



GAME MANUAL

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SYSTEM REQUIREMENTS

Before beginning Out of the Park Baseball 5, make sure your computer system meets or exceeds the game's stated system requirements as listed below.

	Minimum Requirements	Recommended
Operating System:	Windows 95	Windows 98 or higher
CPU:	Pentium or equivalent	Pentium II class (or equivalent) 266 mhz or higher
Memory:	32 MB RAM plus Windows swap file enabled	64 MB RAM or greater
Hard Disk Space:	20 MB for game install, additional space for saved games and statistics	Same
Audio System:	Windows compatible sound card	Same
Video System:	1024x768 display or higher capable of running 16-bit or 32-bit color	1024x768 display in 16-bit or higher color mode
Internet:	Dial-up (or faster) Internet connection for file transfers	Same
Miscellaneous/Other:	Microsoft DirectX 8.1 or higher	DirectX 9.0



NEW FEATURES IN VERSION 5!

- Redesigned interface
- Skinable interface
- New Manager Mode
- Minor league career stats tracked
- Post season career stats tracked
- Basic and advanced league setup options.
- Slick fielder award
- Minor league options for players
- Full minor leagues w/ standing, etc
- Display all players in the league at once
- CSV export/import ability
- Option to place the ammy draft either during the off-season or mid-June.
- Have the AI to assign contracts
- Fill each level of the minors by itself
- Almanac
- Enhanced play-by-play
- Hyperlinks abound
- Running league totals
- Enhanced “news” section with “power rankings” and top minor league performances
- League Leaders now split by leagues on standing screen.
- Team stat totals and rankings by league are posted on team front page
- Ability to simulate multiple seasons automatically
- More team and manager strategy tendencies
- Individual player tendencies
- New Player Tracker
- Enhanced Staff Rotation options (strict or rested)
- HTML saved after each season
- More accurate player generation logic
- Enhanced scouting reports and news stories
- Re-organized league history
- More realistic financial results (historical and short seasons)
- More realistic “player fatigue” modeling
- Random cities created
- Game-generated player nicknames
- Create a player directly from “Team” page.
- Much more!



INTERFACE NAVIGATION

Main Menu

When you start up Out of the Park Baseball 5, you will reach the start up screen. This screen contains several options for you to select to determine how you will play the game.



Continue League: This button will continue the last league that you were using in OOTP 5. It provides a quick way for you to get back into the game.

Game Setup: This option allows you to setup your preferences for how the OOTP 5 game will look and sound. You can turn on and off the sound in the game and select from amongst the various skins that will frame your OOTP 5 experience.

Credits: This option shows everyone associated with the creation of OOTP 5.

Start Standard League: This button allows you to create a new OOTP league with the default players and league setup.

Start Custom League: This button will allow you to create a new OOTP league with customized league structure and your choice of the default or fictional players.

Start Historical League: This button will allow you to create a new OOTP league with players and leagues from any year in the history of Major League Baseball.

After you have loaded the game, and clicked on [Continue League], the first screen you will see is the League Standings screen. If you have not as yet started your league, the league leader's columns on the left and right will be blank, and "Fill Your Roster!" will be blinking.



Across the top of the screen are four (4) drop-down menu links: **File**, **League**, **Teams** and **Display**.

File Menu

The **FILE** Menu contains links to:

- **Open League:** Opens a league that you have previously created
- **Save League:** Out of the Park Baseball will automatically save your league periodically; however, you may manually save the game at any time using this option
- **Backup League:** Option to archive league data files to another location
- **Restore League:** Restores an archived league
- **New Manager Career:** Lets you start a career as a Manager
- **Create Standard League:** Use this option to create a standard league; for more information on creating and configuring standard leagues, see **Creating Standard Leagues** below
- **Create Custom League:** Use this option to create a custom league; for more information on creating and configuring custom leagues, see **Creating Custom Leagues** below
- **Create Historical League:** Use this option to create a historical league; for more information on creating and configuring custom leagues, see **Creating Historical Leagues** below
- **Import OOTP v4 League:** Allows you to upgrade your Out of the Park Baseball 4 league to version 5 (it is recommended that you first conclude any active seasons before you run this option)
- **Exhibition Game:** This option gives you the ability to play an exhibition match-up between any teams in the currently loaded league; note that game results are not saved in this mode
- **Game Setup:** This option allows you to select from different skins, enable and disable interface and in-game sounds, enable or disable menu animation, and choose method of viewing the game's html reports.
- **Quit Game:** Saves the active league, and exits out of OOTP 5



League Menu

The **LEAGUE** Menu contains links to:

- Standings (this screen)
- Schedule
- Player Trade
- Initial Draft (this link disappears after completing your draft)
- Coaches/Scouts (if you have this option disabled in league setup, you won't see this link)
- News Section
- League Leaders
- Almanac
- Online League Setup
- League Setup

Teams Menu

The **TEAMS** Menu contains links to:

- All of the teams in your current league

Display Menu

The **DISPLAY** menu contains links to:

- Standard (standard standings display)
- NL Expanded (expanded NL standings)
- AL Expanded (expanded AL standings)
- Wildcard (screen displays wildcard races in your leagues)

Clicking on any of the links described above will take you to that specific screen.

NOTE: If you switch back and forth between other leagues you may have created, the game remembers which standings displayed you had loaded last, and that is the one you will see first; however, if you quit the game, and then reload it, the game will load the last league you had active, and will display the default standard standings screen.

Status

Just below the menu bar, is the screen name, and the calendar date of the current active league. An example might be **LEAGUE STANDINGS: SATURDAY, 4/1/2003**



To the right of that is the name of the current league name, and the current league date. These two items are static, and will not change as you move from screen to screen. That way, no matter what screen you are looking at, you will always be able to see what league you are in, and the current league date.

Below that you will see a long, dark blank space. This is a static field used by other screens for option links in their respective screens.

The balance of the screen contains the league leader boards, and the selected standings display. In the "standard" display, you will see the left-hand two columns for one league, and the right-hand columns for the other league. When you select one of the expanded displays, the standings window is extended to the right, or left (depending on which league you choose to expand), and the 'other' league windows are removed. You will see the expanded standings window and the leader board for the league you chose to expand.

In all four standings screen options, the player names in the leader boards are links to that player's "player card". Click on any player name, and that will bring up the player card. That player card is then the active screen, and all of the links in the player card are operational. Right-clicking anywhere in the card, makes the card go away, and you will be back in the standings screen.

Along the bottom of the screen is a blank section. As you move your mouse around in the screen and pass over active links, the link description appears here.

In the upper right-hand corner of all screens in the game, you will see a graphic similar to this:



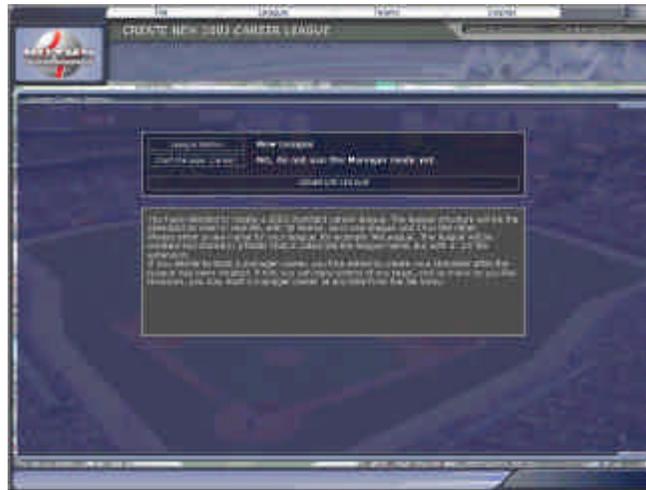
The hyphen sign minimizes the game window, and the X sign gives you a yes/no option to quit the game.



CREATING NEW LEAGUES

Starting a New Standard League

Starting a new standard league is a quick way to start a new league.



When you select Start Standard League from the OOTP 5 Splash screen or from the File Menu you are taken to the above screen. In that screen you will specify the Name for your league and whether or not you would like to start a manager mode career.

The OOTP Standard league is a two league, three division setup with 30 teams total. There are 14 teams in League One, which uses the DH rule, while League Two has 16 teams. The league will play a 162 game season.

When you have finished naming your league and decided whether or not to utilize manager mode press the Generate League button to create your league.

Starting a New Custom League

By starting a new custom league you can control the type of league that you are going to create and customize it to your specification.



When you select Start Custom League from the OOTP 5 Splash screen or from the File Menu you are taken to the above screen. In this screen you are given the chance to alter most aspects of your league's structure.

The first step is to give your league a name and to decide if you will be starting a new managerial career. Then in the League Structure section you can determine just how your league will be setup. You can select from 1 or 2 leagues (NOTE: If you are hoping to have playoffs in your league you'll want to make it a two league structure); you are also given the option of between 1 and 4 divisions in each league. The next step is to determine how many teams will be in each division of your leagues. (NOTE: In order for the games scheduler to work, when you create your league you must have an even number (i.e. 2, 4, 6, 8) of teams in each league).

At this point you should see your league structure shown in the Preview in the lower left-hand corner of the screen. In this preview you will see the tentative names of the teams that will be in your league. By clicking on a city name in the preview you will be able to edit the cities in your league and their league/divisional assignments.

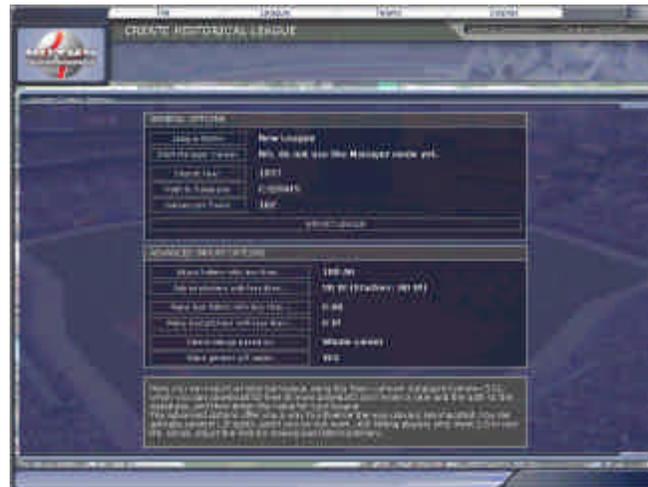
Finally you can set the league options for your league determining the type of players you will use (fictional or the default players), whether or not the record books will contain the default records or be blank. You can also select the year setting for your league and the length of the schedule for your league.

When you are finished, press the Generate League button to create your league. You will have to run an initial draft to fill the rosters for your league.



Starting a New Historical League

OOTP 5 gives you the ability to import a historical league from any season in the modern baseball era.



When you select Start Historical League from the OOTP 5 Splash screen or from the File Menu you are taken to the above screen. In this screen you will set the year to import and several options to determine the quality of players created.

The basics are to set the name of your league and decide whether or not you will use the manager mode feature. The next step is to determine which year you will import and the length of the schedule you will play.

The **Path to Database** is the directory where you unzipped the Lahman Database. The Lahman Database is a free statistical database available from the Baseball Archive (<http://www.baseball1.com>). OOTP 5 uses the Generic (.csv) Lahman Database Version 5.

The Advanced Import Options allow you to have more control over the types of players that are created by the game. The Adjust hitter (pitcher) buttons will keep cup of coffee players with less than the specified number of at bats (innings pitched) from getting super ratings by the game during the import. The Make Bad hitter (pitcher) button will keep all players with less than the specified number of at bats (innings pitched) from getting good ratings by the game during the import.

You can then determine whether or not to base the talent ratings on the players remaining career or the player's entire career with the Talent Ratings based on: button.

Finally you can have the game generate random left/right splits for the imported players, or have the game simply keep players with equal abilities vs. left and right handed players. The Lahman



database does not contain the lefty/righty split statistics, which is why it is necessary to randomly generate such splits, if you choose to use them.

When you have finished setting your options select Import League to import the league from the Lahman database.

The League Setup Screen

The League Setup screen allows you to have a lot of control over just the way your league will operate. You can edit the rules of the game the names of your awards, the stadiums your teams play in and even the basic stats generated by the game engine.



Above you will see the Basic League Options screen. This controls the basic settings of the game. In the upper left-hand corner of the screen are the Game Options that you can set.

League Mode: (Career or Replay) Career Leagues have player development/retirements, as the league matures over time. Replay leagues do not have player development and only allow you to replay one season at a time. Replay Leagues are designed to allow you to replay one season very closely, while Career Leagues are designed to allow you to follow your league over the course of many seasons.

Financial System: (Enabled or Disabled) The OOTP financial system enables Free Agency, Contract Extensions and will force you to pay attention to the clubs bottom line as you attempt to build your team. When this option is disabled players will remain on your team until they retire, are cut, or you trade them, with the option enabled players can leave as free agents when their contracts run out.

Coaches/Scout System: (Enabled or Disabled) OOTP has a Coaches and Scouts system that allows you to hire coaches/scouts to help your players development and performance. With this



enabled you'll have to hire your scouts and coaches, with it disabled, you will still see player development, you just will not have to hire coaches.

Simulate Minors: (Enabled or Disabled) OOTP's Minor League system simulates games between minor league teams (teams without full rosters have the missing spots filled by replacement level "non-prospects"), producing stats for your minor leaguers and standings for your minor league teams. When this option is disabled your minor leagues will still develop, however you won't see their statistics or the records of your minor league teams. (*NOTE* if you are experiencing slow downs while playing, disabling the minor leagues can improve your simulation speed)

Computer Trades: (Enabled or Disabled) This option enables or disables the ability for the computer teams to make trades. When enabled it works in conjunction with the Trading Frequency option to determine how many trades are made in your league.

Injuries: (Enabled or Disabled) This option enables or disables Injuries in the game. When enabled this option works in conjunction with the Injury Frequency option to determine how many injuries occur in your league.

Positional Player Fatigue: (Enabled or Disabled) This option determines whether or not your positional players will get tired over the course of the season. Tired players will perform at a decreased level until they are rested.

Ratings System: (Reduced, Traditional, and Only Talent) This option determines the ratings of the players that you see. Traditional ratings will show ratings for each type of hit and are the default rating system for historical leagues. Reduced ratings show ratings for each hitters contact, power, eye/discipline abilities and for pitchers their movement, control, stuff, and velocity ratings. Reduced ratings are the default for fictional leagues. Only Talent will show only the talent abilities of the players, forcing you to rely on the player's statistics and text based scouting reports for insight into the player's current abilities.

In the right-hand side of the screen you can rename your leagues, divisions, and awards. To do this you simply click on the name of the award, division, or league you want to change and type in the new name of the league. You can also set whether or not each league will use the Designated Hitter rule, by clicking on the Designated Hitter button.

In the lower left-hand corner of the screen there are six editors these allow you to edit the league's schedule, ballparks, structure, free agents, promotions, and Hall of Fame criteria.



The Schedule Editor

The OOTP Schedule Generator will automatically create a schedule for your league. However, if you are not happy with the generated schedule and would like to alter the generated schedule, you can use OOTP 5's schedule generator.



OOTP's schedule generator will allow you to change any game. You can go to any game of the season using the date bar at the top of the screen. The displayed date's games will appear in the window. You can delete any individual game with the delete button on that game. Similarly by clicking on the time button for that game you can change the games scheduled time.

Along the bottom of the screen are buttons that control various aspects of the scheduler.

Generate Schedule: This button will automatically create a new schedule. When you press it you will see a pop-up that will allow you to set the length of the season, and the typical series length. You can also elect to add off days, and a break for the all star game. When you are satisfied with these settings, simply press the generate schedule button and the game will produce a schedule. If you decide you do not want to change the schedule, simply press the cancel button.

Add Game: This button will automatically schedule a single game. When you press the button you will see a list of teams in your league. The first team you select will be the away team, the second team will be the home team. After selecting each team the game will appear in the schedule.

Add Series: This button will automatically schedule a series of the length you specify. When you press the add series button you will see a list of the teams in your league. The first team you select will be the away team, the second team will be the home team. At this point you will be



prompted to enter the length of the series. After entering the series length the games will appear in the schedule.

Clear: This button will clear the entire schedule of games. After pressing it you will be asked to confirm your desire to clear the entire schedule.

Report: This button will produce an HTML report of the schedule showing the number of games each team has scheduled, broken down by home and away games and the number of teams against each team.

Starting Date: This button controls the first day of the season. When you press it you will be prompted to enter a new date for the start of the season.

All-Star Date: This button controls the date of the All Star game. When you press it you will be prompted to enter a new date for the All Star game.

Year Starts on: This button controls which day the year starts on and will adjust the calendar for the season.

The Ballpark Editor

The ballpark editor allows you to edit all aspects of the ballparks in your league.



When you enter the ballpark editor you will see the above screen. To select the park to edit simply press the Choose Park to Edit button at the top of the screen. If you would like to create a new stadium you will choose the Create New Park button also found at the top of the screen.

In the stadium editor the first you can edit the name of your stadium, the type of stadium (Open, Dome, Retractable Roof), the playing surface (Grass or Astro Turf), and the stadium capacity.



In addition you can control how the ballpark impacts the game with the Ballpark ratings. Each ballpark is rated for batting average, doubles, triples, and home runs. A rating of 100 represents an average ballpark, over 100 is more hitter friendly, under 100 more pitching friendly. You can also edit your ballpark's dimensions and wall height at 7 places along the outfield.

OOTP 5 also allows you to edit the weather effects in your stadium. When playing games there is a chance that you may have a rain (or snow) delay and the wind can blow balls fair or foul, or even help push the ball over the fence for a home run.

Along the bottom of the screen you see the areas to set your stadium images. These images will show up when you play out games. After selecting your image files, you can set where the players show up on the field. After editing the player's placement you can test your coordinates with the Test Coordinates button, which will show how things would look inside the game. If the settings you are using would be good for all of the stadiums in you league you can set all of the parks at once with the Assign these coordinates to all ballparks button.

The League Structure Editor

The league structure editor will allow you to realign your league, or expand or contract.



When you go to the League Structure Editor you will be taken to the above league, in this screen you can add or remove teams, or even entire divisions. You can also realign teams by exchanging them with other teams.

To delete a division you would simply press the delete division button in the Divisional Title bar, when you do this you will automatically delete all teams in the division and all players and coaches on those teams will become free agents. Similarly to delete a team, you will simply press the delete button in the Teams row. This will delete the team and release all players and coaches to free agency.



To realign teams you will click on the exchange buttons on one of the teams to move divisions. You will then see a list of all of the teams in the league, simply select the team you want to swap spots with and the teams will be realigned.

To expand you will click Add Team in the division you want the expansion team to be located in. The new team will be added to the division. This team will not have any players, so you will have to stock its rosters before it begins play. For tips for how to expand can be found in this FAQ:

<http://www.400softwarestudios.com/board/showthread.php?s=&threadid=5494>

You can also import an entire team from the Lahman database by utilizing the Import Team button. When you select the Import Team button you will see a pop up that will prompt you for the location of the Lahman database, and the year and team you want to import. In addition, there are several options that control how the players are created from the database. For more details on these options see the section on creating a historical league.

The Free Agent Editor

When you select the Free Agent Editor you will be taken to the free agents screen. From this screen you will have access to all of the free agents, and during certain parts of the season, all players created for the initial draft. Any listed player can be edited by clicking on the player to access his player card and turning on the editor. You can also sign any listed player, by selecting a team from the right hand side of the screen and right clicking on the player to make you contract offer.

To delete a listed player, click on him and select delete. To delete all Free Agents at once, press the Delete all free agents button. You can import a player from the database by selecting the Import Player from Database button. You will then be prompted for the location of the Lahman Database, the players Lahman ID, and the year you would like to import the player from. When the player is imported, he will appear in the free agent list.

On this screen you can also create a new player. After pressing the create player button at the top of the screen, you will be asked if you'd like to create a youngster or an established player. You will then be asked to select the player's position or press the random button. The game will then create the player and place him in the free agents list.



The Promotion Editor

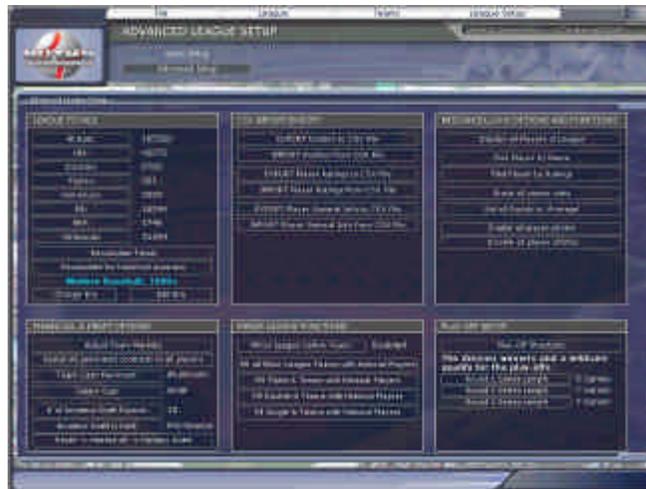
The promotions editor will pop up the promotions you have at your disposal to help bring extra fans into the ballpark. You can edit the name of your promotion, its cost to the team, its effects on the fans and how often you can schedule the promotion. After you edit each promotion you must hit the save button to record your changes.

The Hall of Fame Criteria Editor

When you enter the Hall of Fame Criteria editor you will see a pop-up which contains the statistical milestones needed to secure automatic inclusion in your Hall of Fame. If a player meets these milestones he will automatically be inducted into the Hall of Fame, if he does not meet them he still could be included, but you will have to manually induct the player into the Hall of Fame.

Advanced League Setup

The advanced League Setup options include several more advanced ways of tweaking the game simulation engine, financial results, playoff setup, or even import or output the leagues rosters.



In the League Totals section of the Advanced League setup you are allowed to edit the league totals which control the results of the games simulation engine. OOTP 5 comes with 5 'Eras' covering baseball from 1900 to the present day. To edit your numbers you would tweak the values in the league totals. If you would like to INCREASE the number of home runs in the league you would DECREASE the number of values in the league totals. In addition each league has certain settings for Bunting, Hit and Run, Pinch Hitter use, Reliever use, Pitcher endurance, and Typical Rotation. By pressing the Edit Era button these can be edited to further customize.



The new CSV Import/Export section allows you to import and export CSV reports of the rosters and ratings of all of the players in the league. This allows for quicker creation of league files for used within your game.

In the upper right-hand corner of the screen there is a collection of functions and options.

Display All Players in League: This will take you to a screen displaying every player in the league file and allowing you to view the stats and the ratings.

Find Player By Name/Find Player by Ratings: This will allow you to search the league for players that have a certain name, or meet a certain set of rating criteria.

Erase all career stats: This will erase all historical statistics in the game.

Set all scouts to average: This will give all the scouts the same level of ability. (*NOTE* This does not mean they will all have the same opinion of players)

Enable/Disable Player Photos: This will either enable or disable all of the player photos in your league.

In the lower left-hand corner of the screen there are a collection of Financial and Draft options. With the Adjust Team Markets button you will adjust each teams market to allow them to make a slight profit with their current payroll. The Assign AI generated contracts option will re-evaluate each player and assign a contract to them based on their value.

The Team Cash Maximum controls revenue sharing for the league, all teams with Cash in excess of the maximum will have their funds collected and re-distributed to the league as revenue sharing. If you do not wish to have revenue sharing you will need to set this value to a very large number. OOTP 5 also has a salary cap option to keep teams from exceeding a certain level of salary. (NOTE - It is important not to set the salary cap too low or some players may not get signed as the teams won't be able to afford them. Additionally, the salary cap is not enforced in the initial drafts for leagues).

The OOTP 5 draft is customizable allowing you to set the date (either offseason or June 1st) and length of the draft. Finally if you want to start your game with a fantasy draft of all the players in the league, you can use the Reset, Release All, Redraft Button.

OOTP 5 has a collection of minor league functions. Four of these functions will fill minor league levels for all teams in the league with prospects. The other option is the Minor League Option Years button. Pressing this button will toggle the game's use of the Veteran Right to refuse minor league assignment rule.

Players with more than 5 years of major league experience will have the option of refusing minor league assignment. If the player accepts the assignment he is demoted to the minors, if he



refuses the assignment you must either release the player, and pay him the remainder of his contract, or keep him on the major league roster.

OOTP 5 has added the ability to customize the playoff structure of your leagues. By pressing the Playoff Structure button you can rotate through the possible playoff combinations for your league structure. When you have set the Playoff Structure you can then alter the length of each post season series, making them 3,5,7, or 9 games long.



FINANCIAL SYSTEM

Out of the Park Baseball 5 includes a complex financial model which provides a deep challenge to budding general managers. The model is based on professional baseball, with some abstraction to create a balance between realism and gameplay.

The financial model can be used, in various degrees, in both career simulations and historical replays. You can also choose not to use the financial model, or only parts of it. This is particularly the case for gamers wishing to recreate a pure, historical replay.

Viewing Team Financial Structures

To view any team's financial structure and current financial status, select a team from the Teams menu, and then select Front Office from the team's menu. The Front Office screen contains the following sections:

- **Team Market and Fan Loyalty:** Team Market is the size of the fan base in the team's home city. Obviously, there is a larger market in New York, for example, than in Minnesota. Fan Loyalty measures the reliability of fans in terms of attending home games. Some fans are loyal to their teams through good times and bad, while others are fickle, sometimes even regardless of the team's performance. Both Team Market and Fan Loyalty are variable, and can change on a yearly basis.
- **Current Fan Interest:** The current "buzz" surrounding the team. Fan interest is variable during the season, and is related to the team's performance, its prospects for post-season play and/or the excitement of a new season getting underway.
- **Ticket Prices:** The default ticket price is \$10, but can range from \$1 to \$20. Ticket prices may be changed at any time during the season. Fans are typically sensitive to ticket price changes, particularly in markets with lower fan loyalty.
- **Attendance:** This section displays a chart of cumulative attendance to date, total attendance, attendance per game and projected seasonal attendance. Ticket sales are the single most important contributor to your team's income, and ticket sales are a function of attendance and ticket prices. Some of the factors that influence attendance include fan interest, promotional days, a team's current and historical performance, date and time of game, position in standings, status of postseason races and, of course, the cost of attending games.



- **Current Year Finances:** A breakdown of your attendance, income and expenses (note that income from ticket sales and payroll expenses accrue incrementally throughout the season). Also includes income from broadcasting arrangements and merchandising/licensing deals, and playoff income if applicable.
- **Previous Year Finances:** Same as above, but with total values from the previous season.
- **Payroll Stats:** Shows total estimated payroll expenses for the season, and also lists average salary (current team), highest-paid player on the roster, and league salary average.
- **TV Deals:** Lists income from broadcasting deals on both a national level and in the local market. These deals are renegotiated upon expiration.
- **Promotion Days:** Use this feature to schedule promotion days, which can increase attendance for certain games. Available promotions are defined in League Setup in the Editors section.

Revenue Sharing & Salary Cap

Out of the Park Baseball incorporates a league revenue sharing model that helps smaller market teams be more competitive and profitable. At the conclusion of each season in a career simulation, a team's cash reserves will be updated by subtracting payroll from income, and then adding any cash in reserve from the previous season.

Teams can retain up to \$5 million; any excess is pooled league-wide for distribution to teams in smaller markets with negative cash flow. The cash reserve maximum (which is \$5 million by default) can be manually adjusted in the League Setup screen by clicking the Team Cash Maximum button. To effectively eliminate revenue sharing in your league, set the cash reserve maximum to \$500 million.

Another option to level the playing field is by instituting a league Salary Cap, which is also accessible in the League Setup screen. Salary caps help contain payroll costs by limiting, or "capping," the amount that a franchise can spend on player salaries.

Finally, note that leagues initialized with a custom draft do not have incomes balanced to payrolls. Click the Adjust Team Market button to adjust the teams' income to the payrolls.



Free Agency

After your season is finished, but before the next season starts, a 30-day free agency period will begin. You can make offers to any player not currently under contract with any team (i.e., free agents), including your own players whose contracts have expired. To make an offer to a free agent, right-click on any player in the free agent table. Then click the Yearly Salary and Contract Length to customize your offer. Click SUBMIT OFFER to continue.

When you have completed your offers for the current round, click on the Finish Day button. The game's artificial intelligence will consider its own offers to available free agents. All offers are then considered by the players and then next day/round begins.

OOTiP! In general, players will usually sign with the team that makes the best financial offer; however, a player's loyalty and desire to win can also come into play. You might also observe that as the free agency period draws to a close, players who have not attracted much attention from other teams may begin to lower their contract demands considerably.

Continue this process until you advance to the end of the 30-day period. You can also use the Finish All Days option if you do not wish to participate manually in the day-to-day process.

Contract Extensions

Note that you can always negotiate contract extensions with your players during the season (and teams managed by the computer will also sign in-season extensions). Select Offer Extension in any player profile screen to access contract negotiation options.

Young players have a period of time where they are automatically resigned to 1 year contracts. After their 3rd year they will be eligible for arbitration and have their salaries determined by the games "arbiter".



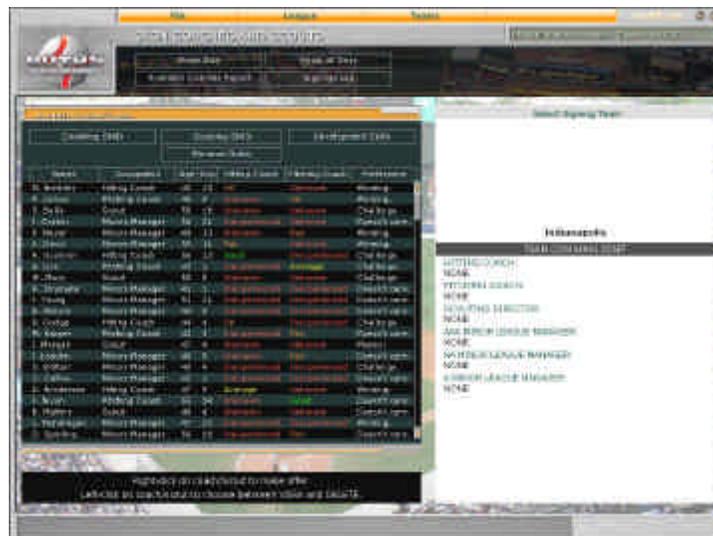
GENERAL MANAGER FEATURES

Coach/Staff Hiring

After you have selected the type of season, number of teams, and schedule, OOTP 5 brings you to a screen similar to the one shown below:



Notice the flashing text, "The preseason is underway!" This is to alert you to click the button to go to the Coaches/Scouts hiring screen. Click that and you should arrive at the screen similar below.





The layout is simple. On the right is the team you chose to play, with the empty positions available. Since we have just started this league, no one is hired yet. Looking at the listing of coaches and scouts, you see new ratings compared to what you are used to seeing in OOTP 4. In the box on the left you have the listing of coaches by name, occupation, age, experience, hitting coach category, pitching coach category, and preference. Each one of these categories you can click, sorting each candidate by the header you selected.

The new ratings go from a low of Unknown to a high of Legendary. Along with new rating levels you now have 10 categories of rankings to decide your choices to hire for your team. As you can tell by scrolling through the selections, Legendary doesn't appear as often, and Unknown and Inexperienced are plentiful. There also is four levels of Preference, which are **Challenge**, **Winning, Money!**, and **Doesn't Care**.

As always choose wisely on your coaching/scouting staff as you need to keep an eye on your budget as well. The headers above the available coaches are clickable as well. You have choices of: Coaching Skills, Scouting Skills, and Development Skills. There is also a Reverse Order button to invert your selections if need be.

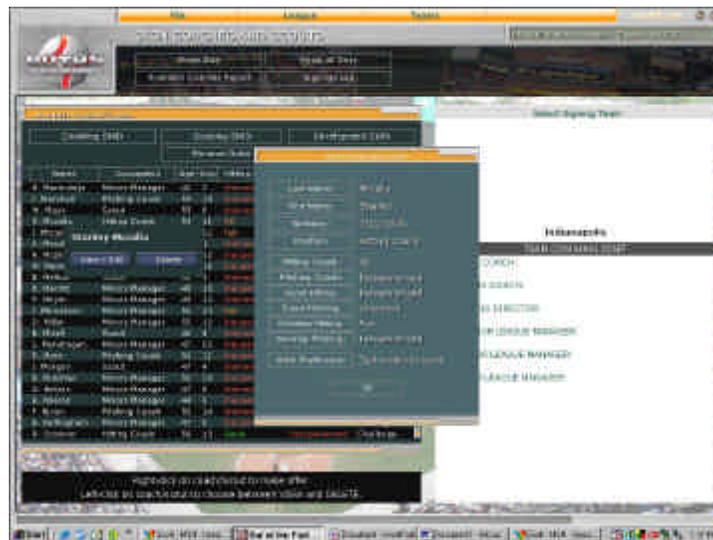
Click the **Available Coaches Report**. Look through the list and check out the candidates for your team. Spend some time here looking at each one's strengths and weaknesses. After you are done sizing up potential candidates, then it is time to make an offer.

Making Offers to Coaches

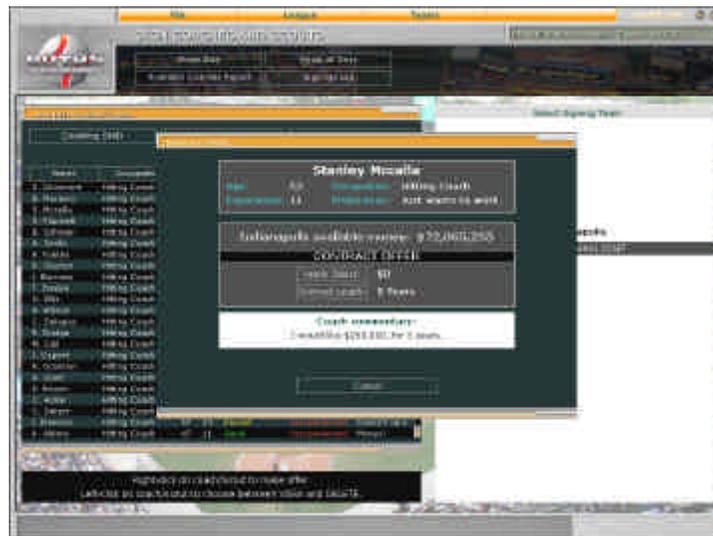
As directed by the instructions at the bottom of the screen, if you wish to make an offer, you right-click on that coach or scout. If you wish to view him first, or delete him, then left-click the coach/scout, then choose view to look at him closer, or DELETE to remove him from the bidding process completely. **Once you delete a choice, they don't come back. Choose wisely.**

Let's choose a candidate. For this example we choose **Stanley Mccalla**. Left clicking on his name in the available table gives us this small screen to the left. See the view / edit , and delete buttons? Click the view/edit button as we want to look him over for now.

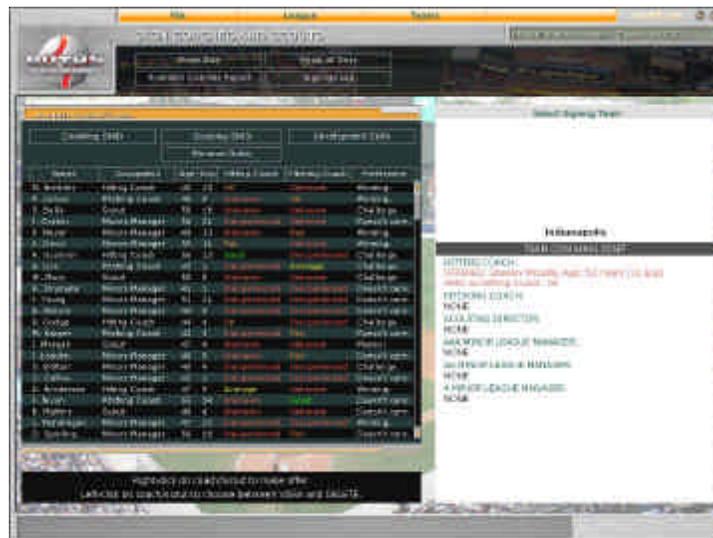
After clicking view/edit you see the edit coach/scout screen shown below. Here you have editable buttons, which you can change if wanted. If you wish to change anything, do it by clicking the appropriate button on the left. Say you want to change his developing hitting from fair to good. Click till you get to the rating you want and then click the OK button at the bottom of the edit coach/scout menu. That will take you back to the Sign Coaches and Scouts main screen.



After spending time with the coaches/scouts you are interested in, you will want to make an offer. Right click on the candidate that you want, and the screen should appear like the photo below. Near the top of the screen there are four buttons at the top of the screen. They are: **Finish Day**, **Finish All Days**, **Available Coaches Report**, and **Signing Logs**. They will come in handy later in your offering salaries.



The screen shows the candidate's name, his age, experience, occupation, and his preference. Below that you see your team's money available, and the contract offer. In this case he is asking \$260,000 dollars for 3 years. Let's offer him 400,000 for 3 years. Click the yearly salary button and enter 400000 for 400 thousand dollars. You do not use decimal points or commas to separate your dollar bid in this case. After you finish the offer and click the submit offer button. You should see a screen like the one below.



See how you see the candidate in red? Also his skill in coaching shows there as well. After you have filled up the rest of the staff with offers, click the Finish Day button.

That will give you the results of all the bidding of teams on coaching staff positions. Each coach/scout that agree to your offer will pop up during the finishing day and you will need to click ok, accepting their agreement. If you didn't get any notification, you will have to look over other candidates, and re-bid new ones because you were outbid by one of your fellow computer owners.

To see who outbid you, click the button at the top, *Signings Log*. That will give you an overview of who signed with whom, and for how much. You will see a HTML screen pop up like below.





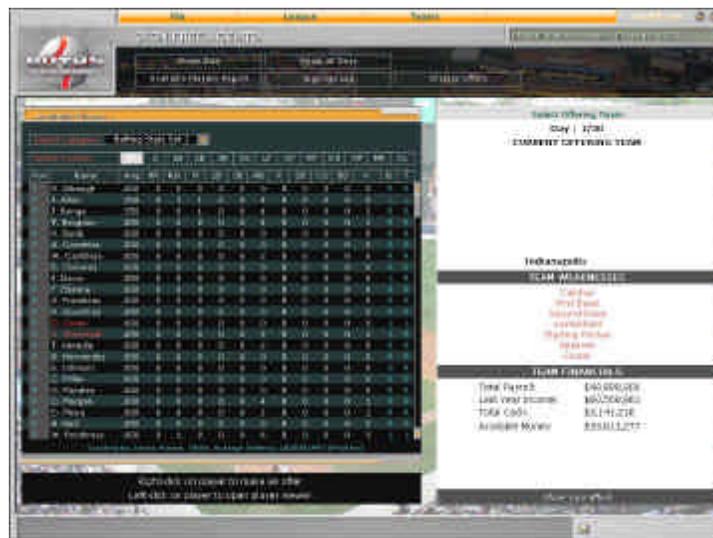
Remember that there are 30 teams bidding on coaches and scouts, so make sure you bid what you think is high enough to get the coach/scout you want. Don't underbid as you will find yourself with candidates that are better left unemployed. But, remember you have to hire free agents during the next stage as well, so don't overbid too much on your coaching staff or you will not have enough money to bid on free agents.

If you have some slots still open the next day, then simply repeat your offer to the next candidate you wish to add to your team, then click the Finish Day button. When all your positions are filled, and you no longer need to bid on a Coach or Scout, then click the Finish All Days button. It will finish the AI bidding for the rest of the league and you can move on to the next category, which is Free Agents!

Free Agency

After you finish with coach/scout hiring, you see the flashing "The preseason is underway!" with the Sign Free Agents button. Click that button to proceed to the Free Agents main screen.

Notice the Buttons again near the top of the Sign Free Agents screen: **Finish Day, Finish All Days, Available Players Report, Signings Log, Display Offers**. To the right you see what day in the signing period it is, and the current offering team. In this case it is the Indianapolis team. Under Indy's name there is also a list of team weaknesses, and team financials.



OOTiP! The team weaknesses are an important barometer on what your teams needs to address those shortcomings. The more positions you have listed there, the more opportunities you have to improve your team.

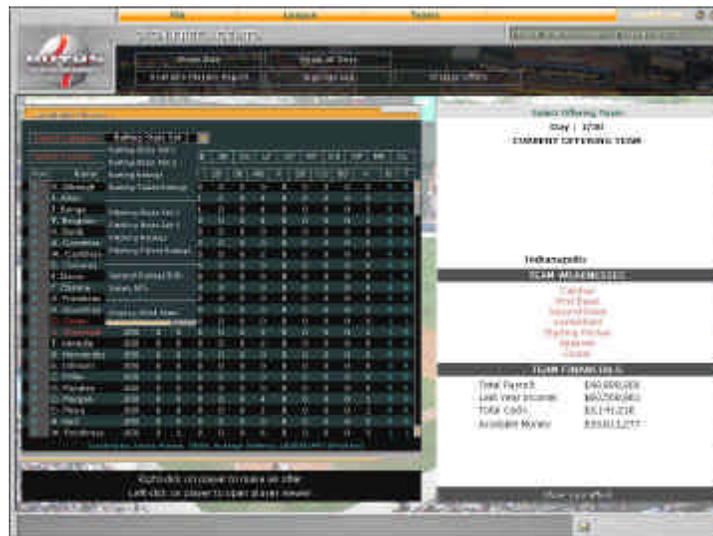


Team Financials

The team financials show your **Total Payroll**, **Last Year Income**, **Total Cash**, and **Available Money**, the last being for bidding on free agents. Near the bottom on the right there is a button to click to show your offers to Free Agents. When clicked it shifts the screen from the team weaknesses list to show any offers you have made.

On the left you have two categories under available players: **Select Category**, and **Select Position**.

Select Category has a drop down menu when you click it showing these categories. **Batting Stats Set 1 and 2**, **Batting Ratings**, **Batting Talent Ratings**, **Pitching Stats Set 1 and 2**, **Pitching Ratings**, **Pitching Talent Ratings**, **General Ratings/Info**, **Salary Info**, and **Display Current/Previous Year Stats**. See screen below for a closer look.

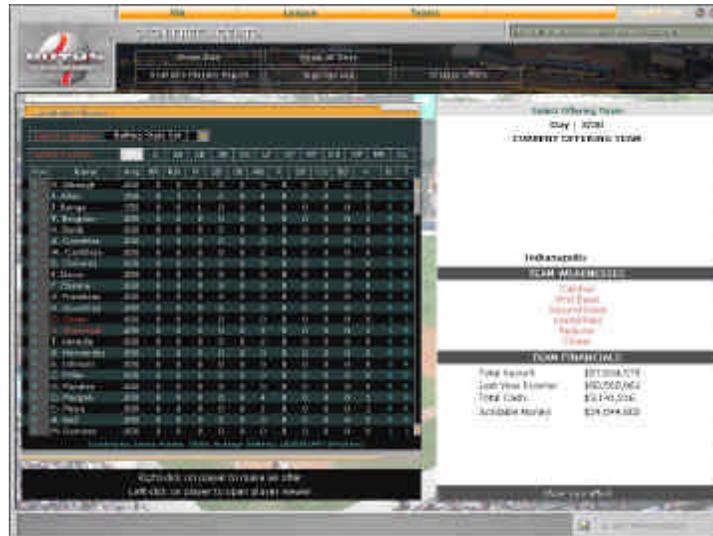


When you click a category the menu screen changes and gives you different information depending on which stat you click. Salary Info will show a Free Agent since the candidate hasn't been signed to a contract yet.

Select Position has header categories of: **At Bats (AB)**, **Catcher (C)**, **1st Base (1B)**, **2nd Base (2B)**, **3rd Base (3B)**, **Shortstop (SS)**, **Left Field (LF)**, **Center Field (CF)**, **Right Field (RF)**, **Designated Hitter (DH)**, **Starting Pitcher (SP)**, **Middle Reliever (MR)**, and **Closer (CL)**. If you click any of the headers under Select Position the game will sort the categories according to your choice. If you wanted to just check 2nd Basemen, like the example below, then you would click the 2B and all the players that are eligible under the 2B category would be shown in the top slots.



OOTiP! As with the Coaches/Free Agents screen, the left-click opens up the player viewer, and the right-click opens up the offer screen for that player.

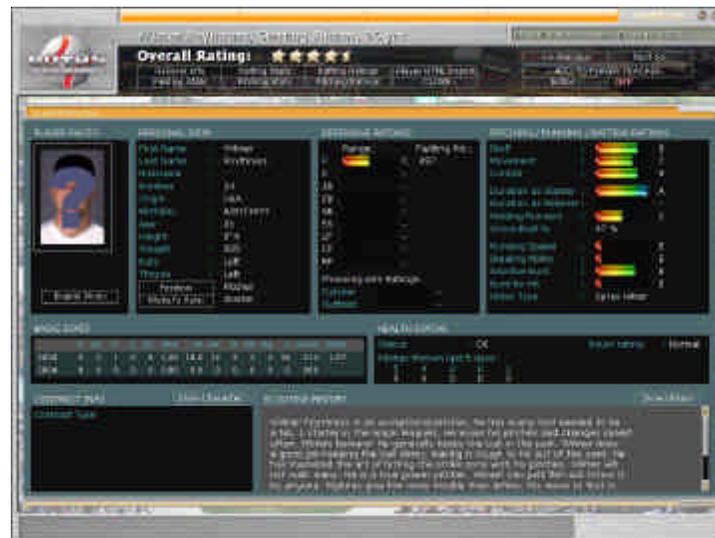


So let's choose a free agent. Let's try W. Poythress as a test. At the top of the screen we see his name, position, and his age. Underneath that you have is overall rating, which can be from 0-5 stars. These are the categories and buttons to check out in OOTP 5: **General Info, Fielding Stats, Pitching Stats, Batting Ratings, Pitching Ratings, Player HTML Report, CLOSE, Add to Player Tracker, Editor button, Previous and Next button.**

Let's say I wasn't sure I wanted Wilmer on the Indy team. But I wanted to keep an eye on his career. I could click **Add to Player Tracker** and I could track his career for as long as I want. Maybe I will want to trade for him later...or for a player you needed to release and watch their career, and moan if they do well!

Near the bottom is the Show Player Character button. Click that and you see his views on playing for a winner, clutch performance, loyalty, team leader skills, and consistency. To the right of that is the scouting report of that player. Read it carefully and you can find out some interesting information about the player you wish to bid on!

After reading the scouting report you can also click the history of the player and see injuries, salaries, special awards, drafted and by whom, trades of this player and many more.



You've done your research, looked him over, and decided what to offer, now make your offer official by clicking yearly salary button. It will give you a blank area to type in the amount you wish to offer.

Let's look at the offer below. You don't type in \$ 7,995,775 you type in only the numbers 7995775.

OOTiP! Keep an eye on your funds and don't offer more than you can afford, or the contract negotiation won't take.

You will get an error saying you cannot afford it and you will have to start over.

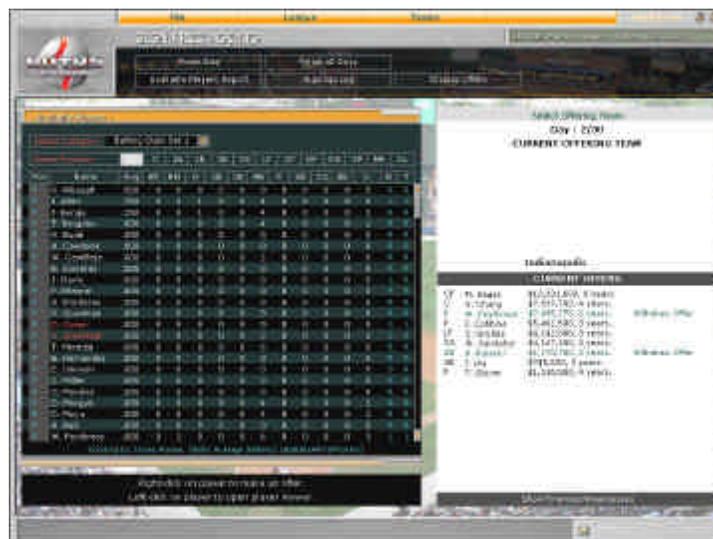
Ok! You have made your salary offer with length of years, now click the Make Offer button. The screen should look like below before you click the button. In the example below we have offered Wilmer a salary and contract length.



After clicking you are taken back to the Free Agent main screen. Let's finish the day and see what our Free Agent thinks of our bid.

The game will ask if all human controlled teams have made their offers. Click yes if done, or no to go back and bid more. After day one is over, check your email for any messages from the players you are bidding on. They will let you know in no uncertain terms how you are doing.

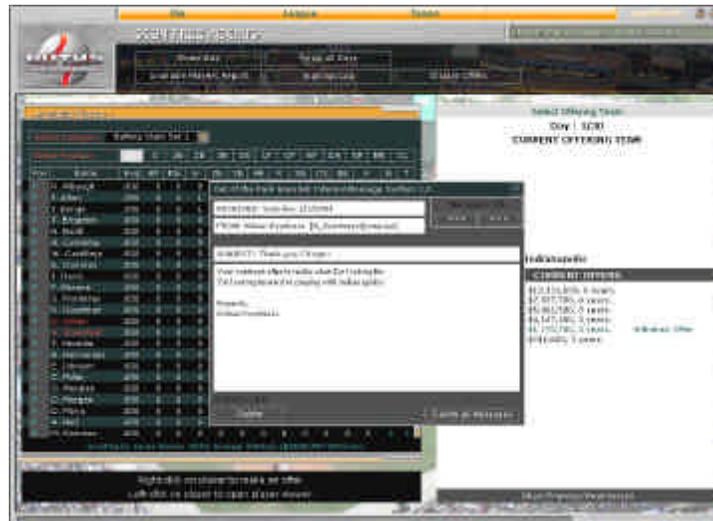
Another clue if you don't wish to open each email is to look at your current offers. See the Withdraw Offers button on 2 players? If you see that, it means at this point in the bidding, **you** are the high bidder. To find out more about the rest of your offers, click the Display Offers button. That will give you an HTML of all offers for each player. Check your ranking on the ones you are most interested in and make a counter offer!





See the envelope in the bottom right of the above screen? When you have email messages during anytime in the game, and not just Free Agency, you will see beside the icon, a number and New Messages.

It looks like Mr. Poythress accepts my offer and looking forward to playing with Indianapolis. Signing is not always this easy. Sometimes you have to spend a lot of time with the available players report and study it carefully, trying to get the best fit for your team with the money available.



Continue each day with your bids and Free Agent contracts/refusals till you run out of money or days. If you find that you are out of money, or you have filled all your needs, and there are days left in the bidding period, click **Finish All Days** button.

OOTiP! There is one thing you have to remember: Make sure you are truly finished with bidding on Free Agency, as the AI takes over after you click finish all days. It will complete the free agency process without interruption, and the space bar interrupt will not work then.

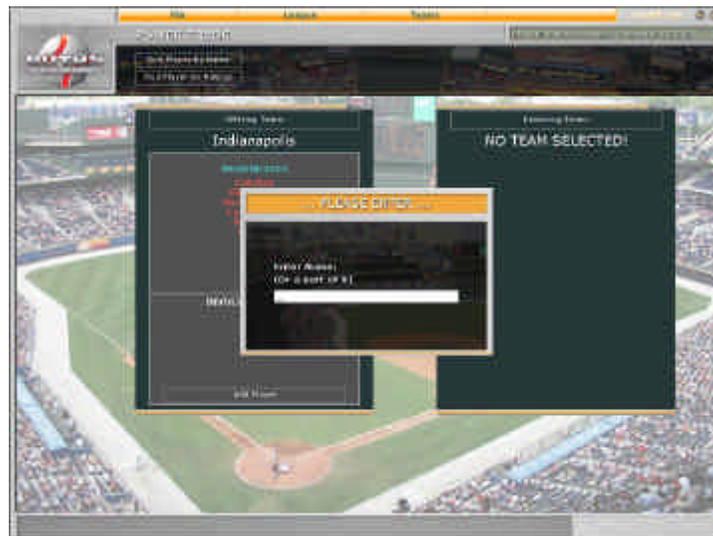
Player Trade Offers & Counter Offers

Now we take a look at the Main Player Trade Screen. Sometime during the season, you are going to want to make a player trade, or the computer owners will notify you by email about a possible trade. First we will start out with trades you started. The screenshot below should look a lot like the one below.

If you initiate a trade, your team will be the one on the left. If you are offered a trade then your team will be on the right. Not sure of what team or player you want to trade for? There are two buttons underneath the drop down menu at the top called Find Player by Name, and Find Player by Ratings.

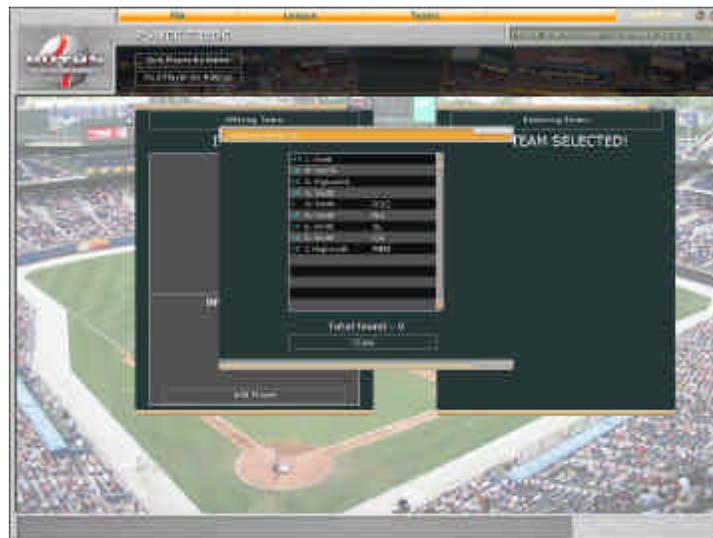


Click the Find Player by Name first. It should look like the photo below. See the box? Using your keyboard type in a name, or part of a name. OOTP 5 will search for a candidate(s) that match it and return with results, if any.



When you are done viewing the players on the search results click the close button to return to the main Player Trade screen.

Ok for this example I typed in Smith. Hit the enter key on your keyboard and you should see something like the screenshot below. You may or may not have any results depending on the roster you use. You get a listing of players that match your interests, and the total found is displayed for your viewing.



If you notice even though I typed in Smith, I also got variations on the name like Highsmith. If the player is signed with a team, the team's 3 letter abbreviation will be to the right. If you do not see one, he is a free agent. You can click any of the listed players to view their player card and decide if that candidate is the one you are looking for.

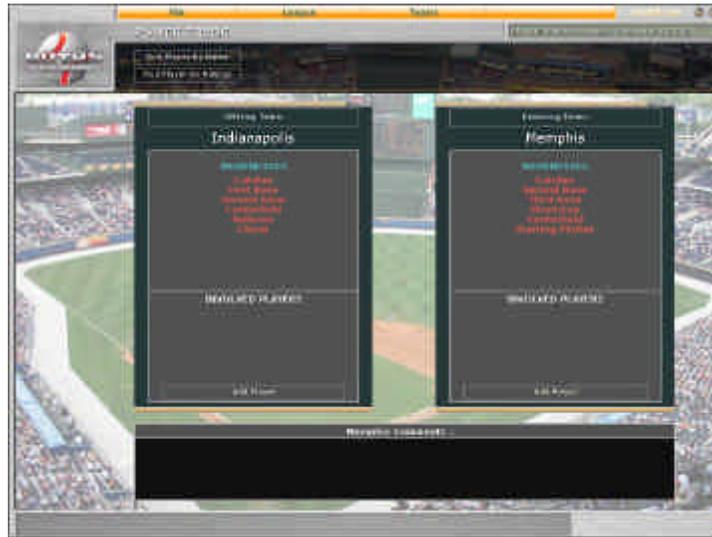
For this simulation, let's pick CF J. Highsmith from the Memphis team. By left clicking his name in the Search Results menu, you are taken to their card and you can look over Mr. Highsmith, and decide if you want to make an offer for him.

Now that you know the team, you can now go back to the original trade players screen and click the Receiving Team button and select Memphis. If you decide to change teams to trade with, just click the team you wish and you will be taken to the Player Trade section.





Now that you have selected a team, it should look like the screenshot below. Notice that both team's weaknesses are listed that way you can make a trade that would be beneficial to both teams. Underneath the weaknesses listing is the involved players. Let's click Memphis' Add Player button and choose J. Highsmith.

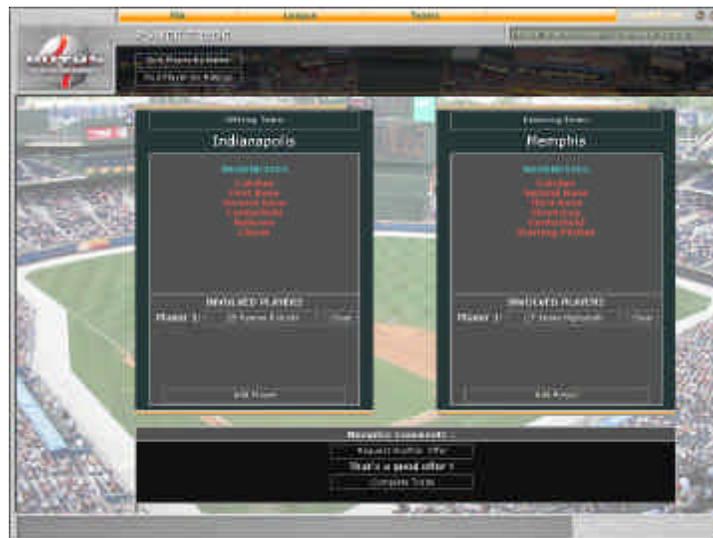


Let's click Memphis' Add Player button and choose J. Highsmith. See the box at the bottom? Since Memphis is the team we are talking to about the trade, they will give us comments about what we offer in response for Mr. Highsmith.

Ok, now we have the team and the player, let's make Memphis tell us what they want for him. To do that you need to click Request Offer. That way the computer will tell us what they feel would be a good trade for the player offered.

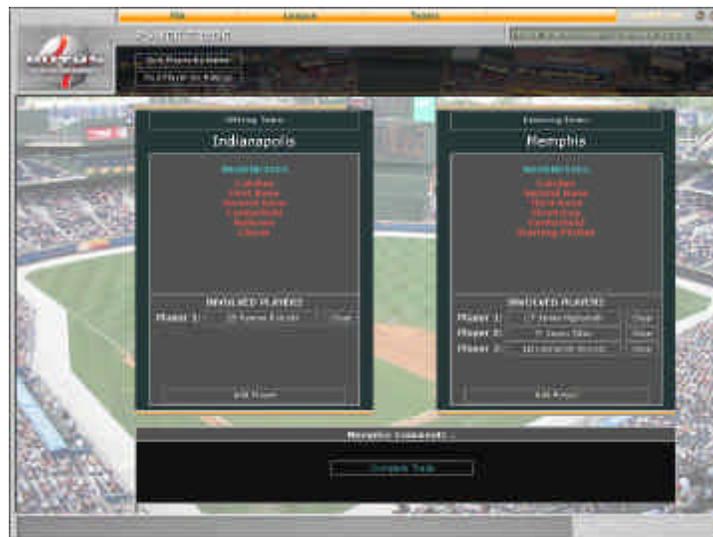
In the screen below you can see that Memphis has responded. They think that Ronnie Rybicki at 2B is a good offer! Now it is your turn to do some research.

Check your player and see if this is an equal trade. By clicking the player's button to the right of his name under your team's list of involved players you can view his player's card. If you find the trade acceptable, just click complete trade and you are done! If not, you can make changes on either team's list for the trade offer and counteroffer.



Even though on the surface this seems to be a good trade, I decide to ask for more. The screen below shows complete trade button. Let's click that and see what happens!

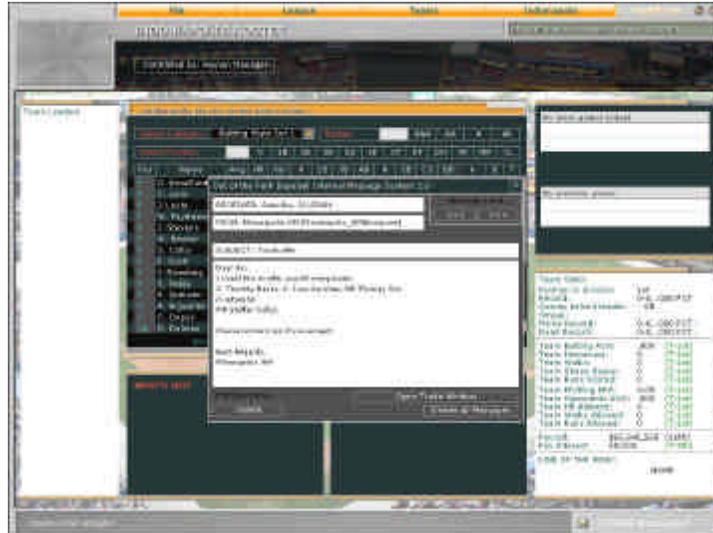
Memphis may not go for the offer. They could counter offer or just outright refuse. As you can see below you can trade 1 for 1, or multiples for 1, or multiples for multiples. The limit is only that you can only put 5 players to a team for trading.



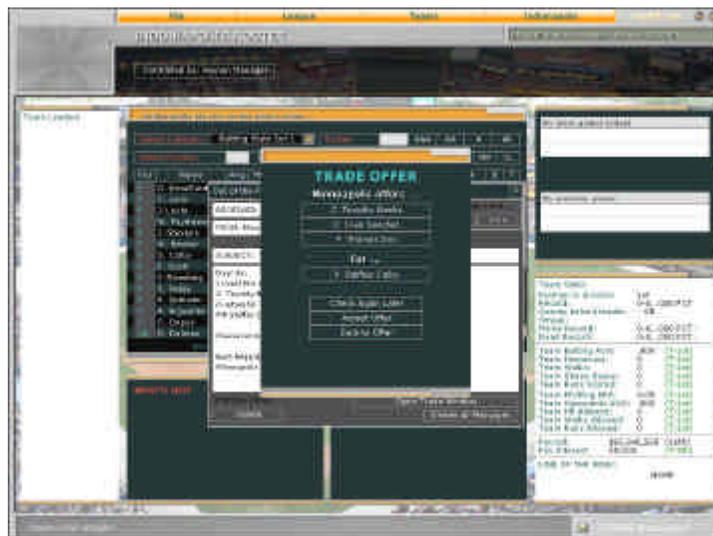
If the trade is accepted, you will see the screen change back to the league standings menu. That means it was a success! Nice job! If it isn't, then you will see a response by the receiving team letting you know how they feel about the offered trade. You can trade up to five players on each team in a trade.



Let's do a AI based trade/counter trade. After free agency ends, you will (usually but not always) receive some offers for players. When your email icon shows unread email messages, then click the icon, and let's check an offer. It should look a lot like this.



To open the trade window just click the open trade window in the email. It will take you to the Trade Window Screen. You can either choose to view the trade offer, or just delete the message. This is your option. For now, let's see how good this offer is. The screenshot below should be similar to what you get when you click the email trade offer.



As before, you can click each player to check their card. After you have looked through the players, both yours and the offering team's, you can make one of three choices: **Check Again Later, Accept Offer, and Decline Offer.**



Check Again Later means that you aren't taking any action on it now, and Accept Offer means you agree to the trade, and the final option, Decline Offer means you refuse the trade.

OOTiP! You only have a short period of time to accept the offer or it is invalid. If you delete the email that offered the trade without taking action on it, you also void the offer from the computer team that sent you the original email. So be careful when deleting the email offer.

The Amateur Draft

After you finish your free agency draft, you get the prompt to go to the Amateur Draft. Just click the button and you are whisked to the Amateur Draft main screen. Yours should look a lot like the one below. Notice the six buttons at the top.

They are: **Random Draft Order**, **Custom Draft Order**, **Reset Draft**, **Available Players Report**, **Draft Log**, and **CONTINUE DRAFT**.

Notice the Draft Settings: They are Number of Rounds, Draft for __, Current Round, Draft Mode. Three of the four settings are clickable. If you wanted to change the length of the rounds you would adjust it by clicking the appropriate button and entering the number you wish.

On Draft mode you can change it from Straight Mode to Serpentine mode. Straight being 1-30 drafts in that position each round, whereas Serpentine is 1-30, then the next round would be 30-1, changing directions each round.

If you would like a random order you would click Random Draft Order and the teams would be shuffled. If you wanted to use a custom draft order, like for multiplayer leagues, you could modify it by clicking custom draft order and entering the teams in each slot as you see fit. If you make a mistake, you can click the Reset Draft button and it will reset your draft and you can start over.





Ok, now you have an idea of who is drafting where, now let's click the Available Player's Report button. You should get a screen similar to the one below.

The categories for these HTML reports are as follows: **Name, Age, Position (Pos), Contact, Power, Eye/Discipline, Speed, Stealing, Defensive (Def.) Range.** These headers are not sortable like the main draft screens, so you will need to spend some time and look at the candidates that interest you.

Name	Age	Pos	Contact	Power	Eye/Discipline	Speed	Stealing	Def. Range
D. Genter	21	2B	Good	Good	Good	8	10	10
A. Pineda	20	3B	Average	Average	Good	10	10	10
M. Reynolds	21	3B	Good	Good	Good	10	10	10
A. Jones	20	3B	Good	Good	Good	10	10	10
A. Smith	21	3B	Good	Good	Good	10	10	10
C. Brown	19	3B	Good	Good	Good	10	10	10
A. Taylor	19	3B	Good	Good	Good	10	10	10
A. Clark	19	3B	Good	Good	Good	10	10	10
A. White	19	3B	Good	Good	Good	10	10	10
A. Green	19	3B	Good	Good	Good	10	10	10
A. Hall	19	3B	Good	Good	Good	10	10	10
A. King	19	3B	Good	Good	Good	10	10	10
A. Scott	19	3B	Good	Good	Good	10	10	10
A. Adams	19	3B	Good	Good	Good	10	10	10
A. Baker	19	3B	Good	Good	Good	10	10	10
A. Nelson	19	3B	Good	Good	Good	10	10	10
A. Carter	19	3B	Good	Good	Good	10	10	10
A. Evans	19	3B	Good	Good	Good	10	10	10
A. Foster	19	3B	Good	Good	Good	10	10	10
A. Gibson	19	3B	Good	Good	Good	10	10	10
A. Howard	19	3B	Good	Good	Good	10	10	10
A. Jenkins	19	3B	Good	Good	Good	10	10	10
A. Kelly	19	3B	Good	Good	Good	10	10	10
A. Lewis	19	3B	Good	Good	Good	10	10	10
A. Long	19	3B	Good	Good	Good	10	10	10
A. Mason	19	3B	Good	Good	Good	10	10	10
A. Myers	19	3B	Good	Good	Good	10	10	10
A. Parker	19	3B	Good	Good	Good	10	10	10
A. Roberts	19	3B	Good	Good	Good	10	10	10
A. Turner	19	3B	Good	Good	Good	10	10	10
A. Vance	19	3B	Good	Good	Good	10	10	10
A. Warren	19	3B	Good	Good	Good	10	10	10
A. Young	19	3B	Good	Good	Good	10	10	10
A. Ziegler	19	3B	Good	Good	Good	10	10	10

As you can tell above, the report generates a HTML report that you can look at with a link for each player. Let's click on D. Genter's link. He is ranked 2nd on the list, so let's look at his player card. It should look a lot like the card pictured below.

Name	Age	Pos	Contact	Power	Eye/Discipline	Speed	Stealing	Def. Range
D. Genter	21	2B	Good	Good	Good	8	10	10
Age	21							
Height	5'11"							
Weight	170							
Speed	8							
Stealing	10							
Def. Range	10							
Power	10							
Eye/Discipline	10							
Speed	8							
Stealing	10							
Def. Range	10							
Power	10							
Eye/Discipline	10							
Speed	8							
Stealing	10							
Def. Range	10							
Power	10							
Eye/Discipline	10							
Speed	8							
Stealing	10							
Def. Range	10							
Power	10							
Eye/Discipline	10							
Speed	8							
Stealing	10							
Def. Range	10							



You can look through each player's card that you are interested in. It gives you information about the player: Name, Age, Country of Birth, Birthdate, Height, Weight, Position Played, Bats, Throws, Batting, Running, and Fielding Ratings and at what positions. After you have looked through the player's card. You can right-click anywhere on the page, click back and then click the X at the top of the previous screen to return to the main draft screen.

Let's start our draft. Click the Continue Draft button at the top. You will be taken to a screenshot like the one below.

The six buttons at the top now read: **Computer Pick, Autodraft until Human Team, Computer Finish Draft, Draft Log, Available Players Report, and Pre-Draft Screen.**

Under the Available Players screen you see a listing of the players and their positions, with the headers of: **All, C, 1B, 2B, 3B, SS, LF, CF, RF, DH, SP, MR, CL.** Each header is sortable, if you click it.

If you click it a second time it reverses the field according to the header you clicked. Also to the right of the players list is the Round Description.

It shows the **Number of Rounds Left/Total, Current Drafting Team, Draft Order.** You see that Sarasota is highlighted in red. That means they are the next team to draft. Click Computer Draft if you want to see what each team picks for their choice. Or if you want to control the complete draft, you can right-click and make an offer for each team. Remember that left-click brings up the player card for viewing, and right-click brings up the Sign Player prompt. Let's click Autodraft until Human Team since Indianapolis is the player team.

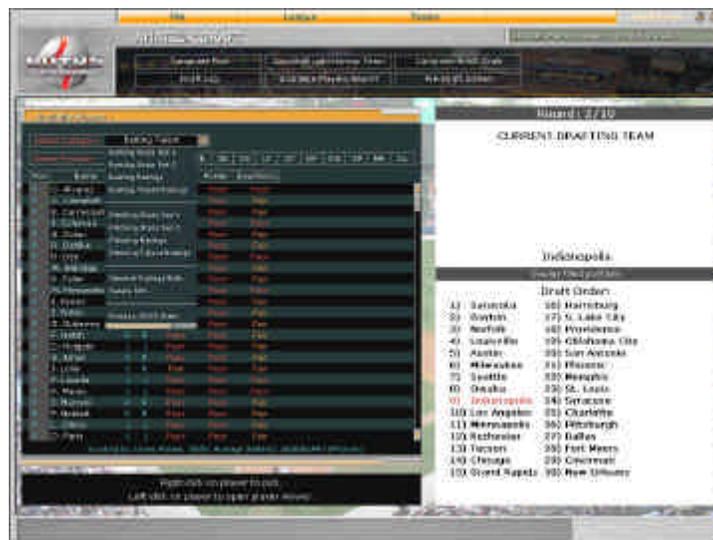




When it is your turn to pick, take your time and look through the players, looking at your weaknesses and choosing a player. Remember the Available Players Report? You can access it by clicking the corresponding button at the top. There are also categories to sub search for each player you are interested in.

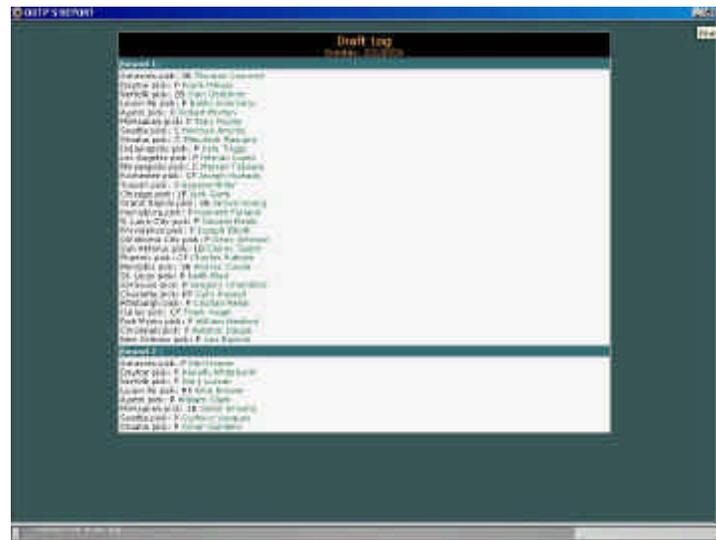
See the dropdown menu? There are 12 categories: **Batting Stats 1 and 2, Batting Ratings, Batting Talent Ratings, Pitching Stats 1 and 2, Pitching Ratings, Pitching Talent Ratings, General Ratings/Info, Salary Info, and Display Previous/Current Year Stats.**

Click each one and the list will show ratings for each category. Spend time with each potential draftee and your drafting will go much smoother!



Since Indianapolis is the player team in this simulation, we have two options: You can right-click the player you want and say yes to signing the selection, or you can click Computer Pick to see what game AI would take in the round.

The amount of control is yours. If you want a speedy draft, you can speed up things by clicking Autodraft until Human Team, or you can allow the computer to do it round by round. For now let's click Autodraft until Human Team. After Round 1 you can click the Draft Log button and you can see what each team picked in the round. It should look a lot like the screen below.



Take your time and look through the log to see if any of your players have been taken.. Use the main screen to search for other candidates. This is an important part of your team makeup and if you spend some time here and draft properly, you can have a long and successful dynasty!

Continue through each of the allotted rounds and pick your team. If you are finished, or have picked the players you want and wish the computer to finish the draft, click Computer Finish Draft and OOTIP 5 will finish the draft automatically.

OOTIP! Remember, you cannot interrupt the computer autodraft once it has started. So make sure you are done with your drafting when you click the Computer Finish Draft button. It cannot be stopped.

After you have made your choice, you can repeat the procedure or if you are done picking your best candidates and want the computer to finish, you can click Computer Finish Draft. It will finish the draft without interruption, and will do your picks as well as the rest of the league.



MANAGING YOUR TEAM

Player personnel decisions are made by accessing the team menu, which becomes visible on the menu bar by selecting your team from the Teams menu (you can also click on your team in the Standings section for the same effect). Note that the active roster is limited to 25 players, expanding to 40 players in September. During the postseason, the active roster is again limited to 25 players. No roster moves are allowed in postseason. The minor league levels have a limit of 50 players each.

Listed below are some of the key issues in team management (most of these features are accessible via the team menu):

Viewing Rosters

The Roster screen provides an at-a-glance snapshot of your team and players, and how both are performing to date. On the left you will see the statistical leaderboard, which is similar to other leaderboards displayed throughout the game, except that it only displays players from the selected team. On the right, several other seasonal updates are displayed. The top right shows the most recent past and upcoming game. The linescore for the past game and probably pitching matchup for the upcoming game are shown. As in other areas of the game, these are also hyperlinked to their particular team or player.

Below this are the all-important team stats and where the team ranks in the league overall in these areas. The majority of the screen contains the roster table, which can be viewed for every team in the franchise (majors and minors, also "all"), and can be sorted by ratings, talent or seasonal statistics.

Finally, the Roster screen also includes your email "inbox," which uses the new Out of the Park Baseball message system. Incoming email may contain anything from trade offers to reports from your public relations department or notes from your director of scouting.

Along with the "inbox" are several other icons which take you to other various team screens, such as "pitching staff" or "front office". When your mouse is highlighting one of these icons, text on the left hand side tells you where each leads.

Creating Lineups

Out of the Park Baseball lets you create four different lineups: lineups with/without a designated hitter, and against right and left-handed pitchers. When simulating games, Out of the Park Baseball will automatically choose the most appropriate lineup given the game situation.



A simple drag-and-drop mechanism is used to arrange your starting lineup. Using the left mouse button, double-click and hold on any player that appears in the table to the left, drag them to the desired batting slot on the right, and release the left mouse button. When prompted for the new player's fielding position, make a selection from the pop-up window that appears.

You can substitute your starting pitcher in the same manner by clicking the SHOW PITCHER LIST button, and drag-and-drop from the list of available pitchers to the starting pitcher slot. If you want to remove a player from the lineup, drag-and-drop from the lineup to the roster table.

You can also click the Auto Generate a Lineup button, provided that you have properly filled out your team's Depth Chart (see below). This feature will optimize your lineup using the game's artificial intelligence.

Setting the Pitching Staff

Adjusting the staff roles is similar to adjusting lineups and depth charts: you use drag-and-drop to move players back and forth into various slots. Similarly, you can use the Auto Staff option to have the computer assemble your pitching staff automatically. Pitching staff roles include:

- **Starter:** One of a three, four or five player rotation that starts games on a regular basis
- **Spot Starter:** A "sometimes" starter who will get a certain percentage of the starts of the last pitcher in the rotation
- **Mop-Up Reliever:** These pitchers will be used in a blowout situations, where your team leads or trails by a wide margin of runs
- **Middle relievers:** Middle relievers will generally be used before the 7th or 8th innings
- **Setup relievers:** Setup relievers will generally be used in the 7th inning or later in close games
- **Closers:** Closers are typically the best relievers on the team, and are generally used to maintain leads in the last inning or two

In most game situations, Out of the Park Baseball uses the best available pitcher in the appropriate list. There may be situations, however, where a less talented pitcher may be use, as the games artificial intelligence evaluates the fatigue status of other available pitchers and/or the game situation.



Depth Charts

Depth charts determine which players play regularly at a certain position, which players are designated for utility roles, which will get occasional starts, and which players will be inserted as defensive replacements in close and late game situations. Depth charts are available for the same four lineup situations described above (RHP, LHP, RHP+DH, LHP+DH), and moving players around in the depth chart is similar to moving players in and out of the lineup.

Depth Charts allow you to determine the frequency at which position players start games and are substituted for; for instance, you have the option of entering the percentage probability that a selected player will get a start over the regular starter. You can also choose Auto Depth, which will create a depth chart for you using the game's artificial intelligence.

Transactions

Players can be designated for assignment in the minor leagues or promoted to the majors from the Transactions screen. This screen displays every player in the organization, from the active roster all the way down to the single-A affiliate. It also includes players who are on the disabled list and/or on your trading block (important note: players on the trading block are not removed from their current organizational assignment, nor are their lineup or depth chart statuses effected). To reassign players, simply drag & drop players between tables. If you prefer to have the computer manage your farm system, click the Auto-manage minor leagues button.

Trading Players

To execute a trade, select Player Trade from the League menu. This feature allows you to trade players between teams. A maximum of five players per team may be traded. Select the player(s) you wish to trade, and click the Propose Trade button. If the second team is computer controlled, Out of the Park Baseball will analyze the offer and either reject or accept your offer. If the second team is human controlled, the trade will be completed automatically.

Note that you can also put players on your Trading Block using the procedure described in the Transactions section above. This lets other general managers know that the player is available for a potential trade.

Team Strategy

This is an area where you can set the manager or team tendencies, how the team will “play” when games are simmed. The two left areas of the screen deal with the overall team settings while the right two are concerned with any individual player settings. For the team settings they are broken down into Offensive and Defensive areas.



Areas of strategy such as stealing frequency, hit and run and pinch hitting for position players make up the offensive area, while how often to use the bullpen, when to use your “lefty specialist” or when to guard the lines are part of the defense.

Individual Player Settings

Individual player settings include, how often to attempt a steal or bunt and for pitchers how soon to “pull” them from the game and even the ability to give them a “pitch count” limit. These areas will greatly enhance the realism and accuracy of both historical play and online league play, and for the solo gamer, the computer managed teams will change these settings on their own according to their own team strengths and weaknesses.



SIMULATING AND PLAYING GAMES

When you reach the League Schedule screen you will be able to simulate or play your teams games. This section will walk you through the screen and how to simulate or play a days games.



The OOTP 5 Schedule screen shows all of the day's scheduled games. At the top of the screen you will see today's date. To view any date in that month simply click on the corresponding day and you will be taken to the schedule for that days games. You can scroll through the days games by simply using the small arrows found after the list of dates. You can quickly scroll to another month using the previous month and next month buttons found just above the list of dates.

In the main window you will see each of the scheduled games for the displayed day. In each scheduling box you will see the teams, the league the teams are playing in, the teams records overall and either at home or on the road. You will also see the scheduled starting pitchers for both teams. Each of the team names is a link to that team's team roster screen, similarly each pitchers name is a hyperlink to his player card.

Simulating a Game

In OOTP 5 you can simulate games one at a time, with the small simulate button on each games Schedule Box. If you'd prefer to simulate the entire day's schedule at the same time you can do this by going to the Simulate menu and selecting Sim Day. If you would like to simulate the rest of the games for the week then you can use the Sim Week option, similarly if you would like to simulate the rest of the month then you would use the Sim Month option.



You can simulate all of the games for the rest of the season with the Sim Season option. If you choose this, you will be prompted to find out if you would like to stop before the postseason.

OOTP 5 introduces a new Sim X Seasons option. This is also accessed from the Simulate Drop down menu. When you select this option you will be prompted to choose the number of seasons that you would like to auto simulate and the game will simulate the seasons without any input from you, handling free agency, the draft, for each season.

Also you can set your Sim Options from the Simulate menu. When you select the Sim Options from the menu you will see the screen below:



From this screen you can determine whether or not you'd like the game to generate a game log of the results of each play, if you'd like the game to pause between games it simulates, and if you'd like notifications of any emails or injuries that happen to human controlled teams. Below those basic options are a variety of options that you can set to make the game automatically take you to the Play-by-Play if a player has a chance for one of the milestones listed. If a player reaches the condition that you have set to jump into, the game will automatically take you to the action so you can watch as history may occur.

Playing a Game

You can play any game by pressing the Play button in the teams schedule box. When you press the Play button you will see the Game Options screen pop up. In that screen you can adjust which facets of your team you will control and which you will allow the AI to control for you. In addition you can toggle whether or not to use the "warm-up rule" which will force you to warm up your relievers in the bullpen before putting them into the game. In addition you can switch the stadium that the game is played in and you can toggle the use of the DH rule for the game.



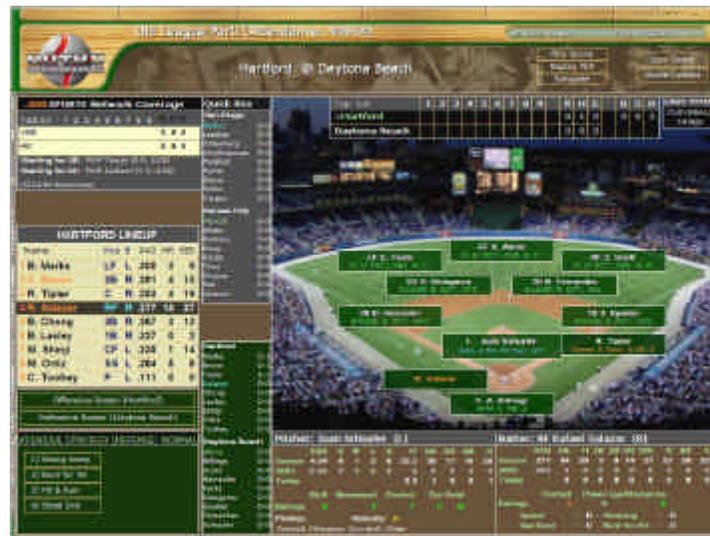
Play-by-Play will scroll by as you play out the game and you can set the speed of the Play-by-Play on this screen as well. You can also turn on the Out of Town Scoreboard, which will simulate all of the other scheduled games while you play your game. The results of these games will be reported while the game progresses.

After advancing past the game options screen you will be taken to the screen where you can set your team's lineups. Players are added to the lineup or swapped up and down the batting order by clicking on the players name and dragging them to their spot in the lineup.

To change a player's position you will right click on the players name in the lineup and select their new position. After you have finished, or if you are simply watching a computer managed teams you will advance to the pre-game lineups screen, which will show you how your club stacks up against the opponent. Additionally, players who are on hot or cold streaks are highlighted in the lineup.



After viewing the pre-game matchups you will advance to the game with the button at the top of the screen. On the next page is an example of the in game screen.



The in game screen provides a wealth of information for you to see. On the playing field you can see all the fielders, as well as the hitters and any base runners. Below the playing field are detailed statistics for the pitcher and hitter. When the action is on going, you will also be able to see the Play-by-Play in this area. Along the left hand side of the screen you will find the out of town scoreboard, the lineup of the team at bat, buttons to access the offensive or defensive rosters allowing you to make a substitution, and the Strategies available to you as the manager.

While playing the game you will select the strategies that you would like your team to use, after you and the computer have set their strategies you will see the Play-by-Play of the at bat and find out what happened. To select the strategies you can either press the button that the strategy is listed on or press the number that corresponds to your selected strategy on the keyboard.

If you would like to see the Play-by-Play of the last play over again you can use the Replay PBP button above the playing field. Similarly you can view the Box Score of the game at any time with the Box Score button.

If you would like to sim ahead in the game you can do this with the simulate button. After pressing the simulate button you will be asked how much you'd like to sim, from just the end of the inning or to the end of the game. If you need to Quit the Game, the Quit Game button will exit the game and the Game Options can be accessed at anytime with the Game Options button.



To make a substitution click on the button that corresponds to your roster (depending on whether you are in the field or at the plate), this will take you to your roster screen. On your roster screen you will see the guys that are currently in the game in green and those who are not eligible to play in Red (Ejected players will be in Light Blue). To make a substitution click on any eligible player and drag them to the spot of the lineup you would like them to occupy and the game will substitute the player in. In games using the DH rule pitchers will be substituted in the Pitchers box above the lineup, otherwise they will be substituted in the lineup in their spot of the batting order.

At the end of the game you will see the games box score, simply close the window when you are done reviewing it and the game will return you to the Schedule screen.



LEADER BOARDS & ALMANAC

League News Screen

There are three sections to the News Screen page. Across the top is **League Reports** that if you click on any of these links will give you a pop up window containing the requested report.

The 14 separate reports are: **League News Log, League Injury News, League Transactions, League Batting, Pitching, Fielding, Standings Report, Financial Report, Possible Free Agents, Last Draft Log, TOP 100 Prospects, TOP Performances, Power Rankings, and TOP Minor Systems.** To view any reports just click the one you are interested in and OOTP 5 will generate a report for you to view.

On the left side of the screen is the **Headlines**. They contain a one line item description that is hyperlinked, so you can view the complete story. There is also a link at the top left that allows you to scroll forward through archived stories in groups of five with a corresponding link for viewing. Also at the bottom left there is a corresponding link to allow you to view in reverse by groups of five.

The **Main News Story** area is the leading News Story for that period. It usually will give you a full account of the story of the week, day, month, or season depending on the time of the year in your schedule. A Quick Links hyperlink is at the bottom left of the Main Story that you can click and view the player's card and get more information about that player.



After you are finished viewing this area simply click one of the three dropdown menus of File, League, or Team to continue on to another area.



League Leaders

When you open the League Leaders screen, at the top, you will see only three of the four drop-down menu links. The display menu link is not there as it applies only to the standings screen.

Below the screen name (League Leaders) are three list options: Batting, Pitching and Fielding. Clicking on these options changes the category and leader board options to those options associated with the list you selected. Batting has four columns, Pitching has three (the 2nd column is blank), and Fielding has three (the 3rd column is blank).

Batting Leaders

Column 1:

- **Direction:** Clicking on this option selects sorting the stats in ascending or descending order. Default stat is batting average, so default direction is descending.
- **Show Top:** Clicking on this option selects either how many players you want to see listed, 15, 30, 50 or 100
- **League:** Clicking on this option selects either Show players from all leagues combined, or just one single league
- **Qualify:** Clicking on this option selects either Yes=To be listed players must meet minimum requirements, All=All players listed
- **Players:** Clicking on this option selects either All Players, or, Rookies

Column 2 (Positions):

- Clicking on these options selects individual positions (or all positions), and displays players listed by their primary position

Column 3 (Batting Categories):

- **Overall:** Avg, ABs, Hits, 2Bs, 3Bs, HRs, RBIs, BBs and Ks
- **Overall 2:** Games Started, and total Games in which the player appeared
- vs LHP/RHP: Split stats
- **Weekly/Monthly:** Performance stats first by the last week, then by previous months
- **Home/Road:** Split stats, home games and road games
- **C/L + RISP + Pinch:** Stats for Close/Late Situations, Runners in Scoring Position and Pinch hitting
- **Minor League:** Overall stats from your Minor Leagues, AAA, AA and A
- **Streaks/Records:** LHS and CHS

Column 4 (Choose Leader Board):

- Click on the leader board you want to be displayed



Pitching Leaders

Column 1:

- **Direction:** Same as above. Default stat is era, so default direction is ascending.
- **Show Top:** Clicking on this option selects either how many players you want to see listed, 15, 30, 50 or 100
- **League:** Clicking on this option selects either Show players from all leagues combined, or just one single league
- **Qualify:** Clicking on this option selects either Yes=To be listed, players must meet minimum requirements, All=All players listed
- **Players:** Clicking on this option selects either All Players, or, Rookies

Column 2: Blank

Column 3 (Pitching Categories):

- **Overall:** ERA, G, GS, W, L, SV, IP, HA, R, ER, BB, HP, K, 2B, 3B, HR, BF, OAVG, OOBP, OSLG
- **Overall 2:** GC, CG%, SHO, QS, QS%, HLD, SVO, BSV, SV%, GF, RA, RL, RLS, RLS%, IR, IRS, IRS%
- **Overall 3:** BF, AB, SF, SH, WP, BK, SB, CS, DP, R/9, H/9, HR/9, BB/9, K/9, ERC, RS/G
- **vs LHP/RHP:** Split stats
- **Weekly/Monthly:** Performance stats first by the last week, then by previous months
- **Home/Road:** Split stats, home games and road games
- **Minor League:** Overall stats from your Minor Leagues, AAA, AA and A
- **Streaks/Records:** LWS, CWS, LLS and CLS

Column 4 (Choose Leader Board):

- Click on the leader board you want to be displayed

Descriptions of the statistical abbreviations used in the leader boards can be found in the **Statistics** section of this Manual.

In the upper right-hand corner of all screens in the game, you will see . The hyphen sign minimizes the game window, and the X sign gives you a yes/no option to quit the game.

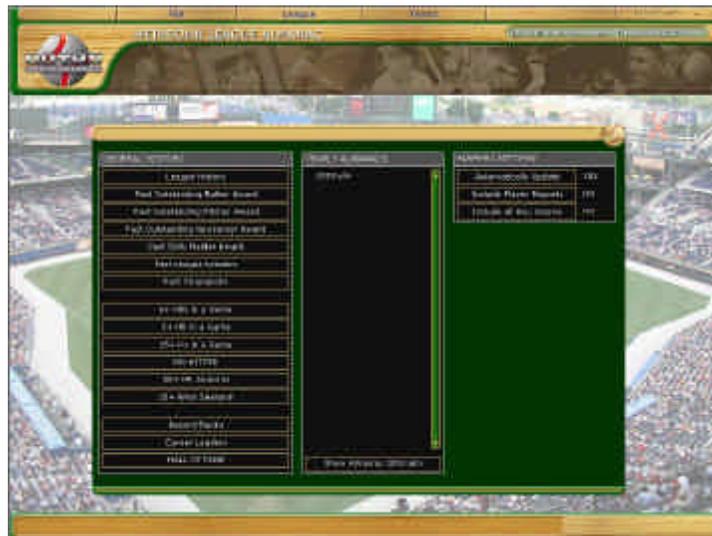


Almanac

Let's check out a new feature for OOTP 5. It is called the ALMANAC. Click the League header and then you see the ALMANAC button pictured below.



After clicking the ALMANAC button, you are taken to a screen similar to the one below. Notice the ALMANAC is broken into General History, Yearly Almanacs and Almanacs Settings. Familiarize yourself with each category.



Under General History, you can click different events as shown above. From League History , Awards, Special Events, Record Books, Career Leaders and of course, the coveted HALL OF FAME.



Under Yearly Almanacs , OOTP 5 will show each completed year's almanac in the center column. Click on the one you want to view and it will bring up the HTML report for the year you selected. You can also change the settings for the ALMANAC on the right column, by automatically updating, including player reports, including all box scores. **Remember that you need to have a lot of Hard Drive space available if you choose to save all three categories.**

For example let's look at a ALMANAC HTML report. This should look a lot like the one below.

The screenshot displays a web browser window with the title 'ALMANAC HTML REPORT'. The main content area shows a table of league standings for the 'Hindman League Main Page' (May 2000). The table is organized into several sections, each representing a different league or division. Each section has a header row with columns for 'Team', 'W', 'L', 'PCT', 'GB', 'P/GB', 'DIFF', 'Home W/L', 'Runs', 'Hits', 'HR', 'RBI', and 'L/HR'. Below each header, there are several rows of data for different teams. The interface also includes a sidebar on the left with various navigation links and a top navigation bar with a search box and a 'dot400 software studios' logo.

The ALMANAC shows the last year's standing results, playoff results, with a hyperlink for each team if you wish to view them, also there is a list of separate categories on the left that you can view.

From General News to Financial Reports, Power Rankings to Performances, League by League Leaders to Career Leaders, Players, League Batting, Pitching, and Fielding. There is also a link for dot400 and OOTP 5.com so you can reach the websites for both by just clicking the link while online!

Take your time and look through each category on the left as there are new categories like Power Rankings, Top Systems, Performances, Players, (which show each player alphabetically on a HTML report.), Some of what you can check out is in the example below.



Everything you ever wanted to see for a season is here in the ALMANAC! Take your time and look around! From Reports to Schedule, League News to League History, it is all here at your fingertips!

Next we go to the Career Leaders and Hall of Fame screens. Click the ALMANAC button under League menu and then click Career Leaders button. You should come to a HTML report which breaks down Batting Leaders and Pitching Leaders. Of course each player has a clickable hyperlink so you can view any player you wish.

After you have reviewed the various categories, go back to the ALMANAC and click HALL OF FAME button. You should see a screen similar to the one below.





MANAGERS, COACHES & SCOUTS

Out of the Park Baseball 5 contains a sophisticated modeling of managers, coaches and scouts directly influence the development of your players in career simulations, and scouts affect the quality and accuracy of the subjective player ratings that are visible. Additionally, coaches and scouts have contracts, unique abilities and certain work preferences. Some want to work for smaller market teams, some are financially motivated and others want to work for a winning organization.

Managers

Each franchise has a field manager that makes all field decisions during individual games for the major league club. The attributes of each manager can be edited by selecting the appropriate team from the Teams menu, and then the Setup function from the team menu that appears when you have selected a team.

Coaches & Minor League Managers

Each franchise has five coaches:

- The batting coach, who is responsible for instructing and developing hitters on the active (major league) roster
- The pitching coach, who is responsible for instructing and developing pitchers on the active (major league) roster
- Each minor league affiliate has a manager, who is responsible for developing prospects
- Coaches are rated on their ability to coach hitting and pitching skills, and to develop hitters and pitchers. Coaches are rated on a 10-tiered scale, ranging from 'Terrible' (worst) to 'Brilliant' (best).

Scouts

Each franchise also has a scouting director. Your scouting director affects the quality and accuracy of the player ratings that are visible to you in the game. The better your scout is, the more comfortable you can be that the ratings you see for a player accurately reflect that player's talent level (although no scout, no matter how highly rated, will be correct 100% of the time). Scouts are rated on their ability to evaluate both batting and pitching ratings. Note that in Manager mode, you will see all players on every team through the eyes of your scout.



Editing and Signing Coaches and Scouts

You can sign coaches and scouts by selecting Coaches/Scouts from the League menu. The list displays all coaches that are not currently employed. The list is sortable by various categories. If you left-click on a coach or scout, you can edit, delete or view the coach/scout. If you right-click on the coach/scout, you can make a contract offer.



ROLE-PLAYING IN MANAGER MODE

The Manager Mode replaces the Challenge Mode of OOTP 4. This new option is a more advanced and version of the Challenge Mode and leads to a more challenging game play as you have to worry not only about doing well to make yourself happy but also to make your owner happy and keep your job.

An option that is also included with this is the ability to follow your personal life during you reign of power. You will have the opportunity to marry and have children and possibly have a son that gets drafted into the league you are managing in.

Starting the Manager Career



You will have the opportunity to start a Manager Career at any time you want. When setting up a new league the game will ask you if you would like to enable the Manager Mode allowing you to start right from the beginning. If you decide not to start at the beginning there is the option to start later at any time by going to the File drop down menu and selecting New Manager Career.

Once you decide to start the career you will be brought to the initial screen where you will set your basic attributes and get hired by a team.

Attributes

Personal Data:

- First Name- Any first name you choose
- Last Name- Any last name you choose
- Birthday- Your birthdate in month/day/year format.



- Age- Calculated based on Birthday and Date of League
- Status- Single, Married or Married w/Children

When selecting status if you choose Married you will be assigned a wife, Married with children you will be assigned a wife and allowed to name your child(ren) and their age(s) and gender will assigned.

Skills

- Basic Skills: Great Hitting Knowledge, Great Pitching Knowledge, Balanced Knowledge
- Special Skills: Clubhouse Chemistry, Negotiation Skills, Handling Youngsters and Handling Veterans
- Difficulty: Bat Boy (Very Easy), Minor Leaguer (Easy), Major Leaguer (Average), All Star (Hard) and Hall of Famer (Very Hard). Difficulty level will decide how hard it is for you to succeed in the game.

Picking your team

All the teams with available manager positions will be listed. Left clicking on the team will bring up the salary and years that the team is willing to offer you. If you are satisfied with the contract you will Accept it by clicking the Accept button. If you'd like to see another offer press the Cancel button.



The Manager Screen



The Manager screen (pictured above) gives you a chance to see where you stand with your owner and how you've performed over your career. There are five types of owners ranging from the Very Patient Nice Guy, to the Horrible Owner with almost no patience. On this screen you can see your owners goals for the season, as well as his current mood and your teams chemistry. In the right-hand side of the screen you can see your current reputation and career achievements, while your career managerial stats are available with the View Stats button. Along the bottom of the Manager Screen you will see your personal diary which will cover your professional and personal events in your life.

Your Personal Life

You can also choose to manage your personal life where you try date, marry and potentially have children. If you have children some day you may be fortunate enough to see them enter OOTP as a rookie. This section is completely optional and if you don't wish to use it, then it can safely be ignored.

Changing Jobs

Depending on your performance and your Owner's Mood you may be offered a new contract, which you can choose to accept, or you can look at the list of interested teams and choose to move on. If you are fired you will have no choice but to find a new team to work for.

You can retire from your managerial career at anytime you wish with the Retire button on the manager screen.



PLAYER RATINGS MODEL

Out of the Park Baseball measures players on more than forty unique attributes and skill ratings. These ratings affect how players will perform during games.

Depending on the criteria, the game uses both a letter scale ("A" being "Brilliant," "E" being "Poor") and 10-point rating scale ("1" being the lowest, "10" being the highest, although some players with extraordinary skill can exceed the 10-point scale). Player ratings are displayed in a number of screens throughout the game; in most cases, you can adjust a roster view to display ratings for an entire squad, or, simply click on a player to view all of that player's ratings.

Every player also has talent levels for each rating. These ratings measure raw potential, and give you a general idea of how a specific rating might develop for a player over time during a career simulation. Talent levels are graded on the letter scale described above.

The game's player modeling algorithms are complex; however, the ratings visible in the game have been abstracted to a certain extent to encourage you to not focus exclusively on ratings. There can be an enormous performance differential, for instance, between two players rated as a "6" or as a "B" in a given category. Moreover, the quality of the accuracy of the ratings is determined by your scout's skill level. In summary, you must evaluate ratings, statistical performance history and your scout's skill - and combine these with your own intuition - to effectively evaluate players.

Both ratings and talent levels are variable in career simulations. Rookies will typically begin their careers with ratings well below their potential, and will need to develop their skills over time. Conversely, older players may see their ratings decrease rapidly as they approach the twilight of their careers.

Finally, note that most of a player's ratings and attributes may be freely edited using the player editor (except when playing in Manager Mode; see League Management for more information on Manager Mode). The player Editor toggle switch is located on every player profile screen.

Global Player Information

These attributes are applicable to every player in your league. Most affect gameplay, while others (like origin, uniform number) are purely cosmetic:

- First name
- Last name
- Nickname
- Number (uniform number)
- Origin (country)



- Birth Date
- Age (current season)
- Height
- Weight
- Bats
- Throws
- Position (primary)
- Role (for pitchers; starter, middle reliever or closer)
- Defensive Rating A-E (A being best) A player can be rated at any number of positions.
- Fielding %
- Throwing Ratings (arms strength, accuracy)

Player History

The player history section includes information such as when the player was drafted and by whom, whether/when the player was traded or released by a team and if/when the player signed with another team as a free agent. You can also view special events associated with the player, including significant single game performances, all-star team selections, performance awards, injury history and when the player was traded and for whom and more.

Character Attributes

Out of the Park Baseball 5 includes player character attributes. These ratings reflect players' intangibles, and include:

Needs winning team	Player's desire to play for a winning organization
Team Leader Ability	Ability to "bring out the best" in other players on the team
Loyalty	Can have an impact during contract negotiations
Desire to Play for Winner	Affects contract negotiations
Injury Rating	Reflects a player's perceived durability

Pitching Ratings

Note that the durations figures below assume the pitcher is completely rested.

Duration: "A" rated pitchers can throw approximately 130 (75 for relievers) pitches during a game without tiring while "E" rated pitchers can throw approximately 90 pitches (35 for relievers) during a game without tiring.

Hold Runners	Preventing baserunners from getting jumps on steal attempts
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Groundball%	Frequency (in percent) of induced groundballs
Injury Rating	Reflects a player's perceived durability

Offensive Ratings

Sacrifice Bunt	Ability to bunt in sacrifice situations
Bunt for Hit	Ability to bunt for a base hit
Speed	Speed on the bases; also ability to get good jumps on steal attempts
Stealing	Ability to steal bases
Injury Rating	Reflects a player's perceived durability
Health Status	Player's current health/fatigue status

Batter Ratings

Batters are rated in the areas below, and versus each handedness of pitcher. The higher the rating is, the more skilled the batter is in that category.

Getting hits	Average rating ("5") equates roughly to a batting average of about .270
Hitting doubles	Average rating equates to roughly 28 doubles per season
Hitting Triples	Average rating equates to roughly 5 triples per season
Hitting Homeruns	Average rating equates to roughly 18 homeruns per season
Take Walks	Average rating equates to roughly 50 walks per season
Avoiding strikeouts	Average rating equates to roughly 100 strikeouts per season
Hit by pitch	Number of times batter is likely to get hit by a pitch per 550 at bats

Pitcher Ratings

Pitchers are rated in the areas below, and versus each handedness of batter. The higher the ratings is, the more skilled the pitcher is in that category.

Avoiding Runs	Average rating ("5") equates roughly to an ERA of about 4.30
Avoiding Hits	Average rating equates to an opponents batting average of roughly .270
Avoiding Doubles	Average rating equates to roughly 28 doubles allowed per season
Avoiding Triples	Average rating equates to roughly 5 triples allowed per season
Hitting Homeruns	Average rating equates to roughly 18 homeruns allowed per season
Avoiding BB	Average rating equates to roughly 50 walks allowed per season
Getting Strikeouts	Average rating equates to roughly 100 strikeouts per season
Hit by Pitch	Number of likely hit batsmen per 550 batters faced
Balk	Number of likely balks per 550 batters faced
Wild Pitches	Number of likely wild pitches per 550 batters faced



STATISTICS

Out of the Park Baseball tracks over 1,000 seasonal statistics for every player in the league, and most of the major statistics for each player's entire career. You can view an individual player's statistics, or a table of statistics for entire team rosters. Most columns in statistical tables are sortable by clicking on the column header. Note that some of the more esoteric statistics in the tables below are explain in more detail in the Reference section of this manual.

Batting Statistics

The following statistics are tracked during the year for every player in the league:

G	Games played
AB	At bats
H	Hits
2B	Doubles
3B	Triples
HR	Home Runs
RBI	Runs Batted In
R	Runs Scored
SB	Stolen Bases
CS	Caught Stealings
K	Strikeouts
BB	Walks
HP	Hit By Pitch
SH	Sacrifice Hits
SF	Sacrifice Flies
AVG	Batting Average
OBP	On Base Percentage
SLG	Slugging Percentage
IW	Intentional Walks
CI	Catcher's Interference
RC	Runs Created
RC/27	Runs Created Per Game (27 Outs)
ISO	Isolated Power
TAVG	Total Average (Bill James)
TB	Total Bases
GW	Game-Winning RBI's
GDP	Grounded Into Double Plays
EBH	Extra base hits
PA	Plate Appearances
LHS	Longest Hitting Streak (Games)



CHS Current Hitting Streak (Games)
RISP Average With Runners in Scoring Position

Pitching Statistics

The following statistics are tracked during the year for every player in the league:

G Games
GS Games started
W Wins
L Losses
S Saves
H Holds
IP Innings Pitched
H Hits Allowed
R Runs Allowed
ER Earned Runs
ERA Earned Run Average
BB Walks
K Strikeouts
AVG Opponent's Batting Average
OBP Opponent's On Base Percentage
SLG Opponent's Slugging Percentage
BF Batters Faced
AB Total Official At Bats
2B Doubles Allowed
3B Triples Allowed
HR Home Runs Allowed
SF Sacrifice Flies Allowed
SH Sacrifice Hits Allowed
HP Hit Batters
WP Wild Pitches
BK Balks
GDP Forced Double Plays Ground Balls
CG Complete Games
SHO Shutouts
H/9 Hits Allowed Per 9 Innings
R/9 Runs Allowed Per 9 Innings
K/9 Strikeouts Per 9 Innings
BB/9 Walks Per 9 Innings
CERA Component ERA (Bill James)
QS Quality Starts (6 IP with 3 Earned Runs or Less)
QS% Percentage of Quality Starts



SvO	Save Opportunities
Bsv	Blown Saves
SV%	Save Percentage
IR	Inherited Runners
IRS	Inherited Runners Scored
IRS%	Inherited Runners Scoring Percentage
RL	Runners Left on Base After Leaving Game
RLS	Runners Left on Base Scored
RLS %	Runners Left on Base Scored Percentage
RA	Relief Appearances
GF	Games Finished
RS	Total Run Support
RS/G	Run Support Per 9 Innings

Fielding Statistics

Out of the Park Baseball tracks the following fielding statistics for each position played:

G	Games Played at Position
GS	Games Started at Position
A	Assists
PO	Putouts
TC	Total Chances
DP	Double Plays
E	Errors
PCT	Fielding Percentage
IP	Defensive Innings
R	Total Chances
TC	Total Chances

* Additionally, runners thrown out and passed balls are tracked for catchers.

Situational Statistics, Splits and Other Statistics

Out of the Park Baseball also tracks situational statistics (pinch hitting with runners in scoring position, averages by week, month, home/away averages, etc.), splits (averages versus right-handed/left-handed batters and pitchers). Postseason statistics are available as well, as are cumulative ERA and batting average charts and game-by-game logs. New for Out of the Park 5 is that now Career Minor League and Post Season Stats will be tracked for each player. This will help give the GM more of an insight into how his prospects perform in the minors and whether or not to bring them "to the show" or not. Tracking post season stats will show which of your players are "Mr. October".