right of the Game Controls pane.

Offensive Game Controls

The following options are available when you are controlling the team at bat:

Offensive Option	Description
Swing Away	The batter will make a normal attempt to hit the ball.
Bunt for Hit	The batter will attempt to bunt to get on base. This option is usually used when the batter is both a good bunter and very fast. It is more often used with left-handed hitters.
Take Pitch	The batter will let the pitch go by, even if it is a good pitch. This option is often used when the pitcher is struggling with his control, or if the count is 3-0 or 3-1 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 option 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 or taking the pitch. This option 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 on third will try to score on the bunt. He will wait to see the ball hit the ground to prevent getting doubled up. (Available only when there is a runner on third.)
Suicide Squeeze	The batter will attempt to bunt, and the runner on third will try to score on the bunt as soon as the pitcher begins his forward motion toward the plate. (Available only when there is a runner on third.)

Defensive Game Controls

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 thus likely to throw a ball. This option 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 better chance to throw out a runner). This option is typically used when you expect a runner to try to steal.
Intentional Walk	The pitcher intentionally walks the hitter. This option is typically used when you don't want to risk pitching to a very dangerous hitter, especially if there is no runner on first base.
Hit Batter	The pitcher deliberately attempts to hit the batter with a pitch.
Visit Mound	The manager visits the pitcher on the mound. This option is usually used to try to calm down the pitcher if he has gotten in trouble. This option also helps use up some time if you are warming up a relief pitcher, and gives the manager a better idea of how tired his pitcher is.
Hold Runner(s)	The pitcher concentrates a bit more on the baserunner(s), speeding up his delivery of the next pitch. This option results in a slightly weaker pitching performance, but a slightly greater chance to pick off a runner. (Available only when one or more runners are on base.)
Throw to (1st, 2nd, 3rd)	The pitcher attempts to pick off the runner at the selected base. (Available only when a runner is on base.)

Defensive Positioning

In addition to the defensive game controls, when you are managing the team in the field, you also get access to two special drop-downs that allow you to control the positioning of your defense:

You can select from the following options for positioning your infield:

Infield Option	Description
Infield Normal	Standard positioning.
Infield In	The infielders play in (closer to home plate). This option is usually used 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 option is frequently used when a bunt is expected.
Third Baseman In	Only the third baseman plays in. This option is frequently used when a bunt from a right-handed batter is expected.
First Baseman In	Only the first baseman plays in. This option is frequently used 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 option is often used 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 option is often used when a very strong pull hitting right-handed hitter is at bat, to increase the chance of successfully 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 option is often used when a very strong pull hitting left-handed hitter is at bat, to increase the chance of successfully fielding a ball that is pulled to the right side of the infield.
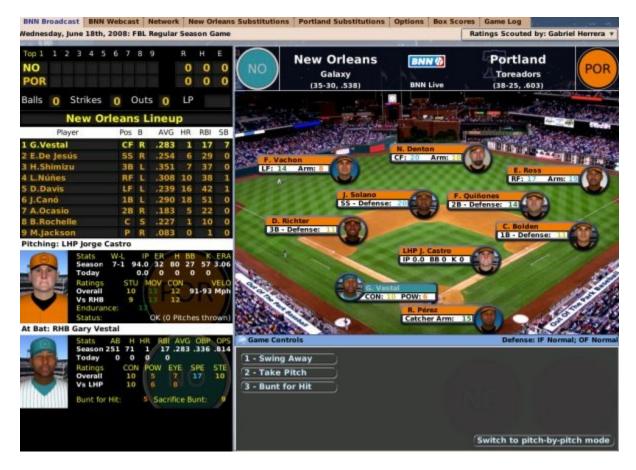
You can select from the following options for positioning your outfield:

Outfield Option	Description
Outfield Normal	Standard positioning.
Outfield In	Outfielders play in (closer to home plate). This option is typically used late in a game when a runner is on base who represents the tying or winning run, and you want to prevent the run from scoring-at the risk of having a ball hit over an outfielder's head that he would normally have been able to catch.

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Outfield Deep	Outfielders play deep. This option is typically used when you want to protect a lead and don't want to let balls get behind your outfielders for extra-base hits.

BNN Broadcast Page

OOTP provides two styles of pages for your play-by-play experience, the BNN Broadcast page and the BNN Webcast page. You can use either page, or switch between the two while playing. We've already covered the actual Game Controls on a separate page, so be sure you're familiar with those when you're ready to start playing! This page will introduce you to the BNN Broadcast page, the first page you will see when you enter a game:

The BNN 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. Let's walk through the different sections on this page, starting in the top left:

Scoreboard

The **Scoreboard** in the top left keeps track of the progress of the current game:

Top 7	1	2	3	4	5	6	7	8	9		R	H	E
NO	0	0	0	0	3	0					3	9	0
POR	0	0	0	0	0	0					0	1	0

| Balls | 0 | Strikes | 0 | Outs | 0 | LP | |

The team highlighted in yellow is currently at bat.

Batting Team's Lineup

The next section down displays the lineup for the team who is currently at bat, along with their statistics so far this season:

	Player	Pos	B	AVG	HR	RBI	SB
1	G.Vestal	CF	R	.283	1	17	7
2	J.Canó	1B	L	.291	18	51	0
3	H.Shimizu	3B	L	.352	7	37	0
4	L.Núñes	RF	L	.311	10	38	1
5	D.Davis	LF	L	.242	16	42	1
6	A.Ocasio	2B	R	.184	5	22	0
7	E.De Jesús	SS	R	.255	6	29	0
8	A.Rodríguez	C	L	.222	6	18	0
9	L.Marino	P	L	.167	0	0	0

New Orleans Lineup

The player currently at bat is highlighted in yellow.

Pitcher Pane

The Pitcher pane in the middle left of the page gives statistics on the player currently pitching. It also includes a number of player ratings:

Pitching: LHP Jorge Castro

Stats	W-L	IP	ER	H	BB	K	ERA
Season	7-1	94.0	32	80	27	57	3.06
Today		0.0	0	0	0	0	

Ratings	STU	MOV	CON		VELO
Overall	10	13	12		91-93 Mph
Vs RHB	9	13	12		
Endurance:	13				
Status:			OK (0 Pitches thrown)		

The Pitching pane also includes a Status value at the bottom, including the number of pitches he has thrown, which will let you know how tired your pitcher is. This value doesn't update automatically! You may need to use the 'visit the mound' option to get a better idea of how your pitcher is faring.

Current Batter Pane

The Current Batter pane in the lower left of the page gives statistics on the player currently at bat. It also includes a number of player ratings:

Field Header

The Field Header across the top of the stadium display shows the logos and current records of the two teams playing the game.

The Field Header can be disabled from the Options page to show more of the Stadium.

Stadium

The Stadium representation displays the entire ballpark, as well as the players on the field:

Each player in the field is shown at his actual position, along with his defensive rating at the position and his arm rating. Runners on base are shown with their key baserunning

ratings, and the Contact and Power ratings are shown for batters, who will appear on the appropriate side of the plate based on their handedness.

By default, player photos are shown for each player on the field. However, you can disable player photos from the Options page. Remember, you can also modify ballparks and their graphics if you so desire.

Drag and Drop Players

If you are unhappy with the way the players on the field are aligned, you can simply drag them where you like. This includes baserunners. To drag a player, click on the player's name and drag the player to the desired location.
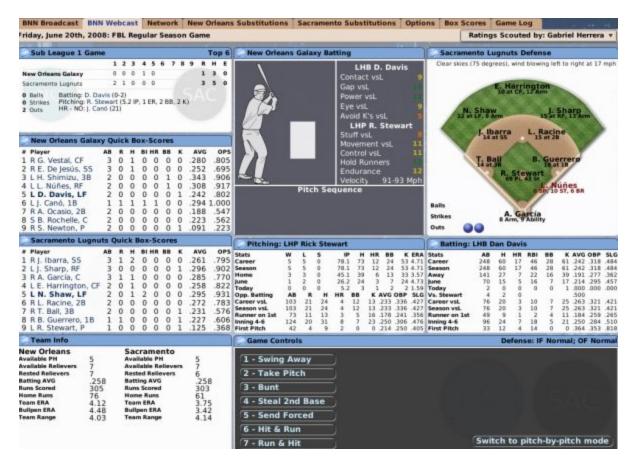
Note: Dragging players on the field does not actually impact defensive positioning or the outcome of the play. It is strictly for visual appeal.

Game Control Pane

The Game Control pane in the lower right, described in detail on the Game Controls page, is where you make decisions and view the actual play-by-play results.

BNN Webcast Page

OOTP provides two styles of pages for your play-by-play experience, the BNN Broadcast page and the **BNN Webcast** page. You can use either page, or switch between the two while playing. We've already covered the actual Game Controls on a separate page, so be sure you're familiar with those when you're ready to start playing! This page will introduce you to the BNN Webcast page:

Whereas the BNN Broadcast screen is a fairly graphical representation of a game, the Webcast screen is designed more for data lovers. The BNN Webcast page includes a graphic of a hitter, along with a pitch location indicator and a small stadium representation. Let's walk through the different sections on this page, starting in the top left:

Scoreboard

The Scoreboard in the top left keeps track of the progress of the current game:

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.

New Orleans Galaxy Quick Box-Scores

#	Player	AB	R	H	BI	HR	BB	K	AVG	OPS
1	R G. Vestal, CF	3	0	1	0	0	0	0	.280	.805
2	R E. De Jesús, SS	3	0	1	0	0	0	0	.252	.695
3	L H. Shimizu, 3B	2	0	0	0	0	1	0	.343	.906
4	L L. Núñes, RF	2	0	0	0	0	1	0	.308	.917
5	**L D. Davis, LF**	2	0	0	0	0	0	1	.242	.802
6	L J. Canó, 1B	1	1	1	1	1	0	0	.294	1.000
7	R A. Ocasio, 2B	2	0	0	0	0	0	0	.188	.547
8	S B. Rochelle, C	2	0	0	0	0	0	0	.223	.562
9	R S. Newton, P	2	0	0	0	0	0	1	.091	.223

For the batting team, the player displayed in boldface is currently at bat. For the fielding team, the player displayed in boldface will be the first batter up in the next half-inning.

Team Info

The bottom left of the page has relevant information about each team, including important information about how many pinch hitters and relievers are available on each team:

Team Info

New Orleans		Sacramento	
Available PH	5	Available PH	5
Available Relievers	7	Available Relievers	7
Rested Relievers	7	Rested Relievers	6
Batting AVG	.258	Batting AVG	.258
Runs Scored	305	Runs Scored	303
Home Runs	76	Home Runs	61
Team ERA	4.12	Team ERA	3.75
Bullpen ERA	4.48	Bullpen ERA	3.42
Team Range	4.03	Team Range	4.14

Batter's Box

The Batter's Box is a graphic of the current hitter:

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 represented by 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 is represented by a circle with a '1,' the second pitch a '2,' and so forth. The pitches are further identified by color according to the result of the pitch.

Color	Result
Red	Strike
Green	Ball
Yellow/Orange	Foul
Blue	Ball in play

The bottom of this section contains a Pitch Sequence box as well, which describes the most recent pitches to the current batter, including the type of pitch and the speed.
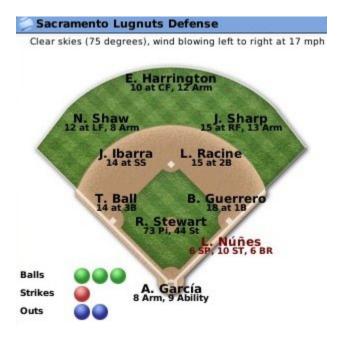
Pitching Data

The Pitching Data underneath the Batter's Box displays a number of statistical categories for the current pitcher. Some of the statistics displayed change depending on the situation. For instance, if the count is 3-1, then the data will show this pitcher's statistics when the count is 3-1.

Pitching: LHP Rick Stewart

Stats	W	L	S	IP	H	HR	BB	K	ERA
Career	5	5	0	78.1	73	12	24	53	4.71
Season	5	5	0	78.1	73	12	24	53	4.71
Home	3	3	0	45.1	39	6	13	33	3.57
June	1	2	0	26.2	24	3	7	24	4.73
Today	0	0	0	5.2	3	1	2	2	1.59

Opp. Batting	AB	R	H	HR	BB	K	AVG	OBP	SLG
Career vsL	103	21	24	4	12	13	.233	.336	.427
Season vsL	103	21	24	4	12	13	.233	.336	.427
Runner on 1st	73	11	13	3	5	16	.178	.241	.356
Inning 4-6	124	20	31	8	7	23	.250	.306	.476
Behind in Count	75	14	18	3	14	0	.240	.367	.427

Stadium

The Stadium graphic in the top right displays all the defensive players and their defensive ratings, as well as any players who are on base.

The current count and the number of outs are displayed in the bottom left, and a text description of the weather is included at the top of the screen. See How Weather Affects Games in OOTP for more information.

Batting Data

The Batting Data section displays 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 data will show this batter's statistics in innings 1-3.

Batting: LHB Dan Davis

Stats	AB	H	HR	RBI	BB	K	AVG	OBP	SLG
Career	248	60	17	46	28	61	.242	.318	.484
Season	248	60	17	46	28	61	.242	.318	.484
Away	141	27	7	22	16	39	.191	.277	.362
June	70	15	5	16	7	17	.214	.295	.457
Today	2	0	0	0	0	1	.000	.000	.000
Vs. Stewart	4	2	0				.500		
Career vsL	76	20	3	10	7	25	.263	.321	.421
Season vsL	76	20	3	10	7	25	.263	.321	.421
Runner on 1st	49	9	1	2	4	11	.184	.259	.265
Inning 4-6	96	24	7	18	5	21	.250	.284	.510
Ahead in Count	61	17	7	13	19	0	.279	.450	.623

Game Control Pane

The Game Control pane in the lower right, described in detail on the Game Controls page, is where you make decisions and view the actual play-by-play results.

BNN Network Page

The BNN 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 Game Options - Team Controls.

Baseball News Network Page

All games in all leagues will be shown on this page, as long as the starting times of those games overlap with the game that you are playing.

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 Team Lineup & Starting Pitcher Page.

Substitutions Page

Game in

The bottom right has a small panel in which you can see the progress of the current game:

Game in Progress Status

Substituting on Offense (Pinch Hitting)

To insert a pinch hitter while you are the offensive team, drag a new hitter from the roster list on the top of the screen directly on top of the player you wish to replace in the lineup:

Roster List

Inf	P	#	Name	B	T	G	AB	H
	C	45	Vicente Méndez	R	R	34	108	23
	C	58	Keith Wright	R	R	3	4	3
	1B	39	Jason Clark	L	R	43	159	54
	1B	44	Danny Bryant	R	R	19	19	7
	2B	15	Greg Brown	R	R	38	73	15
	2B	9	Nolan Walker	R	R	42	146	26
	2B	21	Roy Joseph	R	R	26	18	1
	3B	34	Todd Jones	R	R	32	56	11
	3B	16	Brent Bingham	R	R	11	30	8
	SS	3	Nick Lee	S	R	42	152	53
	LF	24	Jeremy Brann	L	L	42	138	39
	CF	53	Jesús Tobías	L	L	41	159	35
	RF	29	Rich Lee	R	R	42	164	48

Players in red have already been used in the game, and cannot be inserted as pinch hitters.

Lineup

#	B	Lineup	Pos
1	L	Ricardo Green	RF
2	R	Beau Galloway	2B
3	R	Jed Cochran	1B
4	L	David Ritchie	LF
5	R	Chris Taylor	CF
6	S	Aurelio Santos	SS
7	L	Miguel Salazar	3B
8	L	Eric Burton	C
9	R	Luis Mendoza	P

The number of the player currently at bat is highlighted. Once you drag a player into the lineup, his position will be listed as 'PH' (pinch hitter).

Pinch Hitter

4	L	Jesús Tobías	PH

You can choose a position for this player now by using the drop-down. If you do not choose a position, you will be prompted to choose a position for the player at the end of the half-inning.

Substituting on Defense (

Defensive substitutions are handled similarly, by dragging players from the roster list into the batting lineup. You can also change the positions of players already on the field by changing player positions in the drop-downs next to each player.

Warming up Pitchers

If you have chosen to use the pitcher warmup rule, described in Game Options - Pitcher Warmup Rule, then pitchers must be warmed up before being inserted in the game, or their performance may suffer drastically. A pitcher typically needs 12-15 pitches to get warm.

To warm up a pitcher, drag them to the bullpen box on the right side of the screen:

Pitcher Status

Current Pitcher	Throws	GS	W	L	ERA
Jesús Rivera	Right	8	1	3	6.69
#	Bullpen		Status		
1 Roland Sparks			Warming up		
2 Manny Lorenzo			Cold		

Warmup is based on pitches thrown, not batters faced. Pitchers warming up will also continue to get warm between innings.

Subtituting on Defense (Pitchers)

The Pitcher Status box shows the current pitcher, as well as any pitchers warming up in the bullpen. To substitute a pitcher, simply drag a pitcher over the pitcher listed in the current pitcher box.

Subtituting (The 'Double-Switch')

A double switch is a type of player substitution typically used only in leagues with no designated hitter rule. The double switch is usually used to avoid having a new pitcher bat soon after entering the game. In a double switch, a pitcher replaces a player who will not bat soon, and a defensive player replaces the former pitcher. This allows you to bring in a new pitcher without having him bat soon.

To execute a double switch in OOTPB when you are batting, use the following steps:

1. During your at-bat, insert a pinch hitter for pitcher, making sure that his position is PH.

2. Return to the game, and play out the rest of your at-bat.

3. When you take the field, OOTP will tell you that you need a new pitcher.

4. Change the pinch hitter's position to his new fielding role, or drag a new fielder to replace the pinch hitter and give him a position.

5. Drag a new pitcher into the spot of the ex-fielder that's being replaced and change his position from '-' to 'P.'

To execute a double switch in OOTPB when you are in the field, use the following steps:

1. While you are in the field, set the position of the defensive player you are replacing to "-".

2. Set the position of the pitcher you are replacing to "-".

3. Drag your new pitcher over the defensive player you are replacing.

4. Drag your new defensive player over the pitcher you are replacing.

5. Set the pitcher's position to P

6. Set the new defensive player's position.

7. Return to the game.

?

Note: There are other ways you can construct a double-switch. However, sometimes using different steps can cause the switch to be recorded strangely on the box score, for example showing that your pitcher played center field. Using these steps ensures that your box score will be as 'true' as possible.

Options

No content yet, sorry!

In-game Box Score

No content yet, sorry!

In-game Game Log
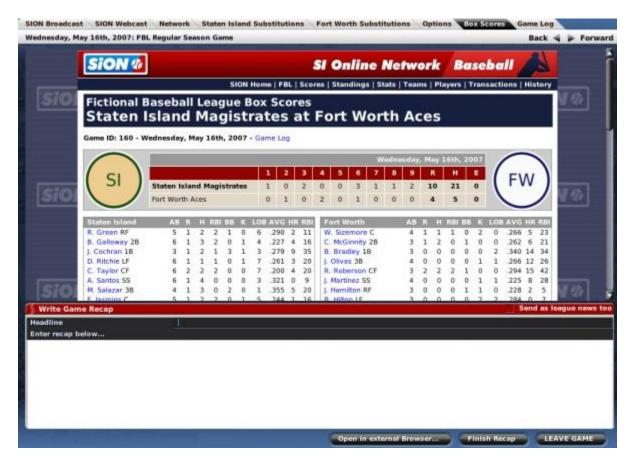
No content yet, sorry!

Finishing a Game

Leaving the Game

When the game has been completed, the completed box score will appear, along with a space to write a recap of the game:

Leaving the Game

If you do not wish to write a custom recap for the game, click the Leave Game button to end the play-by-play and return to the Scores & Schedules page described in The Scores & Schedule Page.

Writing a Game Recap

After each game, you have the option of writing a custom game recap. Just type in your recap and click the Finish Recap button. This editing window behaves just like the one in the Write/Edit News page described in The Write/Edit News Page.

Game Recap

In the top right corner of the Game Recap is a checkbox entitled 'Send as league news too.' If this box is checked, the custom game recap will appear in the League News section of the game as well.

When you are done writing your recap, click the Finish Recap button (or 'Save Recap' if you are writing a recap about a game you did not play). Your recap will be embedded in the box score and displayed on screen:

Completed Game Recap

Click the Leave Game button to end the play-by-play and return to the Scores & Schedules page described in The Scores & Schedule Page.

Writing or Editing Game Recaps After the Game

You can edit game recaps after exiting the game and returning to the Scores & Schedules page. You can also write recaps for games that you did not play out:

Edit or Write Recaps

Click on the Edit Recap link for a game that already has a recap, or the Write Recap link for a game without a recap.

In-Game Reports

OOTP 9 is filled with in-game web (HTML) reports. Rather than scatter the reports throughout the online manual, this section includes descriptions of each in-game report.

Since OOTP makes frequent use of hyperlinks, many reports can be accessed in multiple different ways. Therefore, each report description also has a section at the top describing the different ways to access the report.

Common Elements in In-Game Reports

It's helpful to understand some the common elements that appear on most, if not all, in-game reports. Here are descriptions of those elements:

Link Bar

Most in-game reports have a string of hyperlinks across the top, called the Link Bar.

The links on this bar are as follows:

Link Text	Destination	Section
BNN Home	Baseball News Network home page	11.1
[League Name]	League home page	11.2
Scores	Scores report	11.4
Standings	Standings report	11.5
Stats	League Stats / Leaderboards report	11.6
Teams	Teams report	11.7
Players	Players List report	11.8
Transactions	Major Transactions report	11.10
History	League History Index report	12.2

Note: Each section number in the table above is hyperlinked to that section in the guide.

Select Report / Select League Report Drop-Downs

Many of the report pages 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.

The Select Report drop-down appears only 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.

Right-Click Menus

OOTP's internal web browser also supports the right-click menus used by OOTP. That is, if you are viewing a report within OOTP, you can right-click on any player name to see a list of actions you can take regarding that player.

Open in External Browser

In-game reports always have a button on the screen titled 'Open in external Browser':

Open in external Browser...

This button will cause the selected report to be opened in a new browser window, outside OOTP.

OOTP generates HTML reports on demand, not in advance. Therefore, if you click on hyperlinks in a file being viewed in the external browser, most will return an error, because the game has not yet generated that particular report yet.

Additionally, you no longer have right-click functionality when you have opened a report in your external browser.

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 during the current season in your game.

BNN Home

The BNN Home report can be used as a launching pad into the current or historical reports for any of the leagues in your game.

Click here to see a sample of the BNN Home Page

To access this report:

- Select Home Page from the League menu, and then click on the BNN Home link in the Link bar across the top of the report.
- From within any in-game report, click on the BNN Home link in the Link Bar across the top of the report.

Each league in your game universe is listed here. Next to each league are hyperlinks to the League Home report and the League History Index report.

League Home Report

The League Home report is a portal of up-to-the-minute information for a specific league, including important news and links. All team names are hyperlinked to the Team Home report described in Team Home Report. All player names are hyperlinked to the Player report described in Player Report.

Click here to see a sample of the League Home Report

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 BNN Home page, click on the League Home link next to the league name.

The League Home page is divided into six sections, described below:

Breaking News

The Breaking News section, in the upper left, shows the full text of the three most recent news articles. See League News for more information about league news.

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 League News for more information about league news.

Links

The Links section, underneath the News section on the right, contains links to a number of other in-game league reports.

Link Text	Destination	Section
News	League News report	11.9
Major Transactions	Major Transactions report	11.10
All Transactions	All Transactions report	11.10
Injuries	Injury report	11.11
Draft Log	Draft Log report	11.12
Free Agents	Free Agents report	11.13
Upcoming Free Agents	Upcoming Free Agents report	11.15
Team Power Rankings	Team Power Rankings report	11.18
BA Top Prospects	BA Top Prospects report	11.17
Top Players	Top Players report	11.28
Pos. Strength/Teams	Position Strength by Team report	11.31
Financial Report	Financial report	11.29
Waiver Wire	Waiver Wire report	11.30
Batting Report	League Batting report	11.21
Pitching Report	League Pitching report	11.22
Fielding Report	League Fielding report	11.23
'Under the Knife'	'Under the Knife' report	11.25
Schedule Grid	Schedule Grid report	11.26
Rookie Draft Pool	Rookie Draft Pool report	11.27

Available Coaches	Available Coaches report	11.14
Team vs Team	Team vs Team report	11.19
Top Performances	Team Top Performances report	11.20
Trading Block	Trading Block report	11.42
Pos. Strength/Pos.	Positional Strength by Position report	11.32
BA Top Systems	BA Top Systems report	11.16

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.

Standings

The Standings section shows the standings in the selected league. More detailed standings information can be found in the Standings Report.

Leaders

The Leaders section shows an abbreviated leaderboard with the current statistical league 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 Report.

Yesterday's and Today's Games

This section lists all scheduled games from yesterday and today in the selected league, including the teams and their current records, the game time, and the scheduled starting pitchers for each team. Results are shown for completed games.

Team Home Report

The Team Home report is very similar to the League Home report described in League Home Report. 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 Team Home Report. All player names are hyperlinked to the Player report described in Player Report.

Click here to see a sample of the Team Home Report

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 twelve sections, described below:

Breaking News

This section is identical to the League Breaking News described in Breaking News. The only difference is that on the Team Home page, only articles related to the selected team are displayed.

See News for more information about team news.

News

This section is identical to the League News described in News. The only difference is that on the Team Home page, only articles related to the selected team are displayed.

See Team News for more information about team news.

Links

The Links section, underneath the News section on the right, contains links to a number of other in-game team reports.

Link Text	Destination	Section
Roster	Roster report	11.33
News	News report	11.9
Major Transactions	Major Transactions report	11.10
Transactions	All Transactions report	11.10
Injuries	Injury report	11.11
Personnel	Personnel report	11.39
Development Report	Development report	11.40
BA Top Prospects	BA Top Prospects report	11.17
Player Salaries	Player Salaries report	11.38
Minor League System	Minor League System report	11.43
Ratings	Ratings report	11.34
Potential Ratings	Potential Ratings report	11.34
Leaders	Team Leaderboard report	11.41
Batting Stats	Player Batting report	11.35
Pitching Stats	Player Pitching report	11.36
Fielding Stats	Player Fielding report	11.37
Schedule	Schedule report	11.24
Positional Strength	Positional Strength report	11.31
Financial Report	Financial report	11.29

Note: Each section number in the table above is hyperlinked to that section in the guide.

Standings

This section is identical to the Standings section described in Standings, except that only the selected team's division is displayed. More detailed standings information can be found in the Standings Report.

Team Information

The Team Information section, underneath the Standings section on the right, displays some general statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Team Information.

Team Batting Stats & Rankings

The Team Batting Stats & Rankings section, underneath the Standings section on the right, displays some general batting statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Team Batting Stats & Rankings.

Team Pitching Stats & Rankings

The Team Pitching Stats & Rankings section, underneath the Standings section on the right, displays some general pitching statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Team Pitching Stats & Rankings.

Minor League System

The Minor League System section, underneath the Links section on the right, contains a list of each minor league team in the selected team's organization. All team names are hyperlinked to the Team Home report for that team.

Note: This section is not displayed if you are looking at the Team Home report for an affiliated team.

Leaders

This section is identical to the Leaders section described in Leaders, except that this shows the leaders for the selected team only. More detailed team leaderboard information can be found in the Team Leaderboard report described in Team Leaderboard Report. More detailed league leaderboard information can be found in the League Stats Report.

Injuries

The Injuries section lists any player on the 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 Injury Report. See Injuries and Fatigue for more information on injuries, and Disabled Lists for more information on the disabled list.

Pitching Staff

The Pitching Staff section shows the selected team's pitching staff, as defined in the Pitching page described in Pitching. It also includes each pitcher's current record, number of saves, and ERA.

Lineup Overview

The Lineup Overview section shows the team's current lineups for each of the four game scenarios (versus RHP, versus LHP, with and without a designated hitter). See Lineups and Depth Charts for more information on lineups.

Scores Report

The Scores report is a league report that shows the results of completed games and a list of scheduled games that are not yet complete. This report is essentially a web version of The Scores & Schedule Page.

Click here to see a sample of the Scores report

To access this report:

- From within any in-game report, click on Scores in the Link Bar.

The Scores report is divided into three sections, described below:

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 258 Scores Report (Date Navigator)

Note: The Date Navigator will not work if you open the report in an external browser.

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 selected league.

Figure 259 Scores Report (15-Day Schedule)

Weekday	Tue	Wed	Thu	Fri	Sat	Sun	Mon	**Tue**	Wed	Thu	Fri	Sat	Sun	Mon	Tue
Date	20	21	22	23	24	25	26	**27**	28	29	30	31	1	2	3
Games	8	8	2	8	8	8	6	**8**	8	4	8	8	8	8	8

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, team records, and starting pitchers will be displayed.

Figure 260 Scores Report (Scheduled Game)

Completed games also include hyperlinks to the box score (Box Score) and game log (Game Log) reports for the game, as well as the line score of the game and some information about the winning and losing pitchers, who got the save, and any home runs hit in the game.

Figure 261 Scores Report (Completed Game)

Standings Report

The Standings report displays the standings in the selected league. This report is essentially a web version of The Standings Page.

Click here to see a sample of the Standings report

To access this report:

- From within any in-game report, click on Standings in the Link Bar.

League Stats Report

The League Stats/Leaderboard report displays the statistical leaders in all statistical categories, divided by subleague. It includes both individual and team statistics.

Click here to see a sample of the Statistics report

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, described below. Since the report is so long, we ask that you open the sample report to view the individual sections. Most sections of this report show statistics that are also displayed in the statistics pages described in Statistics.

League Batting Leaderboard

The League Batting Leaderboard shows the top five ranked players in each batting category.

League Pitching Leaderboard

The League Pitching Leaderboard shows the top five ranked players in each pitching category.

League Batting Stats

The League Batting Stats shows a list of batting statistics, totaled by team.

League Pitching Stats

The League Pitching Stats shows a list of pitching statistics, totaled by team.

Teams Report

The Teams report displays a list of all the teams in the selected league.

Click here to see a sample of the Teams report

To access this report:

- From within any in-game report, click on Teams in the Link Bar.

Each team's display includes links to a number of other in-game reports.

Link Text	Destination	Section
Home Page	Team Home report	11.3
Leaders	Team Leaderboard report	11.41
Roster	Roster report	11.33
Schedule	Schedule report	11.24

Players List

The Players List report is a list of all players. It uses a two-step process to get you to the player report for any individual player in the selected league.

Click here to see a sample of the Players List report

To access this report:

- From within any in-game report, click on Players in the Link Bar.

Figure 268 Players List (List of Letters)

- Click on any letter to get to a list of players whose last name starts with that letter.

Figure 269 Players List (Players by Letter)

- Click any player name to be taken to the Player report described below.

Player Report

The Player report 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 ask that you open this sample player report to view individual sections.

General Information

The General Information section at the top of the Player report contains demographic and general information about a player, including his country of origin and contract-related data.

Pitching Ratings

The Pitching Ratings section shows pitching ratings for the currently selected pitcher. This section does not appear for batters.

Note: The ratings displayed are OSA-scouted ratings.

Batting Ratings

The Batting Ratings section shows batting ratings for the currently selected player.

Note: The ratings displayed are OSA-scouted ratings.

Game Log

The Game Log section shows the player's statistics from his last 10 games played. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

Current Year Statistics / Splits

The Current Year Statistics / Splits section shows a player's statistics for the current year. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

For batters, splits are listed in with the statistics. For pitchers, a separate section holds the pitching splits.

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.

Career Minor League Statistics

The Career Minor League Statistics section shows a player's minor league career statistics. For pitchers, pitching and fielding statistics are shown. For batters, batting and fielding statistics are shown.

Player History

The Player History section shows a list of events in a player's career. These are the same events that are shown in The Accomplishments subpage.

News

The News report displays a list of newsworthy events for the currently selected team or league. This report does not show all the news articles available in the game, and it does not show the full content of any in-game news articles. It shows only significant headlines, such as stellar game performances and awards.

Click here to see a sample of the News report

To access this report:

- From within any in-game League or Team Home Page report, click on News in the Link box on the right side of the page.

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.

Click here to see a sample of the Major Transactions report

Click here to see a sample of the All Transactions report

To access this report:

- From within any in-game report, click on Transactions in the Link Bar.
- From within any League Home or Team Home report, click on Transactions, Major Transactions, or All Transactions in the Link box on the right side of the page.

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

Injury Report

The Injury report contains a listing of all player injuries that have occurred in the current year for the currently selected league or team. 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.

Click here to see a sample of the league Injury report

Click here to see a sample of the team Injury report

To access this report:

- From within any League Home or Team Home report, click on Injuries in the Link box on the right side of the page.

Draft Log

The 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.

Click here to see a sample of the Draft Log report

To access this report:

- From within the League Home report, click on Draft Log in the Link box on the right side of the page.
- On the day of the draft, select First-Year Player Draft from the League menu, and then click on the Draft Log tab.

Note: This report is also available during the draft process, and it updates dynamically. See Player Drafts for more information on the draft.

Free Agents

The Free Agent report contains a listing of all the current free agents in the selected league.

Click here to see a sample of the Free Agents report

To access this report:

- From within the League Home report, click on Free Agents in the Link box on the right side of the page.

This report has four hyperlinks across the top. You can display only batters, only pitchers, fielding ratings, or fielding position ratings. The two Fielding links show the ratings only for position players, not pitchers.

The information in these reports is identical to that on the Free Agents subpage described in Free Agents subpage.

Note: The ratings displayed are OSA-scouted ratings.

Available Coaches Report

The Available Coaches report contains a listing of all the currently unemployed coaches. This also includes scouts and trainers.

Click here to see a sample of the Available Coaches report

To access this report:

- From within the League Home report, click on Available Coaches in the Link box on the right side of the page.

The information in these reports is identical to that on the Available Personnel subpage described in The Available Personnel Page.

Upcoming Free Agents Report

The Upcoming Free Agents report contains a listing of all the upcoming free agents in the selected league.

Click here to see a sample of the Upcoming Free Agents report

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 page.

This report has four hyperlinks across the top. You can display only batters, only pitchers, fielding ratings, or fielding position ratings. The two Fielding links show the ratings only for position players, not pitchers.

The information in these reports is identical to that on the Upcoming Free Agents subpage described in The Upcoming Free Agents Subpage.

Players on this report with an asterisk next to their name are projected to be minor league free agents.

Note: The ratings displayed are OSA-scouted ratings.

BA Top Systems Report

The Baseball America Top Systems report contains rankings of all the minor league systems in the selected league.

Click here to see a sample of the Baseball America Top Systems report

To access this report:

- From within the League Home report, click on BA Top Systems in the Link box on the right side of the page.

Minor league systems are scored according to an internal ranking system. The scoring is performed by OSA, based on its analysis of each team's minor league system. You don't necessarily have to agree with the rankings, and they can change from day to day based on different assessments by different OSA staff.

Note: This report is not available if you do not have minor leagues.

BA Top Prospects

The Baseball America Top Prospects report contains a ranked listing of the top prospects for the selected league or team. If this report is selected from within a league report, it will display the top 100 prospects in the selected league, along with the parent league team to which they belong. If this report is selected from within a team report, it will display the top 10 prospects in the selected team's organization.

Click here to see a sample Baseball America Top Prospects (league) report

Click here to see a sample Baseball America Top Prospects (team) report

To access this report:

- From within the League Home or Team Home reports, click on BA Top Prospects in the Link box on the right side of the page.

Minor league players are ranked by the OSA scouting agency, based on its analysis of each team's minor league system. You don't necessarily have to agree with the rankings, and they can change from day to day based on different assessments by different OSA staff.

Team Power Rankings Report

The Team Power Rankings report lists all teams in the selected league along with an analysis and ranking of how strong they are.

Click here to see a sample of the Team Power Rankings report

To access this report:

- From within the League Home, click on Team Power Rankings in the Link box on the right side of the page.

The point system used to calculate rankings is determined internally by the game.

Team vs Team Report

The Team vs Team report lists all teams in the selected league along with their records against each other team in the league during the current season.

Click here to see a sample Team vs Team report

To access this report:

- From within the League Home, click on Team vs Team in the Link box on the right side of the page.

Top Performances Report

The Top Performances report lists all teams in the selected league along with an analysis and ranking of how strong they are.

Click here to see a sample Top Performances report

To access this report:

- From within the League Home, click on Top Performances in the Link box on the right side of the page.

The Top Performances report lists the best individual performances in games in the selected year, along with a link to the box score for that game, as described in Box Score. The performances are scored according to an internal game calculation.

League Batting

The League Batting report contains detailed information about team batting statistics in the selected league.

Click here to see a sample League Batting report

To access this report:

- From within the League Home report, click on Batting Report in the Link box on the right side of the page.

League Pitching

The League Pitching report contains detailed information about team pitching statistics in the selected league.

Click here to see a sample League Pitching report

To access this report:

- From within the League Home report, click on Pitching Report in the Link box on the right side of the page.

League Fielding

The League Fielding report contains detailed information about team fielding statistics in the selected league.

Click here to see a sample League Fielding report

To access this report:

- From within the League Home report, click on Fielding Report in the Link box on the right side of the page.

Schedule Report

The Schedule report is a month-by-month summary of the 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.

Click here to see a sample Schedule report

To access this report:

- From within the Team Home report, click on Schedule in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Under the Knife

The 'Under the Knife' Injury report, from Baseball Prospectus, is a summary of injured players on each team in the selected league. It includes each injured player, his injury, the estimated time that he will be out, and his disabled list status.

Click here to see a sample 'Under the Knife' report

To access this report:

- From within the League Home report, click on 'Under the Knife' in the Link box on the right side of the page.

See Disabled Lists for more information on disabled lists.

Schedule Grid Report

The Schedule Grid is a spreadsheet listing all the games in the 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.

Click here to see a sample Schedule Grid report

To access this report:

- From within the League Home report, click on Schedule Grid in the Link box on the right side of the page.
- From the Schedule Editor page, choose Report: Grid from the Schedule action menu, described in League Functions.

In this report, each team in the league is represented in a column of data. The first two columns represent the month and the year. Looking at sample Schedule Grid report, we see that on day 1 of month 4 (April 1), team ATL (the third column from the left) is playing BSN, with BSN being the home team, because it is highlighted in yellow. Each row represents all the games on one day, and each column represents all the games for one team.

Rookie Draft Pool Report

The Rookie Draft Pool report is a listing of all players in an upcoming draft and their most relevant ratings. This report is available only in the month prior to the first-year player draft date. In a brand-new league using an inaugural draft, this report can be used to show all players in the inaugural draft.

Click here to see a sample Rookie Draft Pool report

Note: This sample report currently shows no players because the amateur draft in the sample league has already taken place.

To access this report:

- From within the League Home report, click on Rookie Draft Pool in the Link box on the right side of the page.

In the Rookie Draft Pool report, position players and pitchers are listed separately. See Player Drafts for more information about drafts.

Note: The ratings displayed are OSA-scouted ratings.

Top Players Report

The Top Players report contains a list of the top 20 pitchers and position players in the selected league, along with some of their key ratings and statistics.

Click here to see a sample Top Players report

To access this report:

- From within the League Home report, click on Top Players in the Link box on the right side of the page.

Note: The ratings displayed are OSA-scouted ratings.

Financial Report

The Financial report contains a wealth of financial data on the selected league or team.

To access the league Financial report:

- From within the League Home report, click on Financial Report in the Link box on the right side of the page.

To access the team Financial report:

- From within the Team Home report, click on Financial Report in the Link box on the right side of the page.

Or:

- Select a team from the Team menu, click the Reports tab, and then select Financial Report from the Select Report drop-down.

The league version of this report includes rankings of all teams in the league in the following categories: payroll, attendance, gate revenue, media revenue, merchandising, and current budget. This report also contains a list of the top 25 salaries in the league.

Additionally, the league Financial report includes the individual team Financial report for each team in the league.

The team Financial report contains information very similar to The Front Office Page.

Waiver Wire Report

The Waiver Wire report shows all players currently on the waiver wire in the selected league. It also lists the number of days remaining in each player's waiver period. Additionally, if a team has claimed a player, the team will be listed in the Team Claimed column.

To access this report:

- From within the League Home report, click on Waiver Wire in the Link box on the right side of the page.

This report contains similar information to the Waiver Wire page.

Positional Strength by Team Report

The Positional Strength by Team report contains a team-by-team ranking of each position's relative strength in the selected league.

To access this report:

- From within the League Home report, click on Pos. Strength/Teams in the Link box on the right side of the page.

For each position and pitching role, the report includes the following information:

- Top Player: The top player on the team in that league at that position/role.
- Team Ranking: The ranking of the strength of the team at this position compared to the other teams in the league.
- Top Prospect: The top prospect in the organization at each position/role.
- Organizational Ranking: A ranking of the strength of the team at this position, based on all players at all levels who are 25 and under.
- Overall Ranking: A ranking of the overall strength of the entire team organization, including majors, compared to other teams in the league.

Positional Strength by Position Report

The Positional Strength by Position report contains a position-by-position ranking, ranking each team in the league according to its strength at the selected position.

To access this report:

- From within the League Home report, click on Pos. Strength/Pos in the Link box on the right side of the page.

For each position and pitching role, the report includes the following information:

- Team: The team the player belongs to.
- Top Player: The name of the player.
- Team Ranking: The comparative rank of the team, basely solely on the major league level.
- Top Prospect: The top prospect in the team's organization at that position.
- Organizational Ranking: A ranking of the strength of the team at this position, based on all players at all levels who are 25 and under.
- Overall Ranking: A ranking of the overall strength of the entire team organization, including majors, compared to other teams in the league.

Roster Report

The Roster report is a list of all players on the selected team's roster. It is broken down into sections for Active Roster, Secondary Roster, and Disabled List.

To access this report:

- From within the Team Home report, click on Roster in the Link box on the right side of the page.

The players in the Roster report are broken down into four different categories: pitchers, catchers, infielders, and outfielders.

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 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 page.
- 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.

For more information on player ratings, see The Player Model.

Note: The ratings displayed are OSA-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 want.

Player Batting Stats Report

The Player Batting Stats report is actually a series of team reports containing current-year batting statistics for all players on the 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 page.
- Select a team from the Team menu, click the Reports tab, and then select Player Batting Stats from the Select Report drop-down.

The Player Batting Stats report has two drop-downs in the top left corner that allow you specify the set of data you want to view.

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.

Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the Split and Double-Split drop-downs.

Note: You cannot select double splits in an in-game report.

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 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 page.
- Select a team from the Team menu, click the Reports tab, and then select Player Pitching Stats from the Select Report drop-down.

The Player Pitching Stats report has two drop-downs in the top-left corner that allow you specify the set of data you want to view.

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 selected team. When you select the Opponent set, you are viewing basic statistics for how opponents fared against the pitchers displayed.

Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the Split and Double-Split drop-downs.

Note: You cannot select double splits in an in-game report.

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 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 page.
- Select a team from the Team menu, click the Reports tab, and then select Player Fielding Stats from the Select Report drop-down.

Team Salary Report

The Team Salary report lists the salaries for all players on a team for the next ten years.

To access this report:

- From within the Team Home report, click on Player Salaries in the Link box on the right side of the page.

- Select a team from the Team menu, click the Reports tab, and then select Player Salaries from the Select Report drop-down.

Team Personnel Report

The Team Personnel report 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 page.
- Select a team from the Team menu, click the Reports tab, and then select Personnel from the Select Report drop-down.

Click on any staff member's name to see the Personnel report described below.

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.

Player Development Report

The **Player Development Report** (available only in OOTP 9 version 9.1.0 and later) is a team report that lists changes in hitting or pitching potential throughout the team's organization. This report is only available in-game, and cannot be exported to HTML.

To access this report:

- Select a team from the Team menu, click the Reports tab, and then select Player Development Report from the Select Report drop-down.

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The Displayed Ratings drop-down at the top left lets you toggle between current and potential ratings. The Time Frame drop-down lets you select a time frame over which to see a player's development. You can choose from the following options:

- **Last report** - Shows the development of players in the time between the last scouting report and the current scouting report
- **At least 1 year** - Shows the development of players in the time between the last scouting report and the newest scouting report that is at least 1 year old
- **At least 2 years** - Shows the development of players in the time between the last scouting report and the newest scouting report that is at least 2 years old
- **At least 3 years** - Shows the development of players in the time between the last scouting report and the newest scouting report that is at least 3 years old
- **First report** - Shows the development of players in the time between the last scouting report and the very first scouting report on this player

Your team's scouting director's ratings are used for this report. If you have scouting turned off, real ratings are used instead.

This report includes players on the active roster (plus reserve roster if minors are disabled), broken down by hitters & pitchers. Minor leagues are included if you have affiliated minor leagues. The list is sorted alphabetically and by position.

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 page.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Note: Team Leaderboards include only the statistics a player accumulated while playing for the selected team.

Trading Block Report

The Trading Block report displays a list of all players in the currently selected league who are currently on the Trading Block.

To access this report:

- From within the League Home report, click on Trading Block in the Link box on the right side of the page.

Minor League System Report

The Minor League System Report is a detailed report of all minor league teams in the selected team's organization. It includes suggestions from your coaching staff on the disposition of each of your minor leaguers.

To access this report:

- From within the Team Home report, click on Minor League System in the Link box on the right side of the page.

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, navigate to a date with completed games, and click on the Box link under the linescore of one of the games.
- From within the Scores report, click on the Box Scores link above a completed game.
- During or immediately after playing out a game, click on the Box Score tab.

Box scores are stored in the **\data\saved_games\your league.lg\news\html\box_scores** directory.

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, navigate to a date with completed games, and click on the Log link under the linescore of one of the games.
- From within the Scores report, click on the Game Log link above a completed game.

Game logs include specific locations for hit balls, according to the convention used by Retrosheet. You can find out more about this convention at http://www.retrosheet.org/location.htm.

Game logs are stored in the **\data\saved_games\your league.lg\news\html\game_logs** directory.

History Reports

OOTPB's history reports are a separate section of over thirty 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.

History Link Bar

In addition to the Link Bar, the History reports have their own Link Bar, as well, which appears on the top left of each report:

History Home | Players | Teams | Managers | 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	12.1
Players	Player Index report	12.3
Teams	League Team Index report	12.16
Managers	Manager Index Report	
Leagues	League History Index report	12.2
Leaderboards	League Leaderboards report	12.28
Awards	Awards Index report	12.29
Accomplishments	Accomplishments Index report	12.33

Note: Every individual player name in the history reports is hyperlinked to the Player report described in Player Report.

History League Index

The History Home link in the History Link Bar 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 League History Index report.

To access this report:

- From within any in-game history report, click on History Home on the History Link Bar.
- From within the BNN Home report, click the History link in the upper-right corner.

League History Index Report

The League History Index report is a portal for information on the 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 page, select History from the League menu.
- From within any in-game history report, click on any hyperlinked league name.

Across the top of the League History Index report are a series of team abbreviations. Each of these is hyperlinked to bring you to the Team Index report. Directly below this is a row of hyperlinked letters that will take you directly to the Letter Player Index report for the selected letter.

The bottom half of the report is divided into left and right halves, one for each subleague in the 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 Subleague Statistics & Leaders Report.
- 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.

Player Index Report

The Player Index report is a 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.

Individual player names are hyperlinked to the Player report described in Player Report. The large letters on the left are hyperlinked to the 'Letter' Player Index report for the selected letter, as described in Letter Player Index Report.

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 322 'Letter' Player Index Report

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 Letter Career Batting Register Report.
- Career Pitching Register report, described in Letter Career Pitching Register Report.

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.

Letter Career Batting Register Report

The 'Letter' Career Batting Register report is nearly identical to the 'Letter' Player Index report described in Letter Player Index Report. 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 Career Batting Register.

Figure 323 '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	0	2	.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 Alas	2008-2008	2	0	0	0	0	0	0	0	0	0	0	1	0	.000	1.000	.000	1.000	.3

Letter Career Pitching Register Report

The 'Letter' Career Pitching Register report is nearly identical to the 'Letter' Player Index report described in Letter Player Index Report. The difference is that this report displays important pitching statistics.

To access this report:

- From within the 'Letter' Player Index report, click on the hyperlink Career Pitching Register.

Figure 324 'Letter' Career Pitching Register Report

Fictional Baseball League
'A' Pitching 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	W	L	Pct	ERA	G	GS	CG	SHO	SV	IP	H	ER	HR	BB	SO
Gordon Abernethie	2007-2007	0	0	.000	4.50	1	0	0	0	0	2.0	1	1	1	0	1
Chepito Abud	2007-2007	0	0	.000	0.00	2	0	0	0	0	1.2	0	0	0	0	2
Jaime Abundes	2007-2009	4	10	.286	4.08	116	0	0	0	2	134.2	124	61	16	52	73
Leonel Acuna	2006-2009	5	16	.238	4.43	206	0	0	0	80	244.0	230	120	24	120	210
Gaspar Alarez	2009-2009	0	1	.000	0.00	1	0	0	0	0	0.0	1	1	1	0	0
Eduardo Aldamuy	2006-2006	3	5	.375	7.11	55	0	0	0	0	63.1	88	50	12	23	30
Justin Alter	2006-2009	48	19	.716	3.18	95	95	2	0	0	586.0	445	207	80	227	644
Anibal Alvizar	2006-2009	27	48	.360	4.89	101	88	8	1	1	596.2	598	324	101	226	625
Matt Ambler	2006-2009	9	1	.900	3.39	108	0	0	0	3	114.0	100	43	9	53	103
Rolón Amescua	2009-2009	0	0	.000	0.00	1	0	0	0	0	1.0	1	0	0	0	0
Alexander Amick	2006-2009	59	35	.628	3.54	124	124	18	2	0	895.1	847	352	48	292	585

Subleague Statistics & Leaders Report

The Subleague Statistics & Leaders report contains an overview of all statistics and leaders for a specific subleague, for a specific year.
To access this report:

- From within the League Index report, click on the hyperlinked name of the subleague in the row for a specific year.

2006 Sub League 1
Statistics & Leaders

The top part of the page includes hyperlinks to a number of other reports.

Link	Destination	Section
Stats & Leaders	Subleague Statistics & Leaders report	12.7
Batting Register	Subleague Batting Register report	12.8
Pitching Register	Subleague Pitching Register report	12.9
Fielding Register	Subleague Fielding Register report	12.10
Positional Leaderboards	Subleague Positional Leaderboards report	12.11
Rookies	Subleague Rookies report	12.12
Drafted Players	Subleague Drafted Players report	12.13
Transaction Log	Major Transactions report	12.14
Injury Log	Injury report	12.15

The remainder of the report is divided into nine sections.

Section	Description
League Standings	League standings for the selected subleague and year.
Post-Season Results	Postseason results for the selected subleague and year.
League Batting Stats	Team-by-team batting statistics for the selected subleague and year.
League Pitching Stats	Team-by-team pitching statistics for the selected subleague and year.
League Miscellaneous Stats	Team-by-team statistics for the selected subleague and year, for some more obscure statistics.
League Award Winners	The major award winners for the selected subleague and year.
League All-Stars	The players selected for the All-Star team for the selected subleague and year.
League Batting Leaderboards	The batting leaderboard for the selected subleague and year.
League Pitching Leaderboards	The pitching leaderboard for the selected subleague and year.

Subleague Batting Register Report

The Subleague Batting Register report is an alphabetical listing of all players in the selected subleague, together with a number of batting statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink 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

Subleague Pitching Register Report

The Subleague Pitching Register report is an alphabetical listing of all players in the selected subleague, together with a number of pitching statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink 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 Battllori	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

Subleague Fielding Register Report

The Subleague Fielding Register report is an alphabetical listing of all players in the selected subleague, together with a number of fielding statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink 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 Braceras	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 Cosey	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

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 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

Subleague Rookies Report

The Subleague Rookies report is an alphabetical list of players who were rookies in the 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 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
Hoshi 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

Subleague Drafted Players Report

The Subleague Drafted Players report is a pick-by-pick list of players drafted in the selected year. The report shows batting statistics on the top, and pitching statistics further down. The report displays only players who had at least 1 at-bat or 1 inning pitched in the 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 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

Transactions Report

In the history reports area of OOTPB, links to Transaction reports produce a report similar to the Major Transactions report report found in the current year reports in Major / All Transactions Report. The only difference is in the scope of the data. History reports might show all the transactions for a given team, subleague, or league in a specific year.

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 Injury Report. The only difference is in the scope of the data. History reports might show all the injuries for a given team, subleague, or league in a specific year.

League Team Index Report

The League Team Index Report is a list of franchises in the 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

League Team Index Report

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.

Team Index Report

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 is also a series of links in a row below that, as follows, from left to right.

Link	Destination	Section
Team Index	Team Index report	12.17
Draft History	Team Draft History report	12.18
Starters: Positional	Team Positional Starters report	12.19
Starters: Pitchers	Team Pitching Staff report	12.20
Registers: Batters	Team Batting Register report	12.21
Registers: Pitchers	Team Pitching Register report	12.22
Leaders: Batters	Team Batting Leaders report	12.23
Leaders: Pitchers	Team Pitching Leaders report	12.24
Transaction Log	Major Transactions report	12.14
Injury Log	Injury report	12.15

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 on the hyperlink 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 2007. 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.

Team Draft History Report

Note: You cannot tell from this page which overall pick a player was in the draft. This is visible on the individual player report.

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 328 Team Positional Starters Report

Team Pitching Staff Report

The Team Pitching Staff report is a list of the primary pitchers through the history of the team. Each row of data represents one year. The pitchers who played most frequently in each role on 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.

Team Pitching Staff Report

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 65 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	Martinsz 7-10, 5.18	McCabe 12-5, 2.97	Calcedo 25 SV, 5.53	Ortigoza 65 G, 6.89	Abundes 61 G, 4.35	Vivcinco 61 G, 6.50
2010 0-0									

Top 5 pitchers in Games Started, Top pitcher in Saves and Top 3 pitchers in Games

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, any player who has ever had an at-bat for the team is listed, along with that player's 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 330 Team Batting Register Report

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				

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, any player who has ever pitched an inning for the team is listed, along with that player's 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 331 Team Pitching Register Report

Team Batting Leaders Report

The Team Batting Leaders Report contains the top ten statistical leaders in numerous offensive categories over the history of the team. The left side of the report shows single-season leaders, such as the players who had the most home runs in a single season. The right side of the report shows career leaders, such as the players who have 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.

Team Batting Leaders Report

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 the players who had the most strikeouts in a single season. The right side of the report shows career leaders, such as the players who have had 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 333 Team Pitching Leaders Report

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 2007.

Team Year Statistics Report

Manager Index Report

The Manager Index report is a history of all managers in your league, and their performance. The report includes wins, losses, and data about playoff appearances.

To access this report:

- From within any history report, click on the Managers link in the Link Bar.

Manager Index Report

Manager	Years	From-To	G	W	L	WPct	Best Finish	Worst Finish	Playoff App	Championships
Dan Johnson	2	2007-2007	89	34	55	.382	3rd	4th	0	0
Tony Pérez	1	2007-2007	162	83	79	.512	2nd	2nd	0	0
Ash Pettus	1	2007-2007	162	81	81	.500	3rd	3rd	0	0
Dan Rose	1	2007-2007	162	88	74	.543	1st	1st	1	1
Don Schank	1	2007-2007	73	21	52	.288	4th	4th	0	0
Jim Smith	1	2007-2007	3	1	2	.333	4th	4th	0	0
Darryl Stokes	1	2007-2007	162	103	59	.636	1st	1st	1	0
Manuel Valdés	1	2007-2007	162	68	94	.420	4th	4th	0	0
Richard Walton	1	2007-2007	162	93	69	.574	2nd	2nd	0	0
Victor Williams	1	2007-2007	162	77	85	.475	3rd	3rd	0	0

Manager Leaders Report

The Manager Leaders report tracks the all-time leaders among managers in your league. It include the leaders in wins, winning %, losses, and career games over .500.

To access this report:

- From the Manager Index report, click on the Leaders hyperlink.

Manager Leaders Report

Name	Wins	Name	Win%	Name	Losses	Name	W > .500
D. Stokes	103 (.636)	D. Stokes	.636 (103-59)	M. Valdés	94 (.420)	D. Stokes	44 (103-59)
R. Walton	93 (.574)	R. Walton	.574 (93-69)	V. Williams	85 (.475)	R. Walton	24 (93-69)
D. Rose	88 (.543)	D. Rose	.543 (88-74)	A. Pettus	81 (.500)	D. Rose	14 (88-74)
T. Pérez	83 (.512)	T. Pérez	.512 (83-79)	T. Pérez	79 (.512)	T. Pérez	4 (83-79)
A. Pettus	81 (.500)	A. Pettus	.500 (81-81)	D. Rose	74 (.543)	A. Pettus	0 (81-81)
V. Williams	77 (.475)	V. Williams	.475 (77-85)	R. Walton	69 (.574)	J. Smith	-1 (1-2)
M. Valdés	68 (.420)	M. Valdés	.420 (68-94)	D. Stokes	59 (.636)	V. Williams	-8 (77-85)
D. Johnson	34 (.382)	D. Johnson	.382 (34-55)	D. Johnson	55 (.382)	D. Johnson	-21 (34-55)
D. Schank	21 (.288)	J. Smith	.333 (1-2)	D. Schank	52 (.288)	M. Valdés	-26 (68-94)
J. Smith	1 (.333)	D. Schank	.288 (21-52)	J. Smith	2 (.333)	D. Schank	-31 (21-52)

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 337 Regular Season Leaderboard Report

This report shows all single-season records for the selected league on the left, and career records on the right. Batting information is listed first, pitching below that.

Across the top of the page 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 page 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 338 Single Season Batting Average Leaderboard

These boards can also be manipulated 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 339 Catchers Single Season Batting Average Leaderboard

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.*

Awards Index Report

The Awards Index report provides links to award-related reports for the selected league.

To access this report:

- From within any history report, click the Awards link in the History Link Bar.

Award Index Report

Subleague Award Winners Report

The Subleague Award Winners report shows the players who won the selected league's best hitter, best pitcher, and best rookie 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 341 Subleague Award Winners Report

Subleague Defensive Award Winners Report

The Subleague Defensive Award Winners report shows the players who won the 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 342 Subleague Defensive Award Winners

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 selected league.

To access this report:

- From within the Award Index report, click the link to the Hall of Fame Inductees.

Figure 343 Hall of Fame Inductees Report

Accomplishments Index Report

The Accomplishments Index report provides links to accomplishment-related reports for the 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

3+ Home Runs Report

The 3+ Home Runs report shows a list of every time a player has hit three or more home runs during 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 3+ Home Runs link.

Figure 344 3+ Home Runs Report

6+ Hits Report
===============

The 6+ Hits report shows a list of every time a player has gotten six or more hits during 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 345 6+ Hits Report

15+ Strikeouts Report
======================

The 15+ Strikeouts report shows a list of every time a player has gotten fifteen or more strikeouts during 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 346 15+ Strikeouts Report

Cycles Report

The Cycles report shows a list of every time a player has hit for the cycle during 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 Cycles link.

Cycles Report

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.

No-Hitters Report

50+ HR Report

The 50+ HR report shows a list of every time a player has hit 50 or more home runs during 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 349 50+ HR Report

150+ RBI Report

The 150+ RBI report shows a list of every time a player has had 150 or more runs batted in during 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 350 150+ RBI Report

20+ Win Seasons Report

The 20+ Win Seasons report shows a list of every time a pitcher has had 20 or more wins during 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 351 20+ Win Report

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.

Triple Crown Report

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.

Milestones Report

Hitting Streaks Report

The Hitting Streaks report shows a list of every hitting streak 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 Hitting Streaks link.

Hitting Streaks Report

OOTP 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.

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 also controls a team. Some online leagues have a mix of human- and computer-controlled teams.

The players who initiate an online league typically decide on the league configuration. The commissioner creates the game on his computer, and then provides a copy of the game to the other players, usually via a web site. The managers download the game files and then open up the game. Once they are in the game, they can make changes to their teams, such as setting up lineups. Once they are done making changes, they export those changes to a web site. The commissioner retrieves these team export files and imports the changes into the master copy of the game. The commissioner usually then auto-plays a fixed number of days and posts a copy of the league files again.

This process repeats itself throughout an entire baseball season. 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.

What Is Required?

To participate in an online league, 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 some online leagues in which the participants don't even have to own OOTPB! They submit all their changes through the commissioner.

The person running the league (usually the commissioner) typically needs access to a web server with a fair amount of available space and FTP hosting capability. Most online league commissioners create web sites for their leagues, some of which can be quite extravagant. OOTPB creates a vast number of HTML pages that can be uploaded to your league site. Generally, commissioners are reasonably web-savvy.

All members of an online league must have the exact same version of OOTPB installed, including any patches.

Setting up an Online League

To start an online league, the commissioner first takes two steps:

1. Create and start a new game, almost as if you were going to play it solo.

2. Create manager identities for each of your human managers, and assign them to teams.

Once you have done this, you can proceed with getting your game turned into an online league. By default, all games are created without online capabilities enabled. 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 The Global Setup Page. Click on the tab entitled 'Online Options' and select the checkbox in the top left entitled, 'Enable Online League Mode.'

Once you select this checkbox, a number of additional options will come available:

Online League Options

The creator of an online league needs to fill out information about the FTP server that will host all of the league files:

FTP Options

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.
Set Commish Password	Establishes a password for the commissioner. We highly recommend that all online league commissioners use a password!
Host	The full URL of your web server's host name. For example: ftp.myserver.com. *Note: You do not have to enter ftp:// before your server name.*
Port	The port number used by your web host. The default value, 21, is used by most FTP servers.
Reports 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. *Note: For greatest reliability, use an all-lowercase directory path. This reduces the change of a conflict on case-sensitive operating systems.*
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. This directory will also store the complete league file that commissioners post for download. Technically, this could be the same location where the reports are stored, but it is recommended to keep them separate.
League File Name	The name of the league file for your league. By default, this will match the name of the league on the commissioner's computer, and there is normally no need to change this value. The commissioner can also use this field to specify a different name for the league file that is uploaded. This is useful, for example, if your league name has spaces in it, but you are hosting the file on a web server that doesn't behave well with file name that include blank spaces.

User	The username of the user account on the web server that will connect to the FTP server. This is determined between you and your Internet service provider, and not within OOTPB. *Note: User and password information will be shared by all human managers in your online league. However, the human managers are not able to to see the online league setup information, so they will not know the user name and password.*
Password	The password required for the above user account. *Note: This is not your OOTPB commissioner password. This is the username and password that you have with your Internet Service Provider (ISP).*
Test connection	Click this button to test the FTP connection using the settings you have provided.

Online League Functions

The right side of the Online League Options page contains several online league functions that commissioners need to keep their league running:

Online League Functions

Option	Description
Create/upload reports	Generates HTML reports for your league, and is described further in Generating and Uploading Reports (Commissioners).
Import all teams from server	Checks your FTP server for any team exports and imports them into your league. See Importing Team Files (Commissioner) for more information on importing.
Upload league files	Creates a copy of your league files for your GMs to download. See Uploading League Files (Commissioner) for more information on uploading league files..
Import all teams from \import_export folder	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 Importing Team Files (Commissioner) for more information on importing.

Uploading League Files

The first step an online league commissioner will need to do after creating a league will be to upload a copy of the files to the server so that the human managers can download the file. This process will repeat regularly throughout the life of the league.

Commissioners can upload league files by clicking on the Upload League Files button

Uploading League Files

Creating a league file for your managers is simply bundling many files into a single archive file, and then uploading it to the FTP server. This page includes a number of different options that allow the commissioner to customize the set of files that will be included. The options selected here are important because they have a huge impact on the size of the league file that will be generated, and they also impact the experience of the other human managers.

In the top part of the page, the commissioner makes decisions about certain files to include:

Online File Include

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 game logs 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 news messages to include in the league file. Set this to 0 to include all messages in your league. You should set these to at least the length of your usual sims, and may want to include more than that to ensure that GMs who fail to download an update aren't missing any files. If any of these files are missing from a GM's computer, they will see "blank" news and messages in their game.
Include file names.dat	Tells the game to include the names.dat file, which stores name data for your league. Typically, this is necessary only for the first league file you create, but it can also be necessary in these situations: • If you're uploading the file for a new owner or for someone who needs to completely reinstall the league (i.e. it's their very first file) • If you've altered the names in the game list by giving a person in the game a unique name
Include file retired.dat	Tells the game to include the retired.dat file, which stores retired player data for your league. Typically, it is only necessary to include this file for the first league file you create, and at the end of a season. If you don't include this file, then your managers will not be able to see the list of retired players in the game.

The next section of the page defines whether you will include news and history data:

Figure 470 Team & League News, Player History

In this section, each league in your game will be listed along with a series of three checkboxes across the screen, representing the following:

- Team News - news articles specific to individual teams
- League News - news articles specific to the overall league
- Player History - the history reports for players in the league

Use the checkboxes to determine whether you wish to include these items in the league file. You can also use the 'All' buttons to select all of the leagues in that column, or the 'None' button to deselect all of the leagues in that column.

Note: If you are going to be posting online reports to your web server, you may not need to include these files, as your general managers can just as easily read the news on your web site.

The bottom part of this page allows you to select the destination for your file and create the files:

Select Destination

The top line in this section contains the full path where the archived league file will be stored. This defaults to the import_export directory within your saved game directory. (By default on PCs: C:\Documents and Settings\user name\My Documents\Sports Interactive\OOTP Baseball 9\data\saved_games\My Game.lg\import_export).

There should be no need to change this value unless you have a specific need to do so. If you do alter this path, be sure to press Enter once you are finished editing.

There are three remaining steps:

3. Click on the Create Files button. This will generate a text file in the destination directory called league_files.txt that lists all of the required files based on the settings you defined on the page. The bottom of the screen keeps a tally of the number of files in the list.

4. Click on the Create Archive button. This creates a tar.gz compressed archive file in the destination directory, named according to the league name you defined in the online league options described in Setting up an Online League (Commissioner).

5. Click on the Upload Archive button. This will upload the tar.gz file to the team exports directory defined in the online league options described in Setting up an Online League (Commissioner).

All of these steps are optional, and designed only to make a commissioner's job easier. Commissioners may choose to zip files with an alternate archiving tool, or use an external FTP client to transfer the files.

Note: Human managers in your league do not need to have any special software capable of handling tar.gz files. This is handled by the game. However, if you choose to use an archiving tool, you will need to ensure your managers all have the software required to open the archive.

What Files Should I Include?

For online league commissioners who wish to manually zip files, or who wish to look more closely at what files to include in a league archive, here is a more detailed breakdown about which files are stored where, and what they are used for. The 'Req'd' (Required) column indicates which files 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.	Yes
import_export	Contains export files from teams (team_X.ootp), as well as any other exports you have performed.	No
messages	Contains message text. Can be deleted, along with messages.dat, from the root folder. The game will recreate messages as necessary.	No
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.	No
news/html/coaches	Contains HTML reports of coaches. You can delete these files; the game recreates them as necessary.	No
news/html/game_logs	Contains game logs. You can delete these files; the game recreates them as necessary.	No
news/html/history	Contains team history reports. You can delete these files; the game recreates them as necessary.	No
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.	No
news/html/players	Contains HTML reports of players. You can delete these files; the game recreates them as necessary.	No
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.	No
news/html/temp	Contains temporary reports. You can delete these files.	No
news/txt/leagues	Contains league news and transaction files that should not be deleted, as well as game_logs that the game uses to	Yes

	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!	Yes
news/txt/teams	Contains team logs, transactions, and so forth; do not delete!	Yes
page_links	Contains bookmark data.	Yes
settings	Contains game settings files. Not needed.	No
temp	Contains temporary files. Not needed.	No

Importing

The whole online league system centers around the import/export process. Human managers export changes to their teams, as described in Exporting Team Files (Non-Commissioners). Commissioners then import those changes into their master game file.

Commissioners have several ways to import files:

Import All Teams from Server

The Import All Teams from Server button is located in the Online League Functions described in Online League Functions (Commissioner). By clicking this button, OOTPB will connect with your FTP server and look in the Team Export directory defined in Setting up an Online League (Commissioner) for any team export files. If it finds any team export files, it will import them into the game.

Import All Teams from import_export folder

The Import All Teams from import_export folder button is located in the Online League Functions described in Online League Functions (Commissioner). By clicking this button, OOTPB will look for any team export files stored in the import_export folder within the saved game directory on your computer. If it finds any team export files, it will import them into the game.

This option is typically only necessary when a problem with the FTP server forces managers to send you export files through e-mail or some other method.

Import Teams

Commissioners can also import team files individually from a menu within each team's pages in the game. As a commissioner navigates through a team's pages, such as their Roster page, there will be an Import/Export action menu:

Import/Export Action Menu

Import Team via FTP will attempt to import just the current team's file from the FTP server.

Import Team will attempt to import just the current team's file from the import_export directory.

Import File Settings

In the Game Preferences page described in The Game Preferences Page, there are several options that define what OOTPB should do with team export files after the import process is complete. There are three options, as follows:

- Do not delete or rename files after import.
- Delete team export files after import.
- Rename team export files after import (the file will be renamed as team_#.ootp.imported_date_time; for example, team_1.ootp.imported_20070206_083110).

Loading Online League Files (Non-Commissioners)

Human managers in an online league have a fairly simple process. Periodically, the online commissioner will post a new game file for to download. Human managers need to download the file so that they can get into the updated game and make their next set of changes.

OOTPB provides an automated process for this. When online league mode is enabled, managers will see an additional option in the Game menu, entitled Load Online League File:

Load Online League File

By selecting this option, OOTPB will automatically contact your league's server. If there is an updated league file available, it will download and decompress the file automatically.

League files can also be downloaded from the server and unzipped manually. However, this process should be coordinated closely with your commissioner, and may require additional software to unzip the archive file, depending on the tools your commissioner is using. Typically, good commissioners will communicate this process thoroughly, so that even novice players can participate with little trouble.

The detailed list of tasks the Load Online League File feature performs are listed below:

- 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.

Exporting

Once a human manager has a copy of the league file, it can be opened like any OOTPB saved game. A human manager makes changes to his team, after which he needs to export these changes so that the commissioner can apply them to his master copy of the game. Once a human manager has a copy of the league file, it can be opened like any OOTPB saved game.

What Changes Can be Exported?

Not all changes can be made by human managers. Some changes must be made by the commissioner. A human manager can make the following changes in his or her copy of the game, and these will be sent to the commissioner in the team export file:

- Scout assignments
- Changes to lineups, depth charts, pitching staff, or other settings related to team strategy
- Contract offers to players (extensions and free agents)
- Contract offers to team personnel (including extensions)
- Transactions and player movement within the team's organization (promotions/demotions, player releases, disabled lists, etc.)
- Coach firings and new jobs/assignments
- Waiver wire claims
- Human manager player and staff shortlists
- Mail message status (deleted messages, whether messages have been read or not, etc.)
- Manager options

The following tasks cannot be performed by a human manager in an online league:

- Auto-playing or playing out games
- Trades
- Team options, such as name, location, uniforms, colors, or financials, etc.
- Writing news articles or game recaps
- Accessing game setup information, or league or commissioner tools

These tasks must be handled by the commissioner of the league.

Exporting

To export changes, 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:

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.ootp' and is placed by default in the **saved_games\yourleague.lg\import_export** directory. Choose this option if you do not want to export the file directly to the server, such as if you have an external FTP program you want to use, or if your commissioner has asked you to send the file by e-mail.
Import Team	This option is used only by commissioners, and is described separately.
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 The Global Setup Page.
Import Team via FTP	This option is used only by commissioners, and is described separately.

Generating and Uploading Reports

OOTPB creates a vast number of web reports for each league. Luckily, as part of the online league functionality, you can easily run these reports for an online league and upload them to your server. Most commissioners do this on a regular basis so that players can view reports via the Internet. In many cases, providing the web reports also reduces the number of files that you need to add to your league file each time.

Reports for online leagues are generated by clicking the Create/Upload Reports button on the Online League Functions described in Online League Functions (Commissioner):

Online League Functions

This button will open the Create Reports & FTP Upload page.

Generating Reports

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 476 Create Reports & FTP Upload Page

In the top half of this page, each league in your game will be listed along with a series of seven checkboxes across the screen, representing the following:

- Teams - all team-specific reports
- Players - reports on individual players
- Boxscores - box scores from completed games
- Game Logs - game logs from completed games
- News - league and team news reports
- Scores - reports of scores and schedules (required if you want box scores or game logs)
- History - all reports for the selected leagues for prior seasons

Use the checkboxes to determine whether you wish to include these items in your reports. You can also use the 'All' buttons to select all of the leagues in a column, or the 'None' button to deselect all of the leagues in a column.

The bottom half of the screen includes several additional options:

Create Reports (Bottom)

Option	Description
Select Reports	Select Reports opens an additional window in which you can customize precisely which reports you wish to include in your file: Use the Activate/Deactivate All buttons to quickly check or uncheck the entire list. Once you have made changes, click Save to continue. *Note: Custom report selections made on this screen override any selections you make on the main reports screen!*
Toggle Reports Level	Switches between two different report levels: • Online League Reports - this option removes some of the less critical reports from the set in order to reduce the number of files and the time to upload. Reports removed include splits and schedule reports • Complete reports - this option generates all of the reports. This option isn't recommended for online leagues due to the number of reports generated.
Upload from past X days	Defines how many days worth of box scores, game logs, and news you wish to include in the reports. Set to 0 to include all box scores, game logs, and news. In order to ensure that you have a comprehensive set of reports online, you should set the number of days of box scores, game logs and news to include to the number of game days that have passed since you

	last uploaded the reports.
Copy/Upload Images	Defines whether your reports should include images or not. Since images do not change often, most commissioners will include images for the first report generation, and remove them from subsequent report generations. In most cases they are only necessary once or twice a season, but if you are using fictional player faces, and especially if you have it set to update any pictures on demand, you may wish to include them more often.
Create Reports	This creates all of the selected reports, but does not upload them to the server! Reports are stored in the news\html directory within your saved game directory.

Uploading Reports

Once you have created your reports, click on the Next Page button at the bottom of the page.

Upload Reports

There are several options on this page:

Option	Description
Upload files now	Uploads all reports to the server, one by one. This process can be fairly time consuming, depending on the number of reports you generated.
Create archive	Zips and compresses all of the selected reports into one archive file in tar.gz format. This is optional.
Upload archive	Uploads just the single archived report file to the server. This is a much faster way of transferring your reports, but it requires that you have the ability to unzip files on your server. Not all Internet service providers allow this. Check with your Internet service provider for more information. This is optional.
Select folder	Opens a file browser window in which you can select another folder where you would like to copy your reports. For example, some commissioners might like to store their reports on an external hard drive. This is optional.
Copy files now	Copies the selected reports from your league directory to the folder selected above. This is optional.

Commissioner Portal
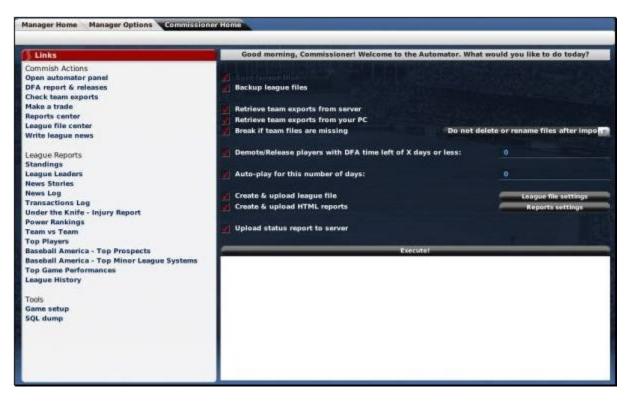
Whew, there's a lot involved with being a commissioner! Well, OOTP 9 takes this into account, and has provided an additional set of tools that should make life for online league commissioners much easier. It's the Commissioner Portal. When you are logged into the game as the commissioner of an online league, a new option comes available in the Manager menu, entitled Commish Portal:

Commish Portal in Menu

This new menu option opens a page very similar to the Manager Home page, only designed specifically for online league commissioners:

Commissioner Portal

For the Commissioners of an online league, the Commissioner Home screen is one of the most important in the game. From this screen you can perform all of the most common tasks associated with administering an online league. It also acts as a hub, providing links to many of the most commonly used screens in OOTP. The screen is divided into panes sections. On the left is a set of links broken into three sections:

Section	Description
Commish Actions	Tasks central to the process of running a sim. See Section for more information on Commish Actions.
League Reports	Contains links to commonly used league reports. There is no new functionality here, these are simply links to help you get to key areas more quickly.
Tools	Contains links to tools and setup pages in the game. There is no new functionality here, these are simply links to help you get to key areas more quickly.

The right pane displays different commissioner tools, beginning with the 'automator.'

The Automator Panel

When the Commissioner Home is first opened, the screen defaults to displaying the Automator panel. Running an online league is a repetitive process. GMs submit changes, and then the commissioner auto-plays a fixed amount of time, one 'sim session.' There are often a number of little tasks commissioners have to perform before each sim session. The Automator is a powerful tool that distills this repetitive process into a list of tasks that can be executed with one click.

The Automator Panel

The Automator contains a list of optional tasks that a commissioner may want to perform during each sim session. Check the boxes next to the tasks you wish to include in your sim session, and then click Execute to run your session.

The options on this screen are as follows:

Option	Description
Save league files	Saves the league file. This is a required step before any online sim session.
Backup league files	Backs up the league file, using the backup process described in Make Backup.
Retrieve team exports from server	Imports team exports from the server, using the import process described in Import All Teams from Server.
Retrieve team exports from PC	Imports team exports from your PC, using the import process described in Import All Teams from import_export folder.
Break if team files are missing	This will cause the automator process to stop immediately if any team export files are missing. Some leagues may require this as a way to ensure that all teams have submitted exports before proceeding.
Demote/release players with DFA time left of X days or less	This will cause the automator to search for any players with X days or less left on DFA. If it finds any such players, it will first attempt to demote them to a minor league team in the team's organization. If it cannot do this, the players will be released.
Auto-play for this number of days	Determines the number of game days the sim session will auto-play.
Create & upload league file	Creates and uploads the league file to the league server, using the most recent settings. Settings can be configured by clicking the League File Settings button. This behaves identically to the Uploading League Files process described in Uploading League Files (Commissioner).
Create & upload HTML reports	Creates and uploads HTML reports to the league server, using the most recent settings. Settings can be configured by clicking the Reports Settings button. This behaves identically to the uploading reports process described in Generating and Uploading Reports (Commissioners), with one exception: The Reports Settings page here includes a button entitled 'Toggle Upload Mode.' This enables you toggle between uploading reports one-by-one, or as a single archive file.
Upload status report to server	Uploads a basic HTML page ("online_league_status.html") to the "team exports" directory that you specify on your server. This file is a log of actions completed by the automator. It lists team files imported as well as any errors in the import process, how many days were simmed, and whether a league file was uploaded successfully or not. This provides a quick way for owners or commissioners in an online league to check if a sim has been completed successfully. Here is a sample of the status report:

	Date/time: Friday, March 16th, 2007 11:59:41 Saving the database... Database has been saved Starting to retrieve team files from server... Successfully imported team Athens Pirates from server Error: Could not import team Baltimore Baysox from server. Error during FTP download. Not found Successfully imported team Boston Dockworkers from server Successfully imported team Cheyenne Channel Cats from server Successfully imported team Decatur Wolves from server Finished retrieving teams from server Starting to release players from DFA...11 days Finished release_dfa successfully Starting simulate_days: 7 days Finished simulate_days successfully Saving the database... Database has been saved Starting creation and uploading of the league file... Finished creation and uploading of the league file successfully Starting to upload the online league status report...
Execute!	Executes the sim session using all of the checked tasks from the automator panel.

The DFA Report & Releases Panel

The DFA Report & Releases panel is important information for online league commissioners. In the past, commissioners have often been forced to check teams one by one to find players whose DFA time would expire during the next sim session, because the game would not allow auto-play to continue until these cases were handled.

With the DFA Report & Releases panel, commissioners can quickly see which players are currently on DFA, and how many days they have left.

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DFA Report & Release

Player	Team	Days on DFA left	Action
Yasutake Watanabe	Long Beach Wranglers, FBL	7 day(s)	Release
Curtis Barnes	Miami Pigs, FBL	10 day(s)	Release

Commissioners can also release players immediately from this panel by clicking on the Release button. You can click on the name of any player displayed here to open his profile, and the name of any team to go directly to that team's Transactions screen.

Commissioners should use this screen (or the Automator) prior to simming games to quickly release all players whose DFA time will run out during the sim. This will prevent OOTP from stopping repeatedly in the middle of the sim with requests that each player be dealt with individually before the sim can continue.

See Designated for Assignment (DFA) for more information about DFA.

The Check Team Exports Panel

The Check Team Exports Panel provides additional information about the most recent export files from each team in your online league:

Check Team Exports Panel

Team	ID	Date	Current	Import
Cleveland Coral Snakes, FBL	21	None	No	Import
Fort Worth Aces, FBL	17	None	No	Import
Las Vegas Senators, FBL	22	None	No	Import
Long Beach Wranglers, FBL	18	None	No	Import
Miami Pigs, FBL	24	None	No	Import
Milwaukee Generals, FBL	23	None	No	Import
Seattle Beach Bums, FBL	20	None	No	Import
Staten Island Magistrates, FBL	19	None	No	Import

The panel lists each team in your online league, along with their team IDs (which correspond to the filenames used for each export, in the form of "team_ID.ootp"), the game date of the most recent export from that team, a Yes/No confirmation of whether that export is from the current game date or not, and an action button to attempt to import a new file for each team. The bottom of the screen also has two action buttons that provide additional functions:

Import all teams   FTP settings

Import All Teams

The Import All Teams button opens a window that allows you to import all the teams in your league at once:

Import All Teams

Click the Start Download button to begin the import, and click the Cancel button when it's done to close the window again.

FTP Settings

The FTP Settings button opens up the Online Options page described in The Online Options Page, so that you can adjust FTP settings.

Other Commish Actions

The Commish Actions section contains several other links, all of which involve functionality that is covered elsewhere in the game guide.

Option	Description
Open automator panel	Described above.
DFA report & releases	Described above.
Check team exports	Described above.
Make a trade	Takes you to the Initiate Trade subpage described in Making Trades.5.
Reports center	Takes you to the Create Reports & FTP Upload page described in Generating Reports.
League file center	Takes you to the Archive & Upload League Files page described in Uploading League Files (Commissioner).
Write league news	Takes you to the Write/Edit News page described in The

League Reports Links

The League Reports section contains a link to many of the more common league reports. These are all described elsewhere.

Tools Links

The links in this section take you to the Game Setup page described in Game Setup, and the Database Info page described in The Database Info Page, where you can quickly run a dump of your league's data to CSV or SQL.

Customizing OOTP

One of the hallmarks of the Out of the Park series has been its great customizability, allowing players to modify the game by importing custom roster sets, creating new 'skins' for the game, adding custom ballparks, and so on. OOTP continues in that tradition, but with even greater flexibility.

So, what does 'customizing' mean? For our purposes, we're going to define 'customizations' as 'changes to OOTP made *outside of the game*.' So, modifying some of the text files that come with the game is a customization. Changing your game's league settings is not. Got it?

OOTP does include some in-game editor features, such as the ability for a commissioner to edit a player. Editing in this manner is described earlier in the manual, not in this section. In some cases, such as editing ballparks, there is a little bit of both required. In those cases, we'll cover everything here so that you have the whole picture in one place.

Note: This section of the online manual assumes you are familiar with the OOTP interface. At times we will refer you to specific pages within the game, and in most of these cases we will expect you to know how to find them.

You've heard it before, but we'll say it again. Any time you customize, you risk damaging your game. The only way to be really sure you won't ruin anything is to back up, back up, back up. If you're modifying your game's rosters, back up the entire league. If you're modifying a text file, back up that text file, and so on.

Trust us-the few minutes it will take to do this is well worth it. We don't want to hear any stories about people who blew up a league that took them weeks to create, because they messed up a player import.

Just in case that wasn't overbearing enough, we'll mention it a few more times later on as well.

About Comma-Separated Files

Many of the customizable files used in OOTPB are comma-separated (or comma-delimited) files. These are simple text files. They can be edited with just about any program that can read text files, including most word processing programs, Notepad, Write, and Microsoft Excel.

In a comma-separated file, each row represents a single thing, such as a nation or a name in OOTPB. Each row holds multiple pieces of information about that one thing. These pieces of information (or 'values') are separated by commas. Hence, 'comma-separated,' because commas separate the pieces of data.

For example, in the OOTPB names files, we track three pieces of data for each name: the name, the frequency, and the name set ID. These pieces of data are separated by commas. So, the first names file begins with two lines like this:

A.C.,1,0

A.J.,1,0

Aaron,4,0

Since the commas represent divisions between different pieces of information, we could describe these two lines in plain English in the following way:

The first name 'A.C.' has a frequency of 1, and belongs to name set ID 0.

The first name 'A.J.' has a frequency of 1, and belongs to name set ID 0.

Most of OOTPB's text files are comma-separated, and behave in a similar fashion.

Note: Spaces are not needed after commas in comma-separated files. In fact, it is recommended not to use spaces.

Nations, Cities, and Player Origins

OOTPB comes with a world database that includes over 90,000 cities and all the nations in the world today. The world database is used in determining player and coach origins, distance between origins and teams for the purpose of player contract decisions, and more. But perhaps you don't want to use the real world for your baseball universe. Perhaps you want to add new cities or play in an entirely fictional universe. Luckily, most of the world database is customizable.

Where are the World Database Files?

OOPTB's world database is actually nothing more than two text files: **nations.txt** and **cities.txt**. These are located in the **data\database** directory in your OOTPB installation directory (C:\Documents and Settings\user name\My Documents\Sports Interactive\OOTP Baseball 9\data\database by default.)

When are World Database Files Used?

The nations.txt and cities.txt files are used in a number of scenarios in the game.

- In determining the nation for each league in your universe
- In determining team cities based on the league nation
- In determining player and coach origins and names
- In making decisions about whether a player wants to sign a contract, based on the distance between the team's location and the player's origin

Understanding the Nations.txt File

The nations.txt file is a list of all the nations used in OOTPB. The version that comes with the game includes every nation in the world today. The nations file is comma-separated, which means it can be edited quite easily. See Section 26.2 for more information about comma-separated files.

In OOTP 9, there is also an in-game nations editor, described in Nation Editor. However, editing nations.txt directly can still be useful, because changes to nations.txt will affect every league that you create, while using the nations editor only affects one league at a time.

The nations file stores 20 fields of information, not all of which are necessary:

Field #	Req'd	Value	Description	Used in...
1	Yes	Nation ID	Unique identifier for the nation. This is a numeric ID, and must be unique. You cannot have two nations with the same Nation ID!	Required, but not visible within the game.
2	Yes	Country Long	Long description of the nation.	League Nation drop-down.
3	Yes	Country Short	Short description of the nation.	
4	Yes	Country Abbreviation	Abbreviation of the nation.	Nationality in lists such as the Roster screen.
5	Yes	Nationality	Adjective describing people from that country.	Nationality select drop-downs. Player/coach profile pages.

6	No	Region	Region of the world. These are hard-coded in the database, along the lines of the six-continent model: 1 = Africa 2 = Asia 3 = Europe 4 = North America 5 = Oceania 6 = South America The region model is not 100% accurate. Many smaller nations are grouped in with the closest approximate match. *This value can be left blank.*	Displayed on the Explore World page, but not a factor in any in-game decisions.
7	Yes	Baseball Level	Approximate quality of baseball in the nation. There are 5 values. 1 = Nonexistent 2 = Poor 3 = Fair 4 = Good 5 = Excellent	Explore World page. This value is also used in calculating hidden players (when scouting nations) as well as in calculating where foreign players come from, and how talented they will be.
8	Yes	Ethnicity/Name Set #1	A number between 0 and 39, representing a name set that should be used when generating names for players from this nation. See About Name Sets for more information on name sets.	Does not appear in game. Used only during player creation.
9	Yes	Ethnicity/Name Set #1 %	The % of players that will be generated using the name set in the previous line. See About Name Sets for more information on name sets.	Does not appear in game. Used only during player creation.

10-15	No	Ethnicity/Name Sets #2 through #4	Fields 10-15 are three more sets of two fields each, just like fields 8 and 9. Each allows you to specify a name set and a %. This means for each nation, players can be generated from up to 4 name sets/ethnicities. See About Name Sets for more information on name sets.	Does not appear in game. Used only during player creation.
16-20	No	Facial Types	The five facial types determine the likelihood that a player from this nation will have a fictional face of a certain type. In order, they are: african,asian,caucasian,east_indian,hispanic	Determining facial types for players from this nation.[SJB2]

Some notes about the nations.txt file:

- Spaces are not needed after commas. In fact, it is recommended not to use spaces.
- Values that are marked as 'not required' can be left blank. However, you still must include a comma. So, for example, if you want the baseball level to be left blank, that part of the row might look like this:

300,My Nation Name,MyNation,MYN,3,,0,100,

Note: Nation data is static. That is, baseball quality does not change over time, and so forth.

Example from Nations.txt

Let's look at an example of a line from nations.txt:

206,The United States,U.S.A.,USA,American,4,5,0,73,1,27,0,0,0,0,123,30,716,6,125
Here's what this line means in plain English:

- The nation ID is 206
- The long version of the nation's name is 'The United States.'
- The short version of the nation's name is 'U.S.A.'
- The abbreviation of the nation is 'USA'
- The nationality, or adjective used to describe people from this nation, is 'American.'
- The nation is on continent 4, North America.
- The baseball level in the U.S.A. is 5, Excellent.
- 73% of players from the U.S.A. will be named using name set 0. These are modern U.S. names, as described in the name set list in About Name Sets.
- 27% of the players from the U.S.A. will be named using name set 1. These are Hispanic names, as described in the name set list in About Name Sets.
- The third and fourth name sets will not be used for American players.
- The likelihood of a pl

Note: Remember, name sets define only the player's name. All these players will be of U.S. nationality. So, you could get a U.S. player named Julio Lopez.

Understanding the Cities.txt File

Cities.txt is a list of almost 95,000 real-world cities, including almost every city in the world with a population of greater than 1,000. Just like nations.txt, the cities file is comma-separated. See About Comma-Separated Files for more information about comma-separated files. The cities file stores 6 pieces of data for each city, as follows:

Field #	Req'd	Value	Description	Used in...
1	Yes	City Name	Name of the city.	Player origins, team locations.
2	Yes	Population	Population of the city.	Determining likelihood of a teams and players being created in that city.
3	Yes	Nation ID	Numeric ID for the city's nation. This corresponds to the nation ID in the nations.txt file.	
4	Yes	Region/State	Name of the region or state in which the city is located.	Player origins, team locations.
5	Yes	City Latitude	The latitude of the city.	Used in contract negotiations, when a player is deciding whether the team offering a contract is close enough to the player's home.
6	Yes	City Longitude	The longitude of the city.	Used in contract negotiations, when a player is deciding whether the team offering a contract is close enough to the player's home.

Note: City data is static. That is, populations do not fluctuate over time.

Example from Cities.txt

Let's look at an example of a line from cities.txt:

Baltimore,610892,206,Maryland,39.3,-76.61

Here's what this line means in plain English:

- The city name is Baltimore.
- The population of the city is 610,892.
- The city is a part of nation 206, which is the U.S.A., according to nations.txt.
- The city is a part of the state Maryland.
- The city is located at longitude 39.3, latitude -76.61.

How do the World Files Work in OOTPB?

Now that you've had a description of how the files are laid out, how exactly do they work in the game? Let's walk through the creation of a league, and see how these files come into play.

Each league that you create in OOTPB must be based in a single nation, the 'League Nation.' The list of nations available to you when you create a new league is populated using the nations in your nations.txt file. So, if you have edited your nations.txt to include only twenty nations, there will be just twenty nations to choose from here.

During league setup, the game randomly assigns cities to your teams. To do this, OOTPB chooses cities from your cities.txt file, using only cities from the league nation. Although the algorithm isn't precise, generally speaking, the higher the level of the league, the larger the cities that will be chosen.

Note: After league creation, you can change the nation and city for a single team by going to the Team Options & Ballpark page. This allows you, for example, to create a league with teams in multiple nations, such as having one team from Canada in a U.S.-based league. However, the overall league will still be based in the U.S.

Okay, now you have a league, based in a certain nation, with teams based in cities from that nation. Once you click on Start Game, OOTPB has to create players for your league or leagues. Each league has a 'Foreign Player Percent' option in the league setup that defines how many players in a league will come from nations other than the league nation.

Player Generation without Foreign Players

Let's assume for a moment that you have set foreign players to 0%, just for simplicity. When players are created for your league, each player is assigned an origin from the cities.txt file. However, players will be chosen only from cities in your league nation. So, if you have a league based in Canada, all players would be selected from Canadian cities.

Note: Players are more likely to be generated in cities with higher populations.

So now we have a pool of players for our league, each with a new origin from cities.txt. What shall we name these future Hall of Famers? That's where the names and nations files come back into play. The nations.txt file has fields that allow you to specify percentages for name sets, as described in Understanding the Nations.txt File. OOTPB will assign names to your players based on the name set settings for the league nation. For example, by default the U.S. is set to generate 73% U.S. names and 27% Hispanic names.

Note: Remember, at this point we are just defining names, and not nationalities. This is a league with 0% foreign players. We're saying that 27% of American players will have Hispanic names, not that 27% of our league will be players from Hispanic countries.

So there you have it; the game has now generated a full pool of players for our league and assigned them appropriate origins and names.

Player Generation with Foreign Players

So, how does it work if you have turned up the foreign player % in your league? Let's say that you have set foreign players to 20% in a league based in the U.S. When players are created for your league, 80% of the players will be handled exactly as in the example above. These are the American players. But what about the other 20%?

When generating foreign players, the first thing OOTP does is to look at the baseball level of all nations other than the league nation. The baseball level is defined in nations.txt, and can be a value from 0 (nonexistent) to 5 (excellent).

The higher the baseball level in a country, the greater the chance of a foreign player being generated from that country. Similarly, the higher the baseball level, the better chance of a player from that country being very good.

A rough breakdown of the percentages is below:

Baseball Level	% of Foreigners
5 / Excellent	About 70%
4 / Good	About 15%
3 / Average	About 10%
2 / Fair	About 1/2 of 1%
1/ Poor	About 1/10 of 1%
0 / Nonexistent	0

This means that about 70% of foreign players generated will come from nations with a baseball level rating of excellent (5). About 15% will come from nations with a baseball level of good (4), and so forth. No players are generated from countries with a baseball level of nonexistent (0).

Note: Baseball level is also a factor when the game creates 'hidden players' in nations without leagues, to be found by GMs scouting other nations.

Example: Editing Nations.txt

You can edit nations.txt with any text editor. Let's add a new fictional nation called 'Markusonia' to our nations list. Markusonia will be a German- and English-speaking, baseball-crazy nation in the middle of the ocean near Australia.

1. Open nations.txt using a text editor.

2. Scroll to the bottom of the file and create a new row after the row for Nauru.

3. Enter the value 229 followed by a comma. We are assigning our new country an ID of 229, because it is the next unique number available. It could actually be any unique number that hasn't already been used in the file. Your new line looks like this so far:

229,

4. Next, type the following: 'Markusonia,Markusonia,MKS,Markusonian,'. This is assigning our new country's long description, short description, abbreviation, and nationality. Make sure your abbreviation does not match an existing abbreviation. The easiest way to do this is to search the nations.txt file for the abbreviation you want to use and make sure it isn't already present. So far, your new line should look like this:

229,Markusonia,Markusonia,MKS,Markusonian,

5. Next, type the following: '5,5,'. We are assigning Markusonia to the Oceania continent. We are also setting the baseball level to 5, because of course baseball talent is high in Markusonia. Your line now looks like this:

229,Markusonia,Markusonia,MKS,Markusonian,5,5,

6. Next, type the following: '7,60,0,40,,,,'. This is saying that 60% of the player names in Markusonia should be taken from name set 7, German. The other 40% should be taken from name set 0, modern U.S. names. We are including four commas after the last value to represent the two sets of ethnicities that we are not using. Your line should now look like this:

229,Markusonia,Markusonia,MKS,Markusonian,5,5,7,60,0,40,,,,

7. Save the file and quit the text editor. The next time you launch OOTPB, Markusonia will now be an option in any nation drop-down.

Figure 514 Custom Country in Nation Drop-Down

Important Notes About Adding Nations

- Note, however, that Markusonia doesn't have any cities yet! If you're going to add nations, be sure to add cities so that the game can add teams or give players appropriate origins! See Example: Editing Cities.txt for an example of adding cities.
- OOPTB requires that at least two nations be in the nations.txt file. If you want to have only one nation, create a dummy nation with a baseball level of 0. This won't prevent it from displaying in-game, but no players will be generated from that location.
- Do not use commas within any of the fields in the file, such as in a place name.
- Do not put spaces between fields of information!

Example: Editing Cities.txt

You can edit cities.txt with any text editor.

Above we created a new nation called 'Markusonia.' Now let's add a few cities to Markusonia.

1. Open cities.txt using a text editor.

2. Scroll to the bottom of the file and create a new row at the bottom.

3. Type the following in your new row: 'Markusonia, 5000000,'. This is creating a new city called Markusonia (the capital city of Markusonia), with a population of 5 million. Do not put any commas in the population even if the number is difficult to read! Doing so will cause the row not to work. Your new row should look like this so far:

Markusonia,5000000,

4. Type the following in your new row: '229,'. This is saying that Markusonia is a part of nation ID 229, which we identified as the nation of Markusonia in nations.txt. Your new row should look like this so far:

Markusonia,5000000,229,

5. Type the following in your new row: 'Markusonia'. This is saying that Markusonia is a part of the region called 'Markusonia,' (just like 'New York, New York'). Your new row should look like this so far:

Markusonia,5000000,229,Markusonia

6. Type the following in your new row: '-16.26,156.47'. This is saying that Markusonia is located at longitude -16.26, latitude 156.47. (Note that latitude and longitude can be negative numbers. A negative number for latitude means the location is south of the equator, such as in Australia. A negative number for longitude means the location is west of the Prime Meridian, such as in the United States.) Your row of data should now look like this:

Markusonia,5000000,229,Markusonia,-16.26,156.47

7. Repeat this process for as many cities as you want.

8. Save and close the file. The next time you open OOTPB, these new cities can be used for team and player origins. If you have combined this with nation changes, you could get screens like the following.

Figure 515 League Based on Custom Nation

Players from Custom Origins

PO	Name	Team	Date of Birth	Age	City of Birth	Nationality
P	Jacob Kopp	Markusonia	12-28-1982	23	Duffyville (Markusonia	MKS
RF	Karl Mortenson	Markusonia	12-12-1979	26	Duffyville (Markusonia	MKS
1B	Gerhardt Hermann	Battistonia	01-08-1969	37	Markusonia (Markusor	MKS
P	Adam O'Donoghue	Duffyville	06-29-1972	33	Duffyville (Markusonia	MKS
P	Toju Sugiyama	Markusonia	06-01-1982	23	Tachikawa (Tokyo)	JPN
2B	Oswolt Rilla	Duffyville	06-11-1985	20	Duffyville (Markusonia	MKS
P	Hendrik Prinosil	Duffyville	05-22-1981	24	Markusonia (Markusor	MKS

Important Notes about Cities

- For each city, make sure that you have a nation in nations.txt with a matching nation ID. See Example: Editing Nations.txt for an example of adding nations.
- Do not use commas within any of the fields in the file, such as in the population.
- Do not put spaces between fields of information.
- Note that latitude and longitude can be negative numbers. A negative number for latitude means the location is south of the equator, such as in Australia. A negative number for longitude means the location is west of the Prime Meridian, such as in the United States.
- You might find this site helpful for real-world latitudes and longitudes: http://www.mapquest.com/maps/latlong.adp

Nation Flags

Nation flags are used in the game whenever a player's nationality is listed. They're not terribly important, but it adds a nice flavor if your fictional nations have their own flag. Nation flag graphics must be in .PNG format, 20 pixels wide by 12 pixels high. Nation flags must be named according to the nations.txt country abbreviation described in Understanding the Nations.txt File. For example, 'usa.png.'

The directory for nation flags is as follows:

C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\database\nation_flags

Nation flags are 'global' in OOTPB. That is, you cannot have different nation flags for the same nation in different game universes. As soon as you modify a nation flag, that flag will appear in all your game universes the next time they are loaded.

Names

So, you want to play a Finnish league, but don't want players named 'Zack Maloney'? Names are one of the most frequently customized aspects of OOTPB, and they're easy, too. See Editing OOPTB Text Files in Microsoft Excel for more information on editing OOTPB text files using Microsoft Excel.

Where are the Names Files?

Names in OOTPB boil down to two text files: **firstnames.txt** and **names.txt**. These are located in the **data\database** directory in your OOTPB installation directory.

Unsurprisingly, **first_names.txt** includes first (or 'given') names, and **names.txt** includes last names (or 'surnames').

When are Name Files Used?

The name files come into play only once: at the creation of a game. At that time, all the names in the name files are converted into a .dat file that is stored in the saved game directory. The names.dat file is then used by the game to dole out names during two scenarios in the game: when new players are created, and when new coaches are created.

New players are created at the start of a game, and during any subsequent first-year player drafts. In leagues that do not have first-year player drafts, some free agents are created annually. New coaches are created at the start of the game, and occasionally thereafter to replace those who have retired.

Note: This means that you cannot change the names files used by your saved game after the initial game creation .Once a game is created, it will always use the same names.

Understanding the Name Files

The name files are comma-separated files, which means they can be edited quite easily. See About Comma-Separated Files for more information about comma-separated files. The names files store three pieces of data for each name as follows:

Field #	Value	Description
1	Name or First Name	In the names.txt file, these are all surnames. In first_names.txt, they are all first names.
2	Frequency	The usage frequency for this name, within its name set.
3	Name Set ID	The unique identifier of the name set for this name, a number between 0 and 39.

Note: Although most of the names in the files are sorted alphabetically, they do not need to be that way.

About Name Sets

A 'name set' is a group of names, usually belonging to one ethnic origin rather than a specific nation. For example, there is a Japanese name set, a French name set, and so on. Each name set has a unique numeric ID number, starting at 0 and ending at 39. OOTPB supports up to 40 name sets. The name files that come with the game already have 40 defined name sets, as follows:

ID	Nationality
0	U.S. (Modern)
1	Hispanic
2	Japanese
3	South Korean
4	Chinese
5	Portuguese
6	Dutch
7	German
8	French
9	Italian
10	Norwegian
11	Finnish
12	Swedish
13	Russian
14	Czech/Slavic
15	Polish
16	Scottish
17	Arabic
18	Irish
19	African
20	UK
21	Albanian
22	Serbian
23	Greek
24	Turkish
25	Danish
26	Armenian
27	Indian
28	Australian

29	Azerbaijan
30	Polynesian
31	Austrian
32	Canadian
33	French-Canadian
34	Filipino
35	Romanian
36	Indonesian
37	Pakistani
38	Vietnamese
39	U.S. (Historical)

So, let's look at an example from the first_names.txt file:

John,192,0

This means that the first name John has a frequency of 192, and a name set ID of 0. Looking at the chart, we see that this is part of the modern U.S. name set. Name sets get associated with nations in the game, so that you can define what types of names are generated for what nations. We'll cover that in more detail in a bit.

Although there are 40 possible name sets, these are all stored in the two names files. So, the first_names.txt file has first names for all 40 name sets. The same goes for names.txt and surnames.
Note: If a name set ID is used in nations.txt for which no names exist, then players will receive a name of 'Joe Nobody.'

About Name Frequency
Each name in a name file gets a frequency value, the second value in each row of data. This is just a numeric value, where higher numbers mean more frequent name usage. For example, if your U.S. name set looked like this:

David,50,0

John,50,0

Michael,50,0

Steve,25,0

Tom,25,0

This would tell us that the names David, John, and Michael would be used with roughly the same frequency (50). Steve and Tom would have about the same frequency as well (25), which would be about half as frequent as David, John, and Michael. So, if your league had 40 players, you might expect to see 10 Davids, 10 Johns, 10 Michaels, 5 Steves, and 5 Toms.

Three important notes about frequency:

1. All names should have a frequency. If you're not sure about frequency, or just want all names to be used equally, set all frequencies to 1. This is done in many of the name sets that come with the game.

2. Frequency is NOT a percent. There is no maximum value. You could rate your names on a 1-100 scale, 1-1000, or whatever scale you like.

3. Frequencies are specific to a name set. For example, you could use a 1-10 scale for U.S. names, a 1-100 scale for French and 1-1000 for Arabic. As long as you are consistent within a name set, the game will utilize the frequencies correctly.

Foreign Characters

Name files do support non-English characters. However, not all of the in-game fonts have all foreign characters, so there might be some places in the game that cannot display accents or other foreign characters correctly. The scoreboard in play-by-play is one such area. Double-byte characters (Japanese, Chinese, etc.) are not supported.

Linking Names and Nations

As discussed in Nations, Cities, and Player Origins on nations and cities, the nations.txt file includes fields that define which name sets are used for each nation. You can assign up to four different name sets to a single nation. This means that when the game creates players from a certain nation, it can choose names from up to four different name sets, allowing you to represent diverse populations in a nation without getting mixed names such as Chin-min Ramirez.

For example, let's look at this line from nations.txt:

206,The United States,U.S.A.,USA,American,4,5,0,71,1,27,2,2

The name sets begin in the eighth field, the characters shown in blue above. Each name set is paired with a %. So, '0,71' means 'name set 0, 71%,' which, translated into English, means:

'71% of the names for players from the United States should be created using Name Set 0 (U.S. Modern)'

If we add in the next two pairs, we end up with this information about the U.S:

'71% of the names for players from the United States should be created using Name Set 0 (U.S. Modern)'

'27% of the names for players from the United States should be created using Name Set 1 (Hispanic)'

'2% of the names for players from the United States should be created using Name Set 2 (Japanese)'

Two important notes here:

1. The percentages for each nation should add up to 100.

2. These settings define the *names* for the players from each nation. The *origin* of these players will match the country, however. In other words, in our above example, we're saying that 27% of the U.S. players will have Hispanic *names*, but will be *U.S. citizens*.

For more information on player origins, see Nations, Cities, and Player Origins on nations and cities.

Example: Creating a Custom Names File

Let's say you decide that you want to create an all-hobbit league, based in Finland. Unfortunately, Hobbit is not one of the 40 name sets that come with the game. Here's a quick example of how you could do this:

1. Close OOTPB, if it's open.

2. Choose one of the 40 name sets that you don't need. Let's say you decide you don't need Vietnamese names (Name Set ID = 38)

3. Create a list of hobbit names in text format, in the format described above (name,frequency,name set). Use the ID # you chose in Step 1 above for the name set in each row (in our example, 38). Create two separate files, one for first names and one for last names. So, your data might look like this:

Frodo,1,38

Samwise,1,38

4. Back up the names.txt and firstnames.txt files in your OOTPB directory.

5. Open names.txt. Find and delete all the rows of data that end with 38. (These will be near the end, since the files are in order by name set.)

6. Copy and paste your hobbit last names into the names.txt file and save.

7. Repeat Steps 4 and 5 for your first names.

8. Back up the nations.txt file in your OOTPB directory.

9. Open nations.txt and find the row for Finland.

10. Go to the eighth field of information and change the values from '11,92' (92% Finnish) to '38,100' (100% Hobbit).

11. Go to the tenth field of information and delete the values '12,8,' (8% Swedish). Leave the commas, though. The line should look like this:

69,Finland,Finland,FIN,Finnish,3,2,38,100,,,

12. Save the file.

13. Close all the open files, and open OOTPB.

14. Create a new game with a fictional league. Choose Finland for the League Nation, and set the Foreign Player Percentage to 0.

15. Start the game, and go to **League Menu | Transactions | Show All Players** tab. You will see that all the players have Hobbit names. If you check a player's profile, you will see that his nationality is still Finland.

That's it!

Injuries

Not happy with the run-of-the-mill rotator cuff injuries? Want to pretend that the plague has infested your league? Hey, injuries are customizable in OOTPB, too! See Editing OOPTB Text Files in Microsoft Excel for more information on editing OOTPB text files using Microsoft Excel.

Where is the Injury File?

Just one text file controls the injury data in OOTPB: **injuries.txt**. This file is located in the **data\database** directory in your OOTPB installation directory.

When is the Injury File Used?

Like the name files, the injury data is transferred to a file called injury.dat in your saved game directory when the game is created, so that after the creation of a game, you cannot modify the injury data being used for that game.

Injury data is used, unsurprisingly, any time an injury occurs in your league.

Changing Injury Files After the Start of a League

Since the game compiles the injury.txt file into a .dat file, you cannot change injury data after the inception of your league. However, there is a workaround for this issue. If you want to change your injury data *after* the creation of a league, you can do the following:

1. Back up your game files.

2. Modify the injury.txt file as desired.

3. Create a new game file and save the game. This will be just a temporary game.

4. Copy the injury.dat file from your new saved game directory into the saved game directory for the game whose injuries you wanted to modify.

5. Start up your original saved game. It should now use updated injury data. You can throw away the temporary game you created. There's no need to keep it.

Understanding the Injury File

Like most OOTPB data files, injury.txt is comma-separated, which means it can be edited quite easily. See About Comma-Separated Files for more information about comma-separated files. The injury file stores twelve pieces of data for each injury, as follows:

Field #	Value	Description
1	Minimum Injury Time	The minimum number of days the player will be injured with this injury.
2	Maximum Injury Time	The maximum number of days the player will be injured with this injury.
3	DTD %	This number should be between 0 and 100. If this number is greater than 0, this injury will be considered a 'day-to-day' injury. Furthermore, the % of loss in player performance will be around the number entered here. So, if this is set to 10, then the injury is day-to-day, and will cause somewhere around a 10% loss in performance. There are some variables involved, so it might not be exactly 10%.
4	Season Ending Boolean	If this is 0, then there is no chance for this injury to be season-ending. If it is 1, there is a chance for the injury to be season-ending.
5	Career Ending Possible Boolean	If this is 0, then there is no chance for this injury to be career-ending. If it is 1, there is a chance for the injury to be career-ending.
6	While Pitching/Throwing Boolean	If this is 1, then this injury might occur while the player is pitching or throwing. Otherwise it is 0.
7	While Running/Sliding Boolean	If this is 1, then this injury might occur while the player is running or sliding. Otherwise it is 0.
8	Collision Boolean	If this is 1, then this injury might occur when the player is in a collision. Otherwise it is 0.
9	HBP/Fight Boolean	If this is 1, then this injury might occur when the player is hit by pitch, or is in a fight. Otherwise it is 0.
10	Illness Boolean	If this is 1, then this injury might occur due to illness. Otherwise it is 0.

11	Body Part Code	The body part code is a number from 1 to 4, representing broad categories, as follows: 1-Arm (from the shoulder to the fingers) 2-Legs (from the abdomen to the feet) 3-Back (back, rib cage) 4-Other (head, illnesses)
12	Diagnosis	Description of the injury.

Note: The order of the injuries in the injuries.txt file is not important.

Example: Adding a New Injury

Let's say you decide that you want to introduce the possibility that some of your players will contract serious illnesses. Here's a quick example of how you could do this. Let's create an option of 'mononucleosis':

1. Close OOTPB, if it's open.

2. Back up the injuries.txt file in your OOTPB directory.

3. Open injuries.txt.

4. Scroll to the end of the file. Create a new row, and type the following: '15,90,' This is saying that players who contract mononucleosis will be out somewhere between 15 and 90 days. Your new row should look like this so far:

15,90,

5. Type the following in your new row: '0,'. This is saying that the injury is not a day-to-day injury. Your new row should look like this so far:

15,90,0,

6. Type the following in your new row: '1,0,'. This is saying that mononucleosis might be season-ending, but cannot be career-ending. Your new row should look like this so far:

15,90,0,1,0,

7. Type the following in your new row: '0,0,0,0,1,'. This is saying that mononucleosis cannot occur in throwing, running, in collisions, or when hit by a pitch. It can happen only due to illness. Your new row should look like this so far:

15,90,0,1,0,0,0,0,0,1,

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8. Type the following in your new row: '4,Mononucleosis'. This is saying that mononucleosis is part of the body part 4 category ('other'), and that it is called, of course, 'Mononucleosis.' Your new row should look like this:

15,90,0,1,0,0,0,0,0,1,4,Mononucleosis

9. Save the file and quit. In the next OOTPB game you create, mononucleosis will be an option in your game.

Team and League Logos

OOTPB has built-in functionality that generates new logos for all teams in your game universe. You can also change the colors used in auto-created logos through the Team & Ballpark Options page, described more fully in the Game Guide. In addition, you can create your own logos that will appear both in the game and on any game reports that you generate.

This section covers the creation of custom team logos and custom league logos. There are also many other graphics customization options in OOTPB. You can create custom ballpark graphics, covered in Ballparks/Stadiums. Custom player photos are covered in Player and Coach Photos. Additionally, customization of a number of other graphic elements is described in Skins, ?modification of the game's 'skin.' This includes custom nation flags, changing the BNN Network logo, modifying the basic graphic elements of the game, and so forth.

Customizing logos requires a decent understanding of graphics editing. While this guide will attempt to 'dumb down' some of the more complicated aspects of graphics editing, we assume that you have access to a graphics editing tool such as Adobe Photoshop, and that you have some understanding of graphics editing.

Warning! *As with all customizations, you should always close OOTPB when making changes to files.*

Where are Team and League Logos Stored?

If you have installed OOPTB in the default directory, team and league logos are stored in the following directory:

C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\saved_games\Test1.lg\news\html\images

In this case, 'Test1.lg' is the name of your game universe.

This directory also contains a number of other graphics that are described in Skins, modification of the game's 'skin.'

Note: Team and league logos are 'local' to a game universe. That is, they are not shared among all game universes on your computer.

Logo Naming Convention

Team and league logos must follow a specific file naming convention, as follows:

Logo	Naming Convention	Example
Team	city name_team name	Long Beach_Singing Trouts
League	leaguename	Dominican Winter League

Note: Spaces are allowed in logo file names.

Logo Image Size and Format

Logo files must be in either .JPG or .PNG format. .PNG format has the advantage of allowing transparency, which is not supported in .JPG files in OOTPB. .PNG images must be in RGB color mode. Logo images must be 150 pixels x 150 pixels. The game actually uses the same logo in many different sizes throughout the game. However, they are resized automatically by the game, so there is no need to create logos in multiple sizes.

Note: If you choose to create custom .JPG format logos, you must delete the .PNG format logos that were created by the game, or the game will use those instead.

Creating Logos with Transparency

Many logo customizers quickly run into the issue of transparency. Transparency is a confusing topic for many people that want custom logos in OOTPB. If transparency is not handled correctly, you can end up with logos that don't look like you expect, such as graphics displaying with black backgrounds, instead of assuming whatever background color is on the screen. Below are two samples. The one on the right does not use transparency, and as a result ends up looking peculiar. The one on the left uses transparency.

Logo Transparency

This section is a bit technical. It's intended to give people who are familiar with graphics editing the information they need to create OOPTB logos.

In previous versions of OOTP, an RGB setting of 0,0,0 was treated as transparent. This is not the case in OOTPB 2006. In OOTPB 2006, in order for an RGB 0,0,0 area to be used

as transparent, it needs to be a mask embedded in the image's alpha channel. Because .JPG files do not have alpha channels, this effectively means that you cannot use .JPG format for logos that need transparency. This also means that you can use RGB 0,0,0 in either a transparent or a non-transparent role.

Although the steps for creating a mask in an alpha channel vary depending on your graphics software, here are the general steps required to create a logo that has some transparent areas:

1. Create your 150x150 image.

2. Paint any areas you want to be transparent in RGB 0,0,0. For example, if you want a circular logo, paint the areas outside of the circle using RGB 0,0,0.

3. Create a mask from the image, selecting only RGB 0,0,0 for the mask. That is, the mask contains only the RGB 0,0,0 areas; all other RGB values are in the image layer. The steps required here might vary widely depending on which graphics software you use.

4. (Optional) If you look at the image's properties you should be able to see that the alpha channel now has contents. This is the mask. Most graphics programs will now let you display the image with the mask. If so, you should now see your RGB 0,0,0 areas as transparent.

5. Save the image in PNG format only.

This should create a logo image with some transparency.

Warning! *.JPG files are merged images, so no alpha channels will be saved. Therefore, all RGB 0,0,0 areas in .JPG files will be treated as nontransparent.*

Team Logo Colors

A team's logo colors (background and text) can also be adjusted from the Team & Ballpark Options page within the game. Colors are defined using hexadecimal codes, and not RGB codes that are often used in the graphics industry. Below are some links to sites that list hex color codes, or that can convert

http://www.w3schools.com/html/html_colors.asp

http://www.yvg.com/twrs/RGBConverter.html

http://drpeterjones.com/colorcalc/

http://wellstyled.com/tools/colorscheme2/index-en.html

Note: When entering new color codes for your team within OOTPB, be sure to hit the Enter key after each change, or else the change will not be saved.

Helpful Hex Codes

Below is a list of a few hex codes for some very common colors.

Color	Hex Code
White	FFFFFF
Black	000000
Navy Blue	000080
Medium Blue	0000CD
Light Blue	1E90FF
Green	006400
Yellow	FFFF00
Gold	FFD700
Orange	FFA500
Red	FF0000
Purple	A020F0

Creating Custom Logos

The steps to creating and using a logo are fairly straightforward.

1. Close OOTPB.

2. If you are planning on overwriting existing team logos, first back up or delete those logos from the directory, according to the file location defined in Where are Team and League Logos Stored?.

3. Create a new team or league logo using the logo information in Logo Image Size and Format.

4. Save the file as a .JPG or .PNG file (.PNG only if using transparency.) Use the correct name, according to the naming conventions defined in Logo Naming Convention.

5. Copy the file to the correct directory, according to the file location defined in Where are Team and League Logos Stored?. If necessary, overwrite the existing logo files.

6. Open OOTPB. Your team or league should now be using your custom logo.

Note: If you choose to create custom .JPG format logos, you must delete the .PNG format logos that were created by the game, or the game will use those instead.

Converting Existing Logos

Many players have existing logos in a format other than .JPG or .PNG. For example, previous versions of OOTP used .BMP file, which is not supported in OOTPB. Luckily, converting these files to the OOTPB format is not difficult.

To use existing logos with OOTPB, you must convert the images to either .JPG or .PNG format. Renaming the file does not convert an image; you must convert the image using a graphics program. There are many graphics programs capable of converting image formats. Irfanview is a free graphic program that allows you to convert many images at once, which makes it great for this sort of job.

Here is an example of the steps required to convert existing logos.

1. Create a folder to hold your original logos. We'll call it **C:\Original Logos**.

2. Create a folder to hold your converted logos. We'll call it **C:\Converted Logos**.

3. Copy your .BMP format images to C:\Original Logos.

4. Start up your image converting program (Irfanview, for example).

5. Select all the images in C:\Original Logos.

6. In your image converting program, select the option to convert the files to .PNG format.

7. Set the option to save the converted files to C:\Converted Logos.

8. Run the conversion process.

9. Open C:\Converted Logos and rename the images to the naming convention described in Logo Naming Convention.

10. Copy the renamed .PNG images in C:\Converted Logos and paste them into the images directory specified in Where are Team and League Logos Stored?, replacing the default logos.

12. Run OOTPB. Your teams should now be using their new logos.

Using the Same Logos in Multiple Game Universes

In general, team and league logos are specific to a single game universe. You can easily share logos among game universes by copying the logos from one directory to another. However, OOTPB also has some functionality that can be helpful if you plan on using the same logos across many game universes.

OOTPB has a master logo directory located here:

C:\Program Files\Sports Interactive\OOTP Baseball 9\data\logos

Any logos in this directory will automatically be copied to any newly created game universe. So, for example, let's say you have created a game universe with custom logos, and you want to use those same logos for several additional game universes. Copy all your custom logos into the directory listed above. Then, when you create a new game universe, all the logos will be copied automatically.

For More Information

If you have questions, or if you have other information to share, you can go to the Logo, Graphics and HTML area of the OOTP community forums.

Player and Coach Photos

OOTPB allows you to add player or coach (including all personnel) photos to the game. These photos are used in numerous places in the game: the Player Profile (for players not on a team), news articles about the player, HTML reports about the player, and on the BNN Broadcast screen.

Where are Photos Stored?

If you have installed OOPTB in the default directory, all player and coach photos are stored in the following directory:
C:\Program Files\Sports Interactive\OOTP Baseball 9\data\saved_games\Test1.lg\news\html\images

In this case, 'Test1.lg' is the name of your game universe.

Photo Naming Convention

Photo files must follow one of two file naming conventions, as follows:

Type	Naming Convention	Examples
Name	Firstname_lastname	Dwight_Evans David_O'Malley Jorge_De la Rosa
ID	Player_#	Player_2344

Either format is acceptable, and you can mix formats. That is, you can have some photos in the name format, and some photos in the ID format.

Each format has advantages and disadvantages. Many players might find that they need to use a combination of the two to get accurate pictures for each player and coach in their game. See below for more information.

Note: The name format will always take precedence over the player ID format if both exist in the directory.

Using the Name Format

Here are a few things you should consider when using the name format for player or coach photos:

<u>**Advantages**</u>

- Name files are much easier to create and name, and file names are intuitive.
- Names containing apostrophes ('Joe O'Malley') or spaces ('Jorge De la Rosa') <u>can</u> use the firstname_lastname format. So, Joe_O'Malley.jpg and Jorge_de la rosa.jpg are both valid photo names.

<u>**Disadvantages**</u>

- Names containing accents ('Jos? Cruz') cannot use the firstname_lastname format. For players or coaches with accents in their names, you must use the ID format.
- If two people have the same name, each person will have the same photo.

Using the ID Format

Here are a few things you should consider when using the ID format for player or coach photos:

<u>**Advantages**</u>

- You don't have to worry about accents in player names. IDs handle any kind of name equally well.
- Even if players have identical names, they can have distinct photos when using the ID format.

<u>**Disadvantages**</u>

- Players and coaches both currently use the 'player_#' format. However, coaches and players have distinct numbering systems, so that you can have a 'coach #1' as well as a 'player #1.' This means that if you create a photo named 'player_1.jpg' it will be used for both *player* number 1 and for *coach* number 1. (*Note: This is anticipated to change in patch #2, planned for release in July. At that time, you should be able to use coach_# instead of player_#, thus eliminating this issue.*)
- Player IDs are not terribly intuitive.

To find a player or coach ID, you need to export database files from your game. Some information on this can be found elsewhere in the Game Guide, but the simplest way to look up a player or coach ID number is as follows:

1. Open your game in OOTPB.

2. Select **Database Info** from the **Game Menu**.

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3. Select **Export data to CSV files** from the **Tools** action menu in the top right.

4. Quit OOTPB.

5. Navigate to C:\Program Files\Sports Interactive\OOTP Baseball 9\data\saved_games\Test1.lg\import_export (using your game's specific directory).

6. Open players.csv (or coaches.csv) in Microsoft Excel, Notepad, or any other program.

7. Search for the player in this file, using their name. The first number in the row for that player is the player's ID.

Once you have found the player or coach ID, you can then use this ID in a photo name. For example, if you find that your player's ID is 2243, you could create a custom photo called **player_2243.jpg**.

Photo Image Size and Format

Photo files must be in .JPG or .PNG format. Photo images must be no larger than 90 pixels wide by 135 pixels high. There is no limit on the size of the file in bytes, although about 5 KB is recommended.

Where are Photos Used?
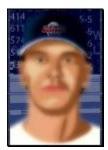
Player and coach photos are used in multiple places within the game.

- The Player or Coach Profile page
- The Player or Coach in-game report
- Other in-game reports, such as the team home page
- The BNN Broadcast screen in-game

Replacing the Default Player Photo

If you are not currently using custom photos, you're probably well acquainted with the default player photo in OOTPB.

OOTPB Default Player Photo

The default player photo appears for any player who is not currently on a team and who dos not have his own photo. If a player is currently on a team but does not have his own photo, the player's team logo is used instead of the default player photo.

You can change the default player photo. The easiest way to do this is as follows:

1. Close OOPTB, if it is open.

2. Find the image you want to use. As with player photos, this image should be 90 pixels wide by 135 pixels high, but this image should be in .jpg format, not .png.

3. Name your new file 'default_player_photo.jpg.'

4. Find the file with the same name in the images directory in the skin of your choice. For example, if you use the brown-green skin, you would go to C:\Program Files\Sports Interactive\OOTP Baseball 9\data\skins\brown green\images.

5. Replace the default_player_photo.jpg file in that directory with your new file.

6. This next piece is critical to having the change work. Navigate to the C:\Program Files\Sports Interactive\OOTP Baseball 9\data\skins\brown green\ directory, or the identical folder for whichever skin you are using. Rename the **skin.bin** file to **skin.old**.

7. Open OOTPB. The game will take some time to load, because it is now rebuilding the skin. This might take 5-10 minutes, depending on your computer.

8. Once the game opens, your new default player photo should be in effect. If you changed the file in multiple skins, repeat Step 4-6 for each skin that you want to change.

This change will give you a new default player photo any time you use this skin. The change is specific to the skin, so no matter which saved game you load, as long as you use the same skin, the game should use your new default player photo.

Converting Existing Photos

Previous versions of OOTP used .BMP format for player photos. In order to use these photos in OOTPB, you must convert the images to .JPG format. Renaming the file does not convert an image; you must convert the image using a graphics program. There are many graphics programs capable of converting image formats. Irfanview is a free graphic program that allows you to convert many images at once, which makes it great for this sort of job.

Here is an example of the steps required to convert existing photos.

1.???????? Create a folder to hold your original photos. We'll call it **C:\Original Photos**.

2.???????? Create a folder to hold your converted photos. We'll call it **C:\Converted Photos**.

3.???????? Copy your .BMP format images to C:\Original Photos.

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4.???????? Start up your image converting program (Irfanview, for example).

5.???????? Select all the images in C:\Original Photos.

6.???????? In your image converting program, select the option to convert the files to .JPG format.

7.???????? Set the option to save the converted files to C:\Converted Photos.

8.???????? Run the conversion process.

9.???????? Open C:\Converted Photos and rename the images to the naming convention described in Photo Naming Convention.

10.?????? Copy the renamed .JPG images in C:\Converted Photos and paste them into the images directory specified in Where are Photos Stored?.

12.?????? Run OOTPB. Your players should now be using their new photos.

For More Information

If you have questions, or if you have other information to share, you can go to the Logo, Graphics and HTML area of the OOTP community forums.

In-Game Text

One of the neatest features of OOTPB is customizable text. Much of the text used in the game can be customized by editing a single XML file. The in-game text is sometimes referred to as 'the xml,' 'the text engine,' 'the in-game text,' or 'the text database.' This section will cover customization of text in detail.

What Can and Cannot be Customized?

Although there is great flexibility in the OOTPB text engine, not everything can be customized. Below is a list of the text that can be customized in the game.

- Private contract negotiation messages (player refuses deal, accepts deal, etc.)
- Game news articles (shutouts, hitting for the cycle, perfect game, etc.)
- League event messages (start of the season, start of the playoffs, Rule 5 Draft, etc.)
- League news articles (award announcements, manager firings/hirings, public contract news articles, etc.)
- Manager news articles (talent drop/increase messages, scouting reports, etc.)
- Play-by-play commentary

It's important to understand that you can customize *text*, but not the *logic* that decides how and when the text is used. For example:

You can change the text of a message that appears when a player wins the MVP award, but you cannot change the logic that causes the game to generate that message.
 You can change the text that is used during a double-play ground ball, but you cannot change the logic that determines when a double-play ground ball occurs.
 You can change the text in a scouting report, but you cannot change the information that the game provides, such as providing a list of twenty players instead of ten.

Exceptions

As with most things, there are exceptions in OOTPB; certain pieces of text cannot be customized in the current version. Here are some of those exceptions:

- Some messages and news articles, such as arbitration result notifications and trade offers and responses to them.
- Some play-by-play text, such as game introductions, certain plays in the field, and statistical notes such as 'That's his 10th homer of the season.'

Where Is In-Game Text Stored?

All in-game text is located in a single XML file, **english.xml**. If you have installed OOPTB in the default directory, this file is stored in the following directory:

C:\Program Files\Sports Interactive\OOTP Baseball 9\data\text\english.xml

What Is an XML File?

Without getting too technical, an XML file is a specially formatted text file somewhat similar to HTML. However, XML is fundamentally designed to carry data, while HTML is designed to display data. That's an awfully broad description. If you're at least familiar with HTML, you can find more information on XML here: http://www.w3schools.com/xml/default.asp. There are many other resources on the Internet to learn more about XML.

For the purpose of editing OOTPB text, however, perhaps more important than a deep understanding of XML is understanding how to tweak the OOTPB XML file.

XML files consist of 'elements' that are defined by text enclosed in the characters < and >. Each element represents a different piece of data. All elements in an XML file must have a 'closing tag,' which is enclosed in the characters </ and >. So, you might see text like this in the game:

<TEXT_CATEGORY id='13'>

?????? <TEXT_OBJECT id='28' text='[%personname L] advances to second base'/>

</TEXT_CATEGORY>

The first line here means that you have an element called TEXT_CATEGORY, and this particular element has an id of 13. The last line is the closing tag for the

TEXT_CATEGORY element. In between is a completely separate child element called TEXT_OBJECT, which is a subset of TEXT_CATEGORY.

We'll go into more detail on the specific elements used in the OOTPB XML file later on.

Warning! In XML, elements are case-sensitive. That is, you cannot write <TEXT_CATEGORY> in one tag, and then write </Text_Category> for the closing tag!

At the heart of it, XML files are text files that can be edited with any program that can edit text files. Luckily, every operating system has at least one text editing program by default; Windows has Notepad and WordPad, Macs have Write, and so forth.

Understanding the Text Database

There are four important concepts to understand when editing the text database: categories, objects, tokens, and conditions. In addition, there are a number of other small rules and tricks that are important in editing the text database. This section will describe these concepts in detail.

Categories

Text in the game is divided into 'categories,' each of which is called by the game's code whenever certain situations occur. Simply put, each category represents an 'event' in your baseball universe. OOTPB has over 350 categories. Here are some examples of text categories:

Category	Used...
GAME_NEWS_SHUTOUT	When a player pitches a shutout.
PLAYER_CONTRACT_REACTION_TOO_FAR_FROM_FAMILY	When a player turns down a contract offer because he feels the team is too far from his home.
BATTER_OF_YEAR_SUBJECT	As the subject header when a player wins the batter of the year award.
ADVANCE_BASE_2	In play-by-play, when a player advances safely to second base

In the XML file, categories are represented by the TEXT_CATEGORY element. Each element has a unique numeric identifier, like this:

<TEXT_CATEGORY id='13'>

</TEXT_CATEGORY>

Categories themselves don't actually contain any text. They're simply, um, categories, that are then filled with text 'objects,' described in the next section.

A complete list of the categories, IDs, and their usage in Microsoft Excel format can be downloaded here. In this document, the categories have been further divided into logical groups: Game News, Manager News, Game Play-by-Play, League News, League Events, Player Season Descriptions, and Contract Negotiations. However, these groups are not actually used in the XML file, nor anywhere else in the game.

Remember that each TEXT_CATEGORY element must have the closing tag </TEXT_CATEGORY>.

Note: Since categories are used only when called by the game's code, please note that there is no way for players to add new categories to the game.

Objects

As we mentioned, categories don't actually contain text. However, each category contains one or more 'objects.' Each object represents one possible text phrase to be used when that category is needed. So, objects all belong to a single category.

For example, for the ADVANCE_BASE_2 category, some of the objects might be phrases like these:

'Wouk advances to second'

'Wouk reaches second safely'

'Wouk goes to second'

In the XML file, objects are identified by the TEXT_OBJECT element. TEXT_OBJECTS are nested inside a TEXT_CATEGORY element, and each TEXT_OBJECT must have a unique numeric identity, like this:

<TEXT_CATEGORY id='13'>

?? <TEXT_OBJECT id='28' text='[%personname L] advances to second base'/>

</TEXT_CATEGORY>

Looking at the example above, we can see that TEXT_OBJECT 28 is part of TEXT_CATEGORY 13.

Remember that each TEXT_OBJECT element must end with a closing tag. In this case, instead of having a wholly separate tag, the tag is closed by ending the element with the characters />.

The more objects that exist for a given category, the less likely you are to see the same phrase repeated over and over again. By default, every text object that you create can potentially be used by the game. For that reason, it is important to make objects very generic, unless you are using conditions, described below. For example, let's say you create the following text object (tokens removed for simplicity):

After hitting .300 this month, Davis wins the Batter of the Month award. He really has a great career ahead of him!

If this object gets used with a young player, it will sound fine. But if the object is used when a 40-year-old wins the award, it will sound awkward, because he doesn't have a great career ahead of him. So, it's important to keep things generic if you aren't using conditions.

Unlike categories, objects can be customized to your heart's content. There is no limit to the number of objects allowed per category, or the total number of objects overall. The only requirement is that each must have a unique numeric ID. That is, you cannot have two TEXT_OBJECTS in the XML file with the same ID, even if they are in different categories.

Tokens

If you examine the XML file, you will see many phrases with text enclosed in brackets beginning with a % sign, like this:

[%personname L]

These pieces of text are known as 'tokens,' and they represent variables. For those of you unfamiliar with programming, tokens are used to represent pieces of information that will be pulled from the OOTPB game. There are over 300 tokens in OOTPB.

For example, let's say we're writing a few text objects to be used when a player makes a catch in the outfield. We don't know which player will be making the catch. So, how can we ensure that the game will show the correct player's name? We use a token. By putting the [%game fielder of] token into a text object, OOTPB will know to substitute the name of the player actually making the catch in the game.

Tokens are essential to editing text objects. Nearly every text object in the game uses at least one token. Tokens can be mixed and matched to make creative text objects. For example, you might see an object that looks like this:

The [%subleaguename] honored [%personlink] with the [%batteraward] earlier today. [%leagueyear] was a career year for the [%teamlink] [%playerposition], who posted a batting average of [%batting avg], with [%batting rbi word] and [%batting hr] dingers for good measure.

Wow! That's confusing! But when all those tokens are converted into real values by the game, you can end up with a message like this:

The National League honored Markus Heinsohn with the Super Slugger Award earlier today. 2006 was a career year for the Berlin first baseman, who posted a batting average of .355, with 145 RBI and 45 dingers for good measure.

A complete list of the available tokens and their usage in Microsoft Excel format can be downloaded here. There are also a few important things to remember regarding tokens.

- As with text categories, new tokens cannot be added by players, although more tokens will certainly be added in subsequent versions of the game, to allow even greater flexibility.
- Only certain tokens can be used in each category. See the Excel document for details on which tokens are available to each category.
- Tokens must be placed in brackets [ ], not parentheses or braces. They also must start with a % sign. If a token is not spelled correctly (including the presence or absence of spaces), it will not work.
- Statistical tokens are dynamic, depending on the nature of the category. For example, if you use the [%batting hr] token in a Player of the Week award message, the token will display the number of home runs the player hit that week. If you use the same token in a Player of the Month award message, it will display the number of home runs the player hit that month.

Hyperlink Tokens

Some tokens for player and team names include the word 'link.' These tokens have special behavior in OOTPB. When a link token is used, that team or player name will be hyperlinked in the game. For example, if you use [%personlink], the result might be the name of a player, Steve Wilson. However, it will also be a hyperlink to Steve Wilson's player page within the game. We encourage you to use link tokens in all news messages.

However, there are two special rules governing link tokens.

- Link tokens cannot be used in categories with the word SUBJECT in the title.
- Link tokens cannot be used in play-by-play.

Conditions

By default, every text object that you create can potentially be used by the game, so most objects should be fairly generic in nature. You don't want your article mentioning a 'young star' when it could be talking about an over-the-hill veteran. That problem alone would have made OOTPB's in-game text severely limiting. Luckily, however, OOTPB also includes 'conditions.'

Conditions are applied to text objects, and they influence when an object can be used. For instance, you can have an object that refers to a 'long-time veteran,' which gets used only if the player in question has been playing professional ball for more than 10 years. Some examples of conditions are as follows:

Condition	Used...
PERSON_AGE_MIN	When an object should be used only for players over a certain age.
PLAYER_MLB_YEARS_MAX	When an object should be used only for players with less than X years of major league experience.
PLAYER_IS_UPCOMING_FREE_AGENT	When you want the object to consider whether the player in question will be a free agent.
GAME_BASES_LOADED	In play-by-play, when an object should be used only if the bases are loaded.

In the XML file, conditions are represented by the TEXT_CONDITION element. TEXT_CONDITION elements are nested inside a TEXT_OBJECT element, like this:

<TEXT_OBJECT id='2237' text='The [%personage]-year-old veteran [%playerposition] has a lifetime average of [%batting avg].'>

?? <TEXT_CONDITION id='7' value='34'/>

</TEXT_OBJECT>

Conditions also contain an ID number and a value. In the above example, TEXT_CONDITION 7 is the 'PERSON_AGE_MIN condition. Since the value is 34, this text object will be used only if the player is at least 34 years old. True/false conditions such as PLAYER_IS_UPCOMING_FREE_AGENT usually have a value of 1 if true, and 0 if false.

A complete list of the available conditions, IDs, values, and their usage in Microsoft Excel format can be downloaded here. There are also a few important things to remember regarding conditions. As with text categories, new conditions cannot be added by players, although more conditions will probably be added in subsequent versions of the game, to allow even greater flexibility.

A text object can have multiple conditions assigned. For example, you could combine the following conditions in one object:

CATEGORY = PLAYER_CONTRACT_EXTENSION_RUMOR

PERSON_AGE_MIN = 34

PLAYER_IS_UPCOMING_FREE_AGENT = 1

CONTRACT_OFFER_IS_EXTENSION = 1

OBJECT:

Cagey veteran Will Smith today downplayed rumors that he was negotiating an extension with the Phillies. He repeatedly dodged the issue, turning aside all questions with a laugh.

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The 34-year-old shortstop is in the last year of his contract, and is hitting .340 on the season, with 25 bombs. The Phillies need to wrap this guy up, or perhaps start looking for a younger solution!

Here is another example of a text object with conditions:

CATEGORY = PLAYER_CONTRACT_REACTION_NEGATIVE

PLAYER_GREED_MIN = 4

CONTRACT_OFFER_IS_EXTENSION = 0 (free agent contract offer)

OBJECT:

Are you kidding me with that offer? Money talks, and I'm hearin' nothin' over here. Pony up some more cash, and some more respect, or go look for another shortstop!

As you can see, conditions make the text engine much more flexible. Of course, the more specific your conditions are, the less likely they are to get used.

(nl): Creating New Lines

If you examine the XML file, you might see the (nl) combination of characters frequently, such as in this object:

<TEXT_OBJECT id='11679' text='[%game batter] rounds third...(nl)returns to the bag...'/>

Many text objects in OOTPB will be one paragraph only. However, you can create multiple paragraphs within a single object by entering the text (nl), including the parentheses. (nl) stands for 'new line,' and unsurprisingly, the result in OOTPB is that any time you use the (nl) command, a new line is created in the text. It often looks best to use two (nl)s in succession, so that a blank line appears between the two paragraphs. For example:

[%personlink] won the award today!(nl)(nl)'I'm so happy!' he said.

This text object results in the following text on-screen:

Steve Battisti won the award today!

'I'm so happy!' he said.

A few more notes about (nl):

- (nl) cannot be used in SUBJECT categories.
- (nl) is case-sensitive. You cannot write (Nl) or (NL), or the text will appear in the game the way you typed it.

Other XML File Notes

In addition to the five topics covered above, there are a few more notes about the behavior of the XML file:

- Be careful when writing text objects in Microsoft Word. Word has a tendency to replace apostrophes and quotation marks with its special 'curly quotes.' Curly quotes are not supported by OOTPB, and their presence will result in garbled characters in your news messages. Similarly, Word also likes to turn ellipses (...) into a special ellipsis character, instead of three separate periods. This ellipsis character is also not supported. These can both be toggled on and off in Word's Auto Correct options.
- There are a handful of other functions within the XML file that affect the usage chance for certain options and the mutual exclusivity of objects. These, however, all pertain to game play-by-play commentary and are covered in that section.

How the Game Processes Text Objects

So, after all that, how does OOTPB actually decide which text object to use? We'll talk about game play-by-play more later on, but for now, here's the general process the game follows:

1. When you start OOTPB, all text objects are randomized within their categories. (So, if there are 40 messages in the 'Player of the Week' category, they are all shuffled.)

2. In the game, an event occurs that generates a message. For example, it just turned Monday, and the Player of the Week award is announced.

3. OOTPB looks for the appropriate text category in the XML file. In this case, it first needs a subject for the message, so it chooses PLAYER_OF_THE_WEEK_HITTER_SUBJECT.

4. OOTPB then looks at the shuffled list of objects in this category and chooses the first option.

5. After an object is selected, it checks for any conditions attached to the object. If there is a condition, and the condition is not met, OOTPB discards the object and selects the next object. If the condition is met, or if there is no condition, then the game uses this object. The subject of the message has now been decided.

6. Next, OOTPB needs a body for the message, so it looks in the PLAYER_OF_THE_WEEK_HITTER category and repeats Steps 4 and 5 above, selecting a message body. Now our news article has both a subject and a body.

7. OOTPB also might check the BATTER_SEASON_DESCRIPTION category to get a summary of the player's performance so far this year, and append it to the message body.

8. The game then displays the news article in the game.

9. The next time an article is required, this entire process is repeated. If it's another PLAYER_OF_THE_WEEK_HITTER category, then the game will pick up where it left off in the shuffled list of objects. Once OOTPB has gone through all the options in a category, it will start again from the top in the same order, as long as OOTPB is not closed. Any time you close and reopen OOTPB, the objects are randomized again.

Let's walk through an example, with tokens removed to make it easier to follow. Let's say that 28-year-old hitter Will Smith wins the Player of the Week award, and OOTPB is trying to generate that news article.

First it chooses the first PLAYER_OF_THE_WEEK_HITTER_SUBJECT object in the randomized list:

'Smith Wins Player of the Week in NL'

There is no condition assigned to this object, so that option 'passes' and gets selected as the subject header. Next, the game chooses the first PLAYER_OF_THE_WEEK_HITTER object:

CONDITION: PLAYER_AGE_MIN = 33

'Veteran Will Smith slammed 12 RBI this past week, winning the Player of the Week Award.'

Okay, there's a condition assigned to this object. This object should be used only if the player in question is at least 33 years old. Well, Will Smith is 28, so the condition fails. OOTPB discards this option and picks the next object in the randomized list:

'Will Smith pounded 12 RBI this past week to win the Player of the Week Award. What a great job!'

There is no condition here, so this object is accepted. The game then moves on to pick a BATTER_SEASON_DESCRIPTION. It chooses this:

CONDITION: PLAYER_AGE_MAX = 32

'Smith is having a great season so far, hitting .360 with 20 HR and 65 RBI. He still has a lot of years left!'

This object also has a condition, but this time the condition says that the player must be under 32 years old, which Smith is, so the object is accepted. The game has now selected the three pieces it needs, and it displays the news article as follows:

Subject: Smith Wins Player of the Week in NL

Will Smith pounded 12 RBI this past week to win the Player of the Week Award. What a great job!

Smith is having a great season so far, hitting .360 with 20 HR and 65 RBI. He still has a lot of years left!

Play-by-Play Commentary

Both news articles and play-by-play commentary are stored in the same english.xml file. However, editing play-by-play involves some different information that is not required for news articles.

- Lines that are not ended with punctuation will have '...' appended to them automatically.
- 99% of the time, only the [%game ...] tokens are available. Exceptions will be noted.
- If you want the text of a category to be displayed in two lines that pop up with a delay between them, use '(nl)' between the two lines. Example: 'There's a hard flyball...(nl)it's heading toward [%game flyball location]' (that would be the category FLYBALL_HARD_LOCATION)

- Never use links

Usage Chance

Usage Chance

Usage Chance for Game

For example, in text category 'X' there are 20 text objects. When you start OOTP, the text engine will be initialized. The initialization function checks the value of usage_chance_per_game for each text object. If it is greater than zero, OOTP will set the 'may_be_used'-flag of the text object after calling the random() function. If the 'usage_chance_per_game' value of a text object is 30, then it's 'may_be_used'-flag will be set to TRUE with a 30% chance. As long as the user has OOTP running on his computer without closing it, the 'may_be_used'-flags will not be changed.

The 'usage_chance' value works differently. If the game needs to determine a text object of a category, it will use the next available text object. If there are 20 text objects in a group, it will just use the first one, next time it will use the second one, and so on. If they have all been used, it will start with the first one again. But the order of the text objects is a random order each time you start the game. So it looks like random usage. Each time when the game wants to pick a text object, the conditions and so on are checked. And 'usage_chance' is just like a new condition. If it's for example '30' then the text object will be used with a 30% chance. In the next loop, it will again be used with a 30% chance, and so on. If usage_chance is 0 or less than 0, then it will not be used.

Use Only Once per X

Use only once per inning

Use only once per game

Mutual Exclusivity

Mutually exclusive in inning

Mutually exclusive in game

Editing OOTPB's XML File

The steps in editing the XML file are these:

1. Shut down OOTPB.

2. Make a backup copy of your english.xml file.

3. Open english.xml in your favorite text editor.

4. Add, edit, or delete as many text objects as you want, using the information on categories, objects, tokens, and conditions from above.

5. Save the english.xml file.

6. Start up OOTPB. Your new text will be used as your game proceeds.

Additionally, OOPTB community member **halos17** has created a neat tool for Windows users, that has a slick graphical interface for editing OOTPB's text. You can download the program here. We highly recommend this program for Windows users. It has a slick interface that makes editing the XML file much easier than editing manually.

XML Debug Options

OOTPB also has a handful of game engine options that are very helpful to players who want to edit in-game text. While there would not usually be a need to change these during normal game play, they are invaluable for testing text.

There is a configuration file called **app** that holds the debug settings. If you installed OOTPB in the default location, this will be in c:\program files\sports interactive\OOTP Baseball 2006\data\config. You can open this file with Notepad or any text editor.

Warning! You should always close OOTPB before editing this file.

In the file, there are two options related to text editing:

add_debug_info_to_in_game_commentary

If you change the value for this entry from 0 to 1, when you play the game, the Category ID and the Text Object ID will be displayed for each text object that appears in the game, like this:

[330-6442] missed that offering by Dave McNiven, a fastball low...

In this case, 330 is the category ID, and 6442 is the text object ID. You can then find these within the english.xml file by searching for 'id='6442' ', for example.

This is incredibly helpful if you see an option that you don't like, because you can easily find it and eliminate it from the XML file.

This setting affects both game play-by-play and news articles.

dump_in_game_commentary_to_file

If you change the value for this entry from 0 to 1, the game will automatically dump the full play-by-play for all games simmed into a file in_game.log in the c:\program files\sports interactive\OOTP Baseball 2006\data\saved_games\X.lg folder (for example \data\saved_games\NewGame 321.lg\in_game.log').

It's important to note that the game will spit out PbP for every game on the docket, not just the one you are simming, so don't auto-play a long period of time with this turned on. This option also causes play-by-play not to display on the screen, and it slows down auto-play tremendously. So, it's really exclusively for debugging.

Using Different XML Files for Different Games

The english.xml file is shared across all games on your computer. That is, you cannot have one set of text for your historical league, and another set of text for your fictional league. However, because the english.xml file is loaded each time you start the game, you can always swap different copies of the files in and out. For example, if you have one version that has old-school play-by-play, you could swap that in when simming your 1950s league, and then replace it with a more modern-sounding file when playing a new fictional league.

For More Information

If you have questions, or if you have other information to share, you can go to the Logo, Graphics and HTML area of the OOTP community forums.

Rosters/Importing Players
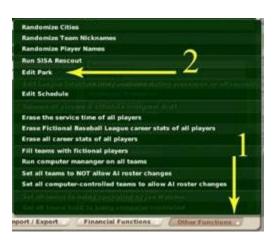
We apologize, there appears to be no help content for this page. Please contact technical support and refer to page alias

Ballparks/Stadiums

One of the long-time features of the OOTP series is the ability to add your own ballparks to your leagues. This section details the ballpark editor and its features.

The ballpark editor is accessed through the game setup screen (select Game Setup on the Game menu). Once at the game setup screen, select the League Setup tab and look to the

bottom-right corner of the screen to the button marked Other Functions. On the pop-up menu, you will find the Edit Park option.

A Tour of the Ballpark (Editor)

There are two tabs that make up the ballpark editor: Park Profile, and Pictures & Coordinates. The options on the Park Profile tab control the in-game performance of the ballpark, while the options on the Pictures & Coordinates tab provide the control over the cosmetic aspects of the ballpark.

At the top of the Park Profile tab is the ballpark selection drop-down list. From this list, you can select any ballpark that has already been defined in the current baseball universe. One a ballpark has been selected, the information pertaining to that particular park fills in the remainder of the form.
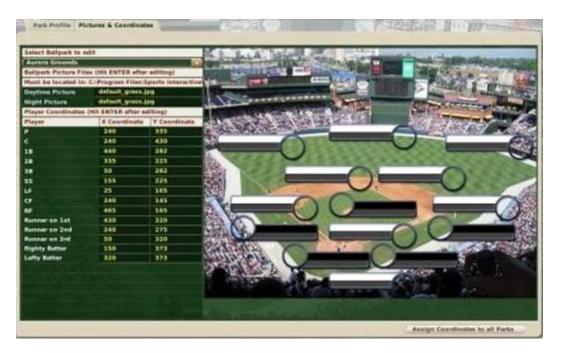
Under the Basic Information heading, you find the name of the ballpark along with other general information. This information can be changed at any time. Changes to the ballpark name and type are purely cosmetic.

The Ballpark Factors (located under the Basic Information section) control how the ballpark affects statistics. The batting average and homerun factors are split for left and

right hand batters (LHB/RHB). The doubles and triples factors are not split and apply equally to left and right handed batters. If the values are set to 1.000, then the park plays according to the league average for that statistic. Values above 1.000 mean that more of that particular outcome will occur in games played that park than on the average. Similarly, values below 1.000 tend to suppress the corresponding result. For example, a pitcher's park will tend to have batting average (AVG LHB & AVG RHB) and home run (Home Runs LHB & Home Runs RHB) factors below 1.000.

Use caution when altering these numbers, because the boxes will accept any numeric value, positive or negative. Numbers outside the range of 0.500 to 1.500 will result in extreme statistical deviations for that park. In addition, the average value for each factor should be 1.000 when all ballparks in the league are taken into consideration. If the average value is too far from 1.000, then the league averages will not be the league averages. So, again, use caution.
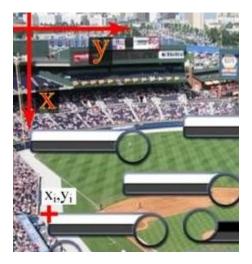
At the bottom of the park profile tab is the fence distance and height table. Here, you can set the fence distances and heights for 7 different positions between the foul lines. The fence distances are purely cosmetic and used for the play-by-play text generation. So, use caution here, or you might end up with 1,000-foot homeruns or 100-foot homeruns. The homerun factors determine the likelihood of hitting homeruns in the ballpark, not the fence distances. On the other hand, the fence heights do have some role in the outcomes calculated by the game. If the fence distance is short enough (under 11 feet), then an outfielder has a chance to save a homerun that is just over the wall.

At the top of the Pictures & Coordinates tab, we see the ballpark selection drop box again. Underneath the ballpark selection tab are places to specify the filename of the daytime and nighttime pictures for the ballpark. Daytime pictures are used for games that start prior to 7:00 PM on the schedule. That's right! You can have different pictures based on the time of day. Pictures should be 640x480 pixels and saved in .jpg (like the default picture) or .png formats. Any ballpark pictures that you add to the game should be stored in the ..\data\ballparks directory (e.g., the default location is C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\ballparks). If you want to see the daytime or

nighttime picture displayed on the screen, then click in the text box and press ENTER. The appropriate ballpark picture should be displayed.

Below the ballpark picture filenames are the player coordinate settings. These are used to adjust the location of the fielder and offensive player displays on the ballpark picture. The coordinate system has the x-y origin in the upper left corner, as shown in the figure below. The coordinates for each of the players are established on the upper left corner of the label.

The default picture views the diamond from above and behind home plate. This is the 'traditional' OOTP layout. Other, more creative, layouts can be used with adjusted coordinates.

In the lower-right is a button labeled 'Assign Coordinates to all Parks.' Use this button if the coordinates you have set for the current ballpark (identified in the select ballpark dropdown list) are appropriate for all the ballparks in your baseball universe. Don't worry about pressing this button by accident. The game will present a confirmation message that gives you the opportunity to cancel the assignment of the current coordinates to all parks.

Ballpark Reconstruction

There is only one ballpark for each team in the game universe. New ballparks cannot be added to the baseball universe without adding a team to that saved game. So, in order to add a 'new' ballpark to the game, you must edit the team's old ballpark to conform to the new specifications. There is no known way around this limitation at this time.

Once the ballpark is edited, you might want to assign a new name to the park. In addition to the park editor, ballpark names can be assigned through the team's Options and Ballpark page (accessible through a tab on the team's home page).

Multiple teams can be assigned to the same ballpark using Commissioner Mode. While acting as the commissioner, the assigned ballpark for a team can be changed using the team's Options and Ballpark page.

For More Information

If you have questions, or if you have other information to share, you can go to the Logo, Graphics and HTML area of the OOTP community forums.

About JPGs and PNGs

From Webopaedia
(http://www.webopedia.com/DidYouKnow/Internet/2002/JPG_GIF_PNG.asp)

JPEG/JPG

Short for Joint Photographic Experts Group, the original name of the committee that wrote the standard. JPG is one of the image file formats supported on the Web. JPG is a lossy compression technique that is designed to compress color and grayscale continuous-tone images. The information that is discarded in the compression is information that the human eye cannot detect. JPG images support 16 million colors and are best suited for photographs and complex graphics. The user typically has to compromise on either the quality of the image or the size of the file. JPG does not work well on line drawings, lettering or simple graphics because there is not a lot of the image that can be thrown out in the lossy process, so the image loses clarity and sharpness.

PNG

Short for Portable Network Graphics, the third graphics standard supported by the Web (though not supported by all browsers). PNG was developed as a patent-free answer to the GIF format but is also an improvement on the GIF technique. An image in a lossless PNG file can be 5%-25% more compressed than a GIF file of the same image. PNG builds on the idea of transparency in GIF images and allows the control of the degree of transparency, known as opacity. Saving, restoring and resaving a PNG image will not degrade its quality. PNG does not support animation like GIF does.

Changing Fonts

To change the scoreboard font:

The fonts directories are in the individual skin directories, so they change with the skin chosen.

Atomicclockradio is the font used on the scoreboard.

Changing a font is a matter of backing up the original, making a copy of the font you prefer, and renaming the copy to match the original font.

Go to the font folder in the individual skin directory, data/skins/ootp blue/fonts for example. In the fonts directory, rename atomicclockradio to atomicclockradio original as a backup. Then make a copy of the vera file and rename it to atomicclockradio. Looks like this...

Nation Flags

Nation flags are used in the game whenever a player's nationality is listed. They're not terribly important, but it adds a nice flavor if your fictional nations have their own flag. Nation flag graphics must be in .PNG format, 20 pixels wide by 12 pixels high. Nation flags must be named according to the nations.txt country abbreviation described in Understanding the Nations.txt File. For example, 'usa.png.'

The directory for nation flags is as follows:

C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\database\nation_flags

Nation flags are 'global' in OOTPB. That is, you cannot have different nation flags for the same nation in different game universes. As soon as you modify a nation flag, that flag will appear in all your game universes the next time they are loaded.

Game Screen Graphics

The TIE Default Photos:

These are also contained in the directory Sports Interactive\OOTP Baseball 2006\data\saved_games\Test1.lg\news\html\images

There are two files: tie_hitter.jpg/png and tie_pitcher.jpg/png

These can also be replaced by a photo or image of your choice with the same photo restrictions, i.e. .jpg, .png, and 90x135 in size.

And notice again the league-specific directory. This enables you to vary the images from league to league. But, if you want the same images in every one of your saved game leagues, you will need to make these changes in their individual directories.

Game Configuration Files

On Windows the config files will now always be saved in the /Application Data path:

\Documents and Settings\Application data\Sports Interactive\OOTP Baseball 9\data\config

On Macs, the config files will now always be saved in the /Application Data path too, which is something like \Library\References:

/Library/References/Sports Interactive/OOTP Baseball 9/data/config

App

OOTPB also has a handful of game engine options that are very helpful to players who want to edit in-game text. While there would not usually be a need to change these during normal game play, they are invaluable for testing text.

There is a configuration file called **app** that holds the debug settings. If you installed OOTPB in the default location, this will be in c:\program files\sports interactive\OOTP Baseball 2006\data\config. You can open this file with Notepad or any text editor.

Warning! *You should always close OOTPB before editing this file.*

In the file, there are two options related to text editing:

add_debug_info_to_in_game_commentary

If you change the value for this entry from 0 to 1, when you play the game, the Category ID and the Text Object ID will be displayed for each text object that appears in the game, like this:

[330-6442] missed that offering by Dave McNiven, a fastball low...

In this case, 330 is the category ID, and 6442 is the text object ID. You can then find these within the english.xml file by searching for 'id='6442' ', for example.

This is incredibly helpful if you see an option that you don't like, because you can easily find it and eliminate it from the XML file.

This setting affects both game play-by-play and news articles.

dump_in_game_commentary_to_file

If you change the value for this entry from 0 to 1, the game will automatically dump the full play-by-play for all games simmed into a file in_game.log in the c:\program files\sports interactive\OOTP Baseball 2006\data\saved_games\X.lg folder (for example \data\saved_games\NewGame 321.lg\in_game.log').

It's important to note that the game will spit out PbP for every game on the docket, not just the one you are simming, so don't auto-play a long period of time with this turned on. This option also causes play-by-play not to display on the screen, and it slows down auto-play tremendously. So, it's really exclusively for debugging.

This file is used to set some variables that affect the game display, performance, SQL dumps and also to enable/disable some extra tests and debug options.

Editing is simple; just use any text editor such as Notepad to change the values.

CURRENT_SKIN (default = ootp blue 2007)

This variable is used to set the default Skin used by the game. The skin name used in this variable must match the Skin folder name. The Skin folder is usually located in Data\skins folder into your OOTP 07 game folder.

Default: ootp blue 2007

DATABASE_RECENT_PATH_0

$APPDATA/stats

DATABASE_RECENT_PATH_1

$APPDATA/stats

DATABASE_RECENT_PATH_2

$APPDATA/stats2

DATABASE_RECENT_PATH_3

$APPDATA/stats2

DATABASE_RECENT_PATH_4

$ROOT1/Stats

FULL_SCREEN (default = 0)

This variable is used to set if the game will load in full screen or windowed mode. In full screen the game will have a better performance than in windows mode. Don't use windows mode unless you have a powerful processor and a good amount of RAM or the game will run slower.

Values: 0=Full screen, 1=Windowed mode

HEIGHT_UNIT (default = 0)

This variable is used to set the height units used in the game.

Values: 0=Inches, 1=Feet, 2=Centimeters, 3=Meters

MENU_MODE (default = 0)

Values: 0=Auto open 1=Click to open 2=Use style set

WEIGHT_UNIT (default = 2)

This variable is used to set the weight units used in the game.

Values: 0=Kilograms, 1=Stones, 2=Pounds

cache_templates (default = 1)

This variable is used to set if the cache for the templates is enabled or disabled. If this is set to 1, the template (.tpl) files used to generate HTML pages in the game are cached the first time they are used. This speeds up HTML page generation in the game. However, it also means that any changes to the templates will not be seen until you restart the game. Set this to 0 if you want the game to stop caching templates. This is typically used only if you are editing the game's HTML templates for some reason.

Values: 0=Disabled, 1=Enabled

compress_html (default=1)

This variable is used to set if the HTML pages will be compressed or not. Compressed html will occupy less space but it will create more workload in your computer.

Values: 0=Disabled 1=Enabled

add_debug_info_to_in_game_commentary (default = 0)

This variable is used to set if the game will display the category ID for each text displayed in the game pbp.

Set this one to '1' to activate it. During the game, the category id and the text object id will be displayed for each text object like this:

[330-6442] missed that offering by Dave McNiven, a fastball low...

Values: 0=Disabled 1= Enabled

dump_in_game_commentary_to_file (default = 0)

This variable is used to set if you want to dump the game pbp to a text file. Set it to '1' and the game will automatically dump all play-by-play into a

file in_game.log in the database folder (for example \data\saved_games\NewGame 321.lg\in_game.log')

Values: 0=Disabled, 1=Enabled

trace_mode (default=0)

This variable is used to set a trace mode on/off.

When trace mode is activated, you'll get a lot of useful information written into log files. These are just text files, you can open them with any editor, like for example the Windows editor notepad.exe.

The files will be saved in the folder where the ootp2007.exe is. There are two log files at the moment: the ootp.log with trace info about what certain parts of the program do, and

the text_engine.log, which will be written when you close the program. It contains a line for each text object, each with 3 columns:

- category id

- text object id

- total usage counter (how often has this text object been used since the program has been started)

Values: 0=Disabled, 1=Enabled

enable_performance_tests (default=0)

This variable is used to enable/dissaple some extra performance tests. Set this to 1 to enable performance tests for different parts of the program (loading database, simming games to date). Trace mode must be enabled, too, since the results are written to the log file.

Values: 0=Disabled, 1=Enabled

max_txt_file_cache_size (default=3000)

This variable is used to set the max size of the text cache. The value is specified on bytes.

show_rebuild_skin (default = 0) This variable is used to set if the Rebuild Skin option is enabled or disabled. If set to 0, there is no option in the game to rebuild the skin. If set to 1, a Rebuild Skin option appears in the Game Menu. This is most helpful when working on skin customization.

Values: 0=Disabled 1=Enabled

sqldump_create_structure (default=1)

This variable is used to set if the SQL dump will have the database and tables structure information included in the file.

Values: 0=Disabled 1=Enabled

sqldump_csv_delimiter (default=,)

This variable is used to set the separator character to be used in the csv sqldump file.

Values: Any character used as separator

sqldump_drop_table (default=1)

This variable is used to set if you want a drop table SQL instruction in the SQL dump file. If the DROP TABLE instruction is added, when you import your dump in a SQL database, all the existing tables with the same name will be deleted and created again. Be

careful when setting this ON as it will delete your old sql tables before importing the new ones.

Values: 0=Disabled 1=Enabled

sqldump_include_field_names_in_inserts (default=0)

This variable is used to set if the SQL dump will include the file names in the SQL INSERT instructions.

Values: 0=Disabled 1=Enabled

Engine

This file is used to set some variables that affect the game engine. Be careful when editing it as It could change a lot the plays output. Probably you will need to sim some seasons after editing a value to see how it affects the play output and the overall stats.

Editing is simple; just use any text editor such as Notepad to change the values. When you want an event to occur more often, raise the number of the event. If you want it to occur less often, lower the number.

GAME_GROUNDBALL_FLYBALL_FACTOR (default = 100)

Description: This variable is used to set the Groundball vs Flyball frequencies. If you want a higher frequency of Flyballs, set it for example to 80. If you want a higher frequency of Flyballs, set it for example to 120.

GAME_DEFENSE_INFLUENCE (default = 100)

Description: This variable is used to set how much do the players defensive ratings affect the outcome of the plays. If you want the player's defensive ratings to affect more the play's outcome, set it for example to 120. If you want the player's defensive ratings to affect less the play's outcome, set it for example to 80.

GAME_FIELDING_ERROR_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of fielding errors. If you want the players committing more fielding errors, set it for example to 120. If you want the players committing less defensive more fielding errors, set it for example to 80.

GAME_THROWING_ERROR_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of errors by the fielders when throwing the ball to their team mates when playing on defence. If you want the fielders committing more errors when throwing the ball, set it for example to 120. If you want the fielders committing less throwing errors, set it for example to 80.

GAME_DOUBLE_PLAY_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of defensive double plays. If you want double plays to occur more frequently, set it for example to 120. If you want defensive double plays to occur less frequently, set it for example to 80.

GAME_TRIPLE_PLAY_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of defensive triple plays. If you want double plays to occur more frequently, set it for example to 120. If you want defensive triple plays to occur less frequently, set it for example to 80.

GAME_LINE_DOUBLE_PLAY_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of defensive line double plays. If you want line double plays to occur more frequently, set it for example to 120. If you want line double plays to occur less frequently, set it for example to 80.

GAME_TAGUP_FIRST_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of offensive players attempting a first base hit. If you want offensive players attempting more first base hits, set it for example to 120. If you want offensive players attempting less first base hits, set it for example to 80.

GAME_TAGUP_FIRST_SUCCESS (default = 100)

Description: This variable is used to set the frequency of offensive players succeeding when attempting a first base hit. If you want a higher success rate for first base attempts, set it for example to 120. If you want a lower success rate for first base attempts, set it for example to 80.

GAME_TAGUP_SECOND_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of offensive players attempting a second base hit. If you want offensive players attempting more second base hits, set it for example to 120. If you want offensive players attempting less second base hits, set it for example to 80.

GAME_TAGUP_SECOND_SUCCESS (default = 100)

Description: This variable is used to set the frequency of offensive players succeeding when attempting a second base hit. If you want a higher success rate for second base attempts, set it for example to 120. If you want a lower success rate for second base attempts, set it for example to 80.

GAME_TAGUP_THIRD_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of offensive players attempting a third base hit. If you want offensive players attempting more third base hits, set it for example to 120. If you want offensive players attempting less third base hits, set it for example to 80.

GAME_TAGUP_THIRD_SUCCESS (default = 100)

Description: This variable is used to set the frequency of offensive players succeeding when attempting a third base hit. If you want a higher success rate for third base attempts, set it for example to 120. If you want a lower success rate for third base attempts, set it for example to 80.

GAME_EXTRA_BASE_FROM_SECOND_FREQUENCY (default = 100)

Description: This variable is used to set the frequency for players attempting to gain an extra base when they are in the second base. If you want the players to attempt more extra base gains when they are in the second base, set it for example to 120. If you want the players to attempt it less, set it for example to 80.

GAME_EXTRA_BASE_FROM_SECOND_SUCCESS (default = 100)

Description: This variable is used to set the success rate for players when attempting to gain an extra base when they are in the second base. If you want a higher success rate for extra base from second attempts, set it for example to 120. If you want a lower success rate for extra base from second attempts, set it for example to 80.

GAME_EXTRA_BASE_FROM_THIRD_FREQUENCY (default = 100)

Description: This variable is used to set the frequency for players attempting to gain an extra base when they are in the third base. If you want the players to attempt more extra base gains when they are in the third base, set it for example to 120. If you want the players to attempt it less, set it for example to 80.

GAME_EXTRA_BASE_FROM_THIRD_SUCCESS (default = 100)

Description: This variable is used to set the success rate for players when attempting to gain an extra base when they are in the third base. If you want a higher success rate for extra base from third attempts, set it for example to 120. If you want a lower success rate for extra base from third attempts, set it for example to 80.

GAME_STEALING_SUCCESS (default = 100)

Description: This variable is used to set the success rate for players when attempting to steal a base. If you want a higher success rate for base steals, set it for example to 120. If you want a lower success rate for base steals, set it for example to 80.

GAME_BUNTING_SUCCESS (default = 100)

Description: This variable is used to set the success rate for players when bunting. If you want a higher success rate for bunting, set it for example to 120. If you want a lower success rate for bunting, set it for example to 80.

GAME_BUNT_FOR_HIT_SUCCESS (default = 100)

Description: This variable is used to set the success rate for players when attempting to bunt for a hit. If you want a higher success rate for bunts for a hit, set it for example to 120. If you want a lower success rate for bunts for a hit, set it for example to 80.

GAME_HIT_RUN_SUCCESS (default = 100)

Description: This variable is used to set the success rate for teams when attempting to hit and run. If you want a higher success rate for hit and run plays, set it for example to 120. If you want a lower success rate for hit and run plays, set it for example to 80.

GAME_WILD_PITCH_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of pitchers throwing wild pitches. If you want more wild pitches from pitchers when throwing the ball, set it for example to 120. If you want less wild pitches from pitchers, set it for example to 80.

GAME_PASSED_BALL_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of passed balls. If you want more passed balls, set it for example to 120. If you want less passed balls, set it for example to 80.

GAME_BALK_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of BALKS. If you want more BALKS conceded, set it for example to 120. If you want less BALKS conceded, set it for example to 80.

GAME_PICKOFF_FREQUENCY (default = 100)

Description: This variable is used to set the frequency of PICKOFFS attempts. If you want more PICKOFFS attempts, set it for example to 120. If you want less PICKOFFS attempts, set it for example to 80.

GAME_PICKOFF_SUCCESS (default = 100)

Description: This variable is used to set the success rate for PICKOFFS attempts. If you want more PICKOFFS attempts ending successfully, set it for example to 120. If you want less PICKOFFS attempts ending successfully, set it for example to 80.