OUT OF THE PARK BASEBALL 2006

MANUAL

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ABOUT THE GAME

1.0 INTRODUCTION

1.1 WHAT IS OUT OF THE PARK BASEBALL 2006?

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

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

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

A WELCOME TO NEW OOTP PLAYERS!

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

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

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

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

OOTPB offers the real life setup of every major baseball league in the world and in addition, you may also import every historical baseball season starting in 1900 from a freeware database (www.baseball1.com), or simply create your own fictional baseball league. Best of all, all kind of leagues can co-exist in your baseball universe and compete with each other for players or interact in the form of trades. Setting up leagues is very simple, and each league can have different financial options, AI options, etc. The possibilities are endless!

A WELCOME TO FANS OF PREVIOUS VERSIONS OF OOTP!

If you are familiar with the OOTP series, a lot has changed. Out of the Park Baseball 2006 has been totally rewritten from the ground up, the first time since 1999. This results in a completely new baseball gaming experience with the features and game play of the past. The new version of the game introduces a brand new, fully skin-able interface. It features hyperlinks, right-click menus, drag & drop, recent page history, bookmarks, an integrated HTML browser, customizable player lists (including custom filter setups), and much more. Not only does it look great, it makes your OOTPB experience as comfortable as never before!

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

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

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

Each team now has a general manager, a manager, a bench coach, a hitting coach, a pitching coach, 6 scouts and a team doctor. Each one has a personality and playing-style/strategy/player-type preferences. That results in computer teams that not act always the same, but rather have some sort of character. Also, your coaches have now more impact on your players – is your hitting coach the right one to take your top prospect to the next level? Each one of your six scouts can quick-scout up to 5 players per day, giving you instant, yet possibly inaccurate feedback. But you can also send your scouts on missions, for example scouting player X in-depth, scouting the next opponent, scout minor league Y, or travel to country Z to discover new talent. There is also SISA, the Sports Interactive Scouting Association, which offers scouting reports on every player – but not every player is scouted completely by SISA.

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

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

Previous versions displayed rather simple HTML reports using an external viewer. This time, we have added an interactive HTML browser directly to the game interface. You can right-click on a player link in the box scores and get all the player functions in a menu, for example trading for the player or putting him on your shortlist.

A NOTE ABOUT CUSTOMIZATION IN OOTPB

One of the greatest strengths of OOTPB is that many aspects of OOTPB are customizable. That is, you can make changes to the files that make up the game to customize the game to your liking. However, customization is not covered in this manual. It is our intent to provide a detailed customization manual to help you with this, but it is not available at this time.

Areas of the game that can be customized include:

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

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

2.0 SYSTEM REQUIREMENTS, PERFORMANCE, AND INSTALLATION

2.1 WHAT DO I NEED TO PLAY?

PC SYSTEM REQUIREMENTS

Minimum
Windows 98/ME/2000/XP
1 GHz processor
1024 x 768 screen resolution
400 MB free hard disk space
256 MB RAM

Recommended
Windows XP
2.2 GHz processor
512 MB RAM

MAC SYSTEM REQUIREMENTS

Minimum
PowerMac:
G4 1 GHz
Mac OS 10.3.9
256 MB RAM

Intel Core Duo:
1.8 Ghz
Mac OS 10.4.4
256 MB RAM

1024 x 768 screen resolution
400 MB free hard disk space

Recommended
PowerMac:
G5 2 GHz
Mac OS 10.4.5
512 MB RAM

Intel Core Duo:
2 GHz
Mac OS 10.4.5
512 MB RAM

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

The amount of hard disk space used by OOTPB varies greatly depending on the configuration of your game files. Such influences include the number of saved games (worlds), number of teams, depth of statistical tracking (selectable), player photos, and other custom files.

Game speed is affected by processor speed and memory, and can also be enhanced by removing any programs running in the background and ensuring your hard drive is routinely defragmented. If you still need additional speed, reducing the number of leagues in your game and lowering the level of statistical tracking will help significantly.

2.2 HOW TO INSTALL

After downloading the game file to your hard drive, make sure you have your Order ID number and follow:

1. Double-click the downloaded file. A "splash" screen and a few progress bars will display. Eventually you will end up in the **InstallShield Wizard**.

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

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

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

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

6. Click **Finish** to complete the installation. A shortcut to the game will be placed on your Desktop, and a Program Group will be created under **Start>All Programs>Sports Interactive>OOTP Baseball 2006**. Use either of these to begin the game.

3.0 GETTING STARTED

Now, let's get a game started. The opening screen will give you seven options, but your first time through there is only one to focus on:

3.1 NEW GAME

Upon selecting this, you will open a split screen. On the left, you have two tabs with **Create Game** selected by default. You can flip between them at any time, but let's review the basics of each one at a time.

CREATE GAME (Left panel)

1. From here, you can do several things. The most basic is entering the name of your game, used to label the saved game folder for its data and is also the name you look for when loading a saved game. This does not determine the names of any leagues.

2. Next, you will also be able to choose the starting year. While this is normally just cosmetic, it may become more important to you if you're planning on starting a historical league (more on that below).

3. After those two steps are completed, you are faced with your first real decision; what kind of gaming experience do you want?

Select Standard Leagues	These mimic the structure of real-world baseball leagues. By selecting any or all of the check boxes, you're adding each of these leagues to your world along with all of their minor leagues. These are useful shortcuts to familiar formats. It's important to note that when you select a standard league, the structure tab on the right panel is fixed. The other tabs can still be modified.
Add Historical Major League	OOTP Baseball is compatible with historical baseball archives that in the CSV (comma separated volume) format. Selecting this option opens a window through which you can locate any baseball archive file that you have saved on your computer. After locating the file, you will be prompted for the historical year you would like to import, how you would like the game to base the players' potential ratings, whether you want lefty/righty split stats to be emulated, and at what point the game should modify players who didn't see much playing time during that given season.
Add Fictional League	This choice creates a league that is purely there for you to customize. If you want minor leagues to be affiliated with the parent league, don't forget to add them!
Import OOTP 6.12/6.5 League	Selecting this creates an identical system browser as described in the historical league, allowing you to seek out a saved OOTP league (a folder from your OOTP 6.x directory with .lg attached to its name).
NOTE	You can combine any variety of leagues together in your game world.

GAME OPTIONS

These are global settings, affecting every league that appears in your world. These options include:

Use Complete Scouting Use Complete Coaching	Selected by default, if you uncheck either then you can disregard that aspect of the game.
Player Options	These impact the speed with which players age and develop (higher is faster), as well as a few alternate options. **Create and maintain hidden players** is only useful with scouts, as they are uncovered when a scout is sent to another country in an effort to find such talents.
Financial Coefficient	This is a basic multiplier that applies to dollar values associated with players and revenue. It is very useful when simulating historical seasons from times when a million dollar contract was unheard of.

Trading Options	These impact the frequency of trade offers, how much you have to offer to make a computer GM agree, and what types of players those GM's are more often drawn to.
Injury & Fatigue Options	You can turn injuries on and off as well as adjust their frequency. Position player fatigue can be likewise modified (pitchers will always fatigue with use).
Autosave & Boxscore/Logs Options	From here, you will notice the game has an autosave function which can be set from **Never** to **Daily**. The other two options are for how many boxscore and logs are saved.

At the bottom of the left panel, you will also see two buttons. **Start Game** generates your world with whatever you've selected, so only press that when you're ready. **Cancel** backs you out of the game creation. If you select this, you will have the **Game Menu** available.

LEAGUE DETAILS (Right panel)

Structure	From here, you can set the number of teams, divisions, sub leagues, home nation, the equivalent league level, and its affiliation if it is a minor league.
Names & Affiliation	As one might suspect, from this sub screen you can change the names and abbreviations of anything in the game.
Rules	This sub screen provides you the flexibility to alter the way that teams are managed. For more details on how these rules work, go to Section 7.0 of this guide, *Rules and Management*.
Options	These are mostly basic preferences for each league. Two options need special attention:

Inaugural Fantasy Draft – If this is selected, each team in the league will partake in a draft to fill their rosters. If this is not selected, the rosters will be pre-filled.

Select Stats Detail – Selects the level of statistical details which are tracked by the game:

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

Strategy & Equivalencies	These allow you to further customize your gaming experience, adding some additional flavor to each league. Increases and decreases correspond directly to how the games in that particular league play out.

At the bottom of the right panel, there are two buttons. **Action** allows you to randomly assign names as well as delete the selected league if you so desire. **Add Minor League** is a shortcut to help add them to your world.

3.2 ADD MANAGER TO GAME

Now that we've come this far and you have your baseball world ready, select **Start Game** and prepare to add yourself to it. You can also add as many other managers as you'd like. This can be helpful for setting up an online league with your friends. For more information about online leagues, see Section 12.0.

Go ahead and type your name, select your preferred nationality, and enter your date of birth. Next comes your selection of how you want to play the game.

TEAM & PLAY MODE

1. Play in **Commissioner Mode**: This allows you access to player editing as well as the ability to effectively run an online league.

2. **Select Team**: You can either start unemployed and apply for a management job when there's an opening, start as a major league manager, or even start as a minor league manager. Exactly how much control you have over your team can be selected from the team menu. However, if you're a minor league manager then you don't have any control over roster transactions.

4.0 OOTPB CONTROLS AND INTERFACE

The new version of the game introduces a brand new, fully skin-able interface. It features hyperlinks, right-click menus, drag & drop, recent page history, bookmarks, an integrated WEB browser, customizable player lists and filters, and much more.

This section will review most components of the OOTPB interface. These are repeated throughout the game, so it's good to get an understanding about how they behave.

4.1 OOTPB CONTROLS

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

RIGHT-CLICKING

OOTPB uses right-clicking (in Windows) extensively. Macintosh users with a single-button mouse must hold down the **CTRL** key while clicking to use the right-click functionality. The actions available in the right-click menus are also context-sensitive.

The right-click button also has one other important function, called **quick return**. On most pages, right-clicking in an area of the screen without a hyperlink returns you to the previous screen.

DRAG-AND-DROP

Many of the pages in the game also support "drag-and-drop" functionality. You can often make changes by dragging players from one area of the screen to another.

4.2 THE OOTPB INTERFACE

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

1 **League Drop-down** — In OOTPB, although you can have multiple leagues, the game generally displays one league at a time. In the top left-hand of most pages in OOTPB, there is a drop-down menu called the **League Drop-down**. This drop-down has a list of all of the leagues in your universe. To change the selected league, simply select a league from the drop-down.

2 **League Information** — Below the **League Drop-down** are three rows of **League Information**. They include:
- The current date in the league
- The abbreviation of the currently selected league
- The current period of the baseball season. For example, "spring training," "regular season," etc.

3 Banner   The banner goes across the top center of most screens in OOTPB. The information provided in the banner changes depending on the screen. In most cases it will tell you the name of the page and sub-page that you are viewing.

4 Game Menus   OOTPB has five primary **Game Menus** that run across the top of the screen. Unlike many aspects of OOTPB, the content of the menus does not change based on where you are in the game.

In brief, the five menus are as follows, from left to right:

Game   Contains general game options (**Load/Save/New**), information about manager identities, and game setup information for changing the configuration of your game after creation.

Manager   Contains pages that relate to the manager identity, including the manager's home page, manager-specific news and history, available manager jobs, and shortlists. There is also an option to explore the game world.

League   Contains pages that relate to the currently selected league, including the league home page, league-wide news, standings, scores and schedules, statistics, history, and transactions.

NOTE   The **League Menu** is not actually called "League." The menu will have the abbreviation of the currently selected league. For example, if your league is the Pro Baseball League (PBL), then this menu will be called "PBL."

Teams   Contains pages for each team in the league. Each team page then contains all of the information relevant to that team.

NOTE   As with the **League Menu**, this menu's name will vary. For the Pro Baseball League (PBL), this menu will be "PBL Teams."

Recent   Contains a list the 15 screens you have most recently visited in-game. This menu changes dynamically throughout the game. You can clear the Recent Menu at any time by selecting **Clear Recent Pages** from the bottom of this menu.

5 Game Screen Navigation Arrows   Game screen navigation arrows exist at both the top and bottom of the screen. Their use is identical. The navigation arrows simply allow you to navigate back and forth between the game screens you have visited. The left and right arrows function just like a web browser's "Back" and "Forward" buttons. Click the **left arrow** to go back to the last page you visited, and the **Forward** to return again.

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

It's important to realize that the yellow navigation arrows send you back and forth between game screens only. HTML pages have a special set of navigation arrows that only appear when HTML pages are on-screen. See the graphics below:

 Game Screen Navigation Arrows

 HTML Navigation Arrows

For example, let's say you're looking at the team roster (a "game screen"). Then, you delve into some team HTML reports, looking at 3 or 4 HTML reports in a row. If you click on the game screen "back" arrow, you will be returned to the last game screen you visited: the roster. If you click on the HTML "back" button, you will be returned to the previous report.

HTML pages in the game are readily identified by the bright red **SION** (Sports Interactive Online Network) logo and banner:

6 **Auto-Play Menu**   The **Auto-Play Menu**, appearing as a baseball, is one of two ways that time advances in OOTPB (the other is the **Continue Button**, described later in Section 4.2). Selecting an option from this menu causes time to advance in all leagues in your game universe. The game engine will calculate the results of all games or events for the duration selected.

Do not auto-play if you would like to play out a game using the Play-by-Play engine. See Section 6.0, *Play-by-Play*, for more information.

7 **Game Information**   The top right of the screen contains some general information about the game, including the build version of the game (helpful for troubleshooting), the name of the game file you are currently playing, the name of the currently active manager identity, and the team he or she manages (or blank, for commissioners).

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

NOTE   Managers cannot be found through the search engine.

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

10 **Sub-Pages**   Some pages have so much data that they have been broken down further into sub-pages, which are listed just underneath the row of tabs. Sub-pages sub-categories related to the currently selected tab. For example, the **Front Office** page has separate sub-pages that show team finances and possible free agents.

11 **Action Menus**   Action menus are where a lot of the "good stuff" happens. Action menus are usually "drop-up" menus, since the options cascade up from the menu when you click. They contain specific actions that you can take. Action menus can appear or disappear, depending on your role and which team you control. A commissioner has access to options that a minor league manager does not, and any manager has more options when looking at his own team, as opposed to when viewing another.

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

To bookmark a page, simply navigate to that page, and then select **Add Bookmark** from the **Bookmark Menu**. You will see a second screen where you can enter your own name for the bookmark. Once the bookmark has been added, click on the menu again to see your bookmark in the list. Bookmarks appear in the list in the order they were created (not alphabetically), with the oldest bookmarks on top.

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

Additionally, as you add bookmarks, they are added in a row along the bottom of the screen to the left of the **Bookmark Menu**, called the **Bookmark Bar**, as in the graphic below:

| Boston Roster | Transactions | Standings | Bookmarks |

There is no technical limit to the number of bookmarks you can have, although large numbers of bookmarks are difficult to manage. The bookmarks on the bar shrink as you add more bookmarks, so that you can fit more on the bar, but it is best suited for 10 or fewer bookmarks.

13 Game Screen Navigation Arrows   These navigation arrows are identical to the ones described in **5** above.

Game screen navigation arrows exist at both the top and bottom of the screen. Their use is identical. The navigation arrows simply allow you to navigate back and forth between the game screens you have visited. The left and right arrows function just like a web browser's "Back" and "Forward" buttons. Click the **left arrow** to go back to the last page you visited, and the **Forward** to return again.

14 Continue Button   The **Continue Button** is the second way of advancing time in OOTPB, along with the **Auto-Play Menu** described earlier in Section 4.2. Clicking the **Continue Button** advances time by one day in all leagues across your baseball universe.

15 Mail Box Button   The **Mail Box Button** is a picture of a newspaper located in the lower left hand corner of the screen. Clicking on this button will bring you to the current manager's **Manager News** page.

16 Ticker   The ticker runs across the bottom the screen, and announces recent news headlines. The ticker features all news from the currently selected league, with the latest news is shown first. The news articles themselves can be read by going to the **League News** page.

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

17 Drop-downs   Drop-downs are a very important part of the OOTPB interface. Most drop-downs are located near the top of the screen, underneath the tabs.

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

19 Column Headings   Game data, such as player information, is usually displayed in a "spreadsheet" style, with rows and columns. Most columns in OOTPB are "sortable." Clicking on a column heading will sort the data according to that column, alphabetically or numerically depending upon its contents.

20 Scroll Bars   Scroll bars appear in the game when there is too much data to fit on one screen. Most OOTPB windows support mouse wheels for scrolling as well.

21 Right-Click Menus   Not all objects support right-click menus. However, most hyperlinked names support right-click menus.

NOTE   Right-click menus are even available within HTML reports!

4.3 VIEWS AND FILTERS

Many game screens that include player data also have drop-downs called **View** and **Filter**. These useful tools are versatile enough to deserve their own section in the manual. They are excellent for customizing the game to provide exactly the data that you wish to see.

VIEWS

The **View drop-down** is typically the left-most drop-down on the page. **Views** essentially answer the question: "What data would you like to view?"

OOTPB provides a number of pre-built views, which quickly display information such as **Batting Ratings**, **Pitching Potential**, **Financial Info**, and more. Each view, when selected, changes the columns of data being displayed.

Best of all, **Views** can be customized to display almost anything you wish!

USING VIEWS

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

CUSTOMIZING VIEWS

Best of all, views can be customized! To customize a **View**, select **Customize** from the drop-down menu. This brings up a separate screen in which you can modify the pre-built views. You cannot save changes to any of the pre-built views, but you can create and save a new view based on your changes. To create your own custom view, first select one of the pre-built views, and then select **Customize**. You will come to a screen that looks like this:

The eight tabs across the top each contain many different fields to choose from, all easily selected using check-boxes. You can also click the **Clear** button at the bottom to uncheck all boxes on the currently selected tab. There is no option to clear all eight tabs at once, so be sure to check each tab!

There is also an option called **Repeat Columns** that allows you to repeat the selected columns up to eight times. This is useful for generating more listings per page when you don't need much in the way of data.

Once you have selected all of the settings you wish, click **OK** to return to the previous page. Your new view will be applied automatically to the data on the screen.

SAVING VIEWS

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

EDITING AND DELETING VIEWS

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

FILTERS

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

Unlike **Views**, there are no pre-built filters in the game, so if you want to take advantage of filters, you'll have to create your own.

CUSTOMIZING FILTERS

Filters are excellent for narrowing lists down to the precise data that you want to see.

Select **Customize** from the **Filter** drop-down and you arrive at a screen much like the **Customize View** screen:
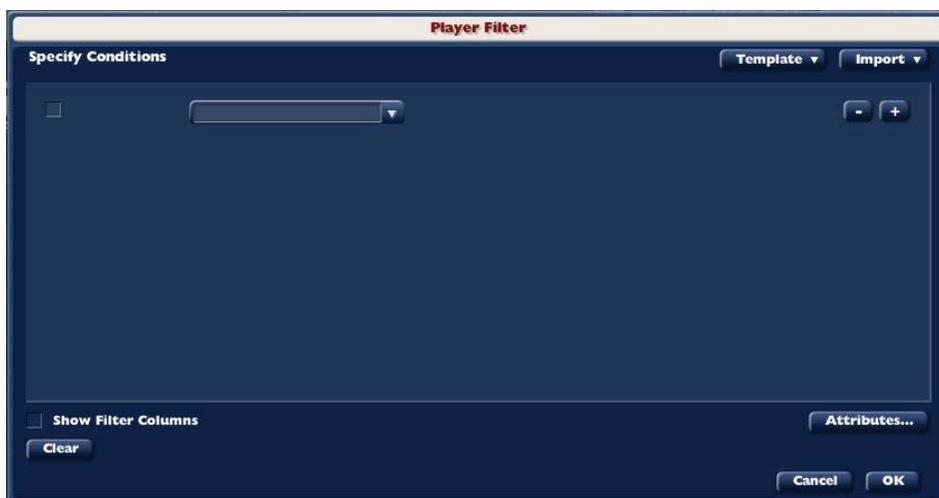
If you click on the empty drop-down box, you will see a huge list of characteristics to choose from: player demographics, batting, pitching, and fielding skills, etc. Once you select a field, a criteria drop-down appears to the right of the characteristic, allowing you to specify what you want to look for:

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

Clicking on the + to the right of the criteria will add another criterion. Continue this process until you have defined your filter.

Note that this filter won't specify the player's position. Once you have selected all of the settings you wish, click **OK** to return to the previous page. Your new filter will be applied automatically to the data on the screen. At this point, you can further restrict the players or staff that appear by using the Position drop down box.

SAVING FILTERS

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

FILTER TEMPLATES

The filter screen also has a **Template** drop-down in the upper-right. These can speed up the building of your new filter. For example, there is a template for **Starter** that immediately selects players whose role is Starter.

OTHER FILTER OPTIONS

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

The **Show Filter Columns** checkbox, when selected, will automatically add any fields you use in a custom filter to your view. For example, if you create a filter using player height and weight, the height and weight columns will be added automatically to your view.

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

At the bottom is a drop-down like that on the custom filter screen that allows you to set a value and an operator. By selecting check-boxes and setting an operator and value, you can add multiple conditions to a filter at once. This has the exact same effect as individual conditions except it's faster.

The **Import** drop-down contains a list of all custom filters you have created. If you select one of your custom filters from this drop-down, the selected filter will be copied into the filter that you are currently modifying for you to further customize.

USING VIEWS AND FILTERS ACROSS MULTIPLE GAMES

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

4.4　COMMON DROP-DOWNS

In addition to the views and filters described in Section 4.3, OOTPB uses a number of contextual drop-down menus in the game to help you manage your data. Here are some of the more common drop-downs found in the game, and their usage:

POSITION DROP-DOWN

Most pages that show player data include a **Position** drop-down, usually just to the right of the views and filters. Use this drop-down to limit the players displayed to only players of a certain position. You can also choose to display all pitchers or all batters.
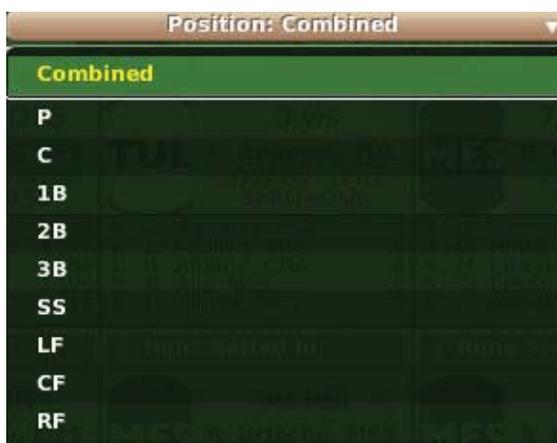
> **NOTE**　The **Position** drop-down filters players according to their assigned position. So, even if you have a player who plays four positions, he will only be visible when his assigned position is selected.

PREFERRED OCCUPATION DROP-DOWN

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

SCOUTING DROP-DOWN

Most pages that show player ratings include a **Scouting** drop-down. This drop-down allows you to select which scout's ratings you wish to view. You can also view the game's **SISA Scouting Association**.

Scouting ▾

SI Scouting Association

Bill Tweedy (Head Scout)

Kenny Brown

Javier Macis

Chayo Ordiales

Ralph Coulson

Ximenes Urdanivia

Harry Sheringham (MED Minor League Scout)

If you have scouting turned off, all ratings shown will be the true player ratings. See Section 8.0, *Scouting*, for more in-depth information on this.

THE STATS SCOPE DROP-DOWN

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

Stats Scope ▾   Sta

All Levels

Major League Level

Triple-A Level

Double-A Level

Single-A Level

Short-Single-A Level

Rookie League Level

International Level

Winter League Level

THE STATS SPLIT DROP-DOWN

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

THE STATS DOUBLE SPLIT DROP-DOWN

OOTPB's statistical split options are nothing short of astounding, and can also be combined to create hundreds of possibilities. Most pages in the game that include statistical data also include the **Stats Double Split** drop-down. This drop-down contains all of the same options as the **Stats Split** drop-down. Its purpose is to allow you to select two splits at the same time, such as pinch-hitting with runners in scoring position.

4.5 IN-GAME REPORTS

OOTPB has web reports built directly into the game interface. For example, if you go to the **Team Reports** page, you will be viewing web reports within the game interface. One neat feature of OOTPB's in-game reports is that they remain interactive with the game. If you are looking at a player on a report, you can still right-click on the player and see an action menu.

THE OPEN IN EXTERNAL BROWSER BUTTON

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

> **WARNING!** Since the game generates reports dynamically, note than any hyperlinks on reports viewed in an external browser will not work, nor will any right-click functionality.

4.6 COMMON ACTION MENUS

As with drop-down menus, there are a number of action menus or "drop-up" menus that are repeated on a number of different pages. Many of these action menus appear on some screens, but not on others, depending on the context. Rather than explain these on every single page, here are some of the more common action menus found in the game, and their usage:

THE REPORT ACTION MENU

OOTPB has many screens that involve lists of data. For example, a team's roster is nothing more than a list of players. The list of free agents is the same. Almost all pages that have lists of data like this have a **Report** action menu at the bottom of the page. The **Report** action menu can be used to create an HTML copy of the data on the current page. There are two options in each **Report** action menu:

Write report to disk   Writes an in-game report of the current screen to your hard disk. The file is named using the current date and time, and is saved in your game directory, under **\news\html\temp**. So, for example, the file might be called: **\test.lg\news\html\temp\2006-03-21-10-42-54.html**.

Open report   Opens an in-game report with data on the current screen in the in-game browser.

THE SCOUT ACTION MENU

Scout with Logan Westmoreland
Scout with Juan Escoda
Scout with Teófilo Galtan
Scout with Alfredo Rodriguez
Scout with José Berdugo

Report ▲   Action ▲   Scout Team ▲

In OOPTB, there are many opportunities to utilize your scouting personnel to scout players, teams, leagues, organizations, and more. Many pages have **Scout** action menus that allow you to select a member of your staff to scout the currently selected team, league, etc. You will be asked to confirm before assigning your scout to the task.

See Section 9.0 for in-depth information on Scouting.

THE AFFILIATED TEAMS ACTION MENU

Greensboro Foresters (AAA)

▲   Affiliated Teams ▲

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

Selecting a team from this menu takes you to the **Team Home** menu, filled with various other pages and options related to that specific team and its players.
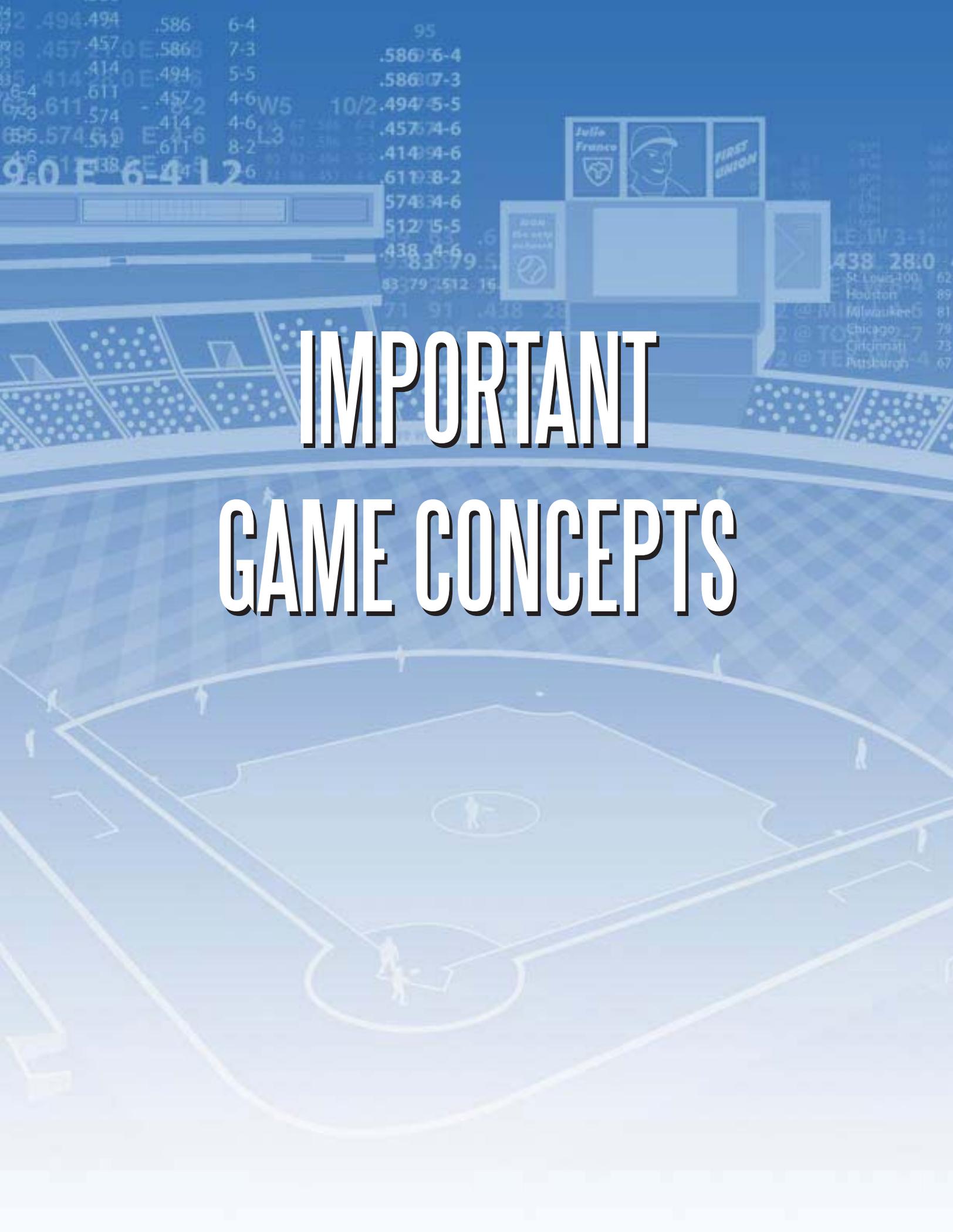
IMPORTANT
GAME CONCEPTS

5.0 THE PLAYER AND PERSONNEL MODEL

The heart of any baseball game is the players. OOTPB has a complex player rating model that allows an impressive variety of players. The game will generate some All-Stars, some serviceable major leaguers, and some lifetime minor leaguers. It's up to you and your coaching staff to find the best players and coax the best performances out of them. To do that, it's essential for any general manager to understand the player rating model.

There are four main categories of player abilities: batting, pitching, defensive, and other. Ratings in the underlying game engine are on a 0–250 scale. However, for display purposes, player ratings, by default, are on a 1–20 scale. This scale can be customized in the **Game Preferences**. Rating scales can be changed at any time in a game. All players are rated in all categories. However, the **Player Profile** page, reached by left-clicking on a player's name from any game menu, typically displays only the ratings that are most relevant to the player's current position. You can even view those ratings that are not displayed by default by creating a custom view as described in Section 4.3.

> **NOTE** If scouts have been turned off in the **Game Options** selected when first making your world, all current ratings and potential ratings displayed will be the actual values.

5.1 CURRENT RATINGS AND POTENTIAL RATINGS

Each of the batting and pitching abilities has both a current rating and a potential rating. For example, batters have both a Contact rating and a Contact Potential rating. The value given with just the ability name (Contact) is an assessment of the player's current skill level in this particular ability.

A potential rating (such as Contact Potential) is your scout's assessment of how good this player could possibly become at this ability over time.

Other ratings and **Personnel** ratings do not have potential scores that are paired with them. They may still change over time, but the dynamics involved are different and usually relate to aging and experience.

> **NOTE** Scouts are much more likely to be inaccurate when determining potential for younger players. For example, amateurs entering the draft straight from high school are more difficult to assess than amateurs coming out of college.

5.2 BATTING RATINGS

The five basic batting ratings are **Contact**, **Gap Power**, **Home Run Power**, **Eye**, and **Avoid K's**. Each of these has a matching potential rating. Batting ratings are used by the game engine to determine the outcome of a pitch.

Contact	Contact is a measure of how good a player is at getting his bat on the ball. Contact directly affects a player's batting average. Players with high Contact ratings are more likely to put the ball in play, and get more hits, with a higher batting average. Contact, however, has no direct affect on what the result of a hit will be.
Gap Power	Gap Power is a measure of how much power the player has to the "gaps." In baseball, the "gaps" usually refer to the places in the outfield between the left fielder and center fielder, and between the center fielder and right fielder. Gap Power directly affects the number of doubles and triples a player hits. Gap Power, however, has no direct effect on home runs, or on the likelihood that a player will make contact.
Home Run Power	Home Run Power is a measure of how much home run power the player has. Home Run Power, unsurprisingly, directly affects the number of home runs a player hits. Home Run Power, however, has no direct effect on the likelihood that a player will make contact.
Eye	Eye is a measure of how well a player assesses incoming pitches and determines whether they will be balls or strikes. Eye directly affects the number of times a player walks. However, Eye has no direct effect on the likelihood that a player will make contact, or strike out.
Avoid K's	Avoid K's is a measure of how well a player avoids striking out. Avoid K's directly affects the number of times a player strikes out. For example, players with high Avoid K's ratings are more likely to foul off pitches with two strikes than to go down swinging.

5.3 PITCHING RATINGS

There are three basic pitching ratings: **Stuff, Movement**, and **Control**. Each of these has a matching potential rating. See the section on Ratings vs. Potential for more information on the distinction between the two. There are also four additional ratings: **Velocity**, **Endurance**, **Hold Runners**, and **Ground Ball %**. Pitching ratings are used by the game engine to determine the outcome of a pitch. See the section on game mechanics for more information.

Stuff	Stuff is a measure of the quality of a pitcher's pitches. Stuff is a vague combination of factors. Stuff directly affects the number of strikeouts a pitcher throws.
Movement	Movement is a measure of the movement on a pitcher's pitches. It is harder for batters to make good contact with pitches that have good movement. As a result, pitchers with high Movement ratings tend to give up fewer home runs.
Control	Control is a measure of a pitcher's accuracy. Pitchers with good Control ratings tend to walk fewer batters.
Velocity	Velocity is a measure of how fast a pitcher throws. Velocity is not measured according to the standard rating system, but rather is measured in miles per hour.
Endurance	Endurance is a measure of how many pitches a pitcher can throw before tiring. Pitchers with high Endurance ratings tend to be used as starting pitchers, while pitchers with low Endurance ratings tend to be used as relievers.
Hold Runners	Hold Runners is a measure of a pitcher's ability to hold runners on base. It is harder for runners on base to steal against pitchers with high Hold Runners rating.
Ground Ball %	Ground Ball % is a measure of how many balls hit off this pitcher are ground balls, as compared to fly balls. Pitchers with high Ground Ball % ratings tend to get more double plays. Pitchers with low Ground Ball % ratings tend to have a lower BABIP (batting average on balls in play), because fly balls are generally more likely to turn into outs than ground balls.

PITCHES

Pitchers in OOTPB can throw an assortment of different pitches. These are displayed in the **Player Profile**, and also mentioned in game play-by-play. Unlike in previous versions of OOTP, pitches do have some impact on the results of a play. However, the impact is small. The types of pitches a pitcher throws do not change over the course of his career.

5.4 DEFENSIVE RATINGS

There are five basic defensive ratings: **Range**, **Error**, **Arm**, **Turn Double Play**, and **Rating at Position**. Defensive ratings are further broken down into three categories: **infield**, **outfield**, and **catcher**. Catchers have two additional ratings for **Catcher Ability** and **Catcher Arm**. Defensive ratings are used by the game engine to determine the outcome of a pitch or a ball in play. See the section on game mechanics for more information.

Infield/Outfield Range	Range is a measure of how quickly a defensive player can reach a ball in play. Players with high Range ratings are more likely to reach a batted ball and potentially make an out. For example, a shortstop with good Range might reach a groundball to his right, whereas a shortstop with poor Range might not reach the ball, letting it go into left field for a single. Players have separate ratings for infield and outfield range. These values can be fairly different, based on the player's experience.
Infield/Outfield Error	Error is a measure of how likely a defensive player is to commit an error. This rating includes both fielding errors (dropping or misplaying the ball) and throwing errors (pulling the first baseman off the bag, throwing inaccurately). The Error rating is inversely related to errors. That is, players with high Error ratings are less likely to commit errors. (With all ratings, higher is better.) Players have separate ratings for infield and outfield error. These values can be fairly different, based on the player's experience.
Infield/Outfield Arm	Arm is a measure of the strength of a player's arm. Players with higher Arm ratings are more likely to throw out runners in a close play. Arm is factored into accuracy as well. Players have separate ratings for infield and outfield arm. These values can be fairly different, based on the player's experience.

NOTE	Arm is not strictly a measure of strength. If a player has a high infield arm rating, but a low outfield arm rating, it doesn't mean that his arm suddenly gets weaker in the outfield, of course. Rather, it implies that in the infield, his throws are strong, accurate, and timely. In the outfield, he is weaker, partly because of arm strength, but also because of experience, accuracy, hesitation, and so forth.
Turn Double Play	Turn Double Play is a measure of how well infielders, pitchers, and catchers can turn infield double plays. Players with high Turn Double Play ratings are more likely to successfully turn double plays when given the opportunity.
NOTE	The Turn Double Play rating is not displayed by default in an outfielder's Player Profile.
Rating at Position	Rating at Position is a measure of a player's overall defensive ability at a given position. Individual ratings exist for each defensive position. Players can have ratings at one or more positions. Players with higher Rating at Position ratings are better overall defensively. Rating at Position isn't truly a unique rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.
NOTE	It is possible for a player to be excellent defensively at one position, but poor at another. Players do tend to perform similarly at similar positions, however.
Catcher Ability	Catcher Ability is a measure of a catcher's overall catching skill. Catcher Ability isn't truly a unique rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.
NOTE	The Catcher Ability rating is displayed by default in a catcher's Player Profile.
Catcher Arm	Catcher Arm is a measure of a catcher's arm. Catchers with higher Catcher Arm are more likely to throw out runners stealing a base. Catchers with high Catcher Arm ratings could also cause opposing managers to think twice before attempting a steal.
NOTE	The Catcher Arm rating is displayed by default in a catcher's Player Profile.

5.5   OTHER RATINGS

There are six other ratings that don't quite fit in the batting, pitching, or defensive categories: **Running Speed**, **Stealing Bases**, **Baserunning Instincts**, **Sacrifice Bunt**, **Bunt for Hit**, and **Hitter Type**. These other ratings are used by the game engine to determine the outcome of plays. See the section on game mechanics for more information.

Running Speed	Running Speed is a measure of how quickly a player can run from one base to the next. Players with high Running Speed are more of a threat to steal bases, and are more likely to advance further on a ball in play. Running Speed is strictly for offensive play. For example, Running Speed does not factor into an outfielder's range. However, Running Speed and Defensive Range are linked internally. For example, as a player ages, his speed and range will generally decline at the same pace.
Stealing Bases	Stealing Bases is a measure of how good a player is at stealing. Stealing bases is not a matter only of speed, but also timing, knowledge of pitchers, and ability to "get a good jump." It is possible for a player to have a high Running Speed, but a low Stealing Bases, and vice versa, although the most dangerous baserunners have high ratings in both.
Baserunning Instincts	Baserunning Instincts is a measure of a player's instincts when running the bases. Players with high Baserunning Instincts are more likely to take advantage of fielder miscues to advance a base, and less likely to get thrown out due to baserunning mistakes.
Sacrifice Bunt	Sacrifice Bunt is a measure of how well a player can execute a sacrifice bunt. Players with high Sacrifice Bunt ratings are more likely to execute the bunt correctly, advancing the runner. They are also less likely to strike out while bunting.

Bunt for Hit	Bunt for Hit is a measure of how well a player can execute bunt in an attempt to reach base safely. Players with a high Bunt for Hit ratings are more likely to bunt to a good location for reaching base. Players with high Running Speed and high Bunt for Hit have the best chance at bunting for a hit. Left-handed hitters are also better at bunting for a hit.

HITTER TYPE

There are three general types of hitters in OOTPB. **Hitter Type** defines which category a player falls into. Hitter Type affects the likelihood that a batted ball will go to a particular area of the playing field. The types are defined below.

Spray hitter	Batted balls are more or less equally likely to go to any part of the field.
Normal	Batted balls are distributed normally, which means that the majority of balls will go to the hitter's "pull" side. (Right-handed hitters will hit a majority of balls to the left side of the field, and left-handed hitters will hit a majority of balls to the right side of the field.)
Pull hitter	Batted balls are noticeably more likely to be pulled to the hitter's side. (Right-handed hitters will hit most balls to the left side of the field, and left-handed hitters will hit most balls to the right side of the field.)
NOTE	Hitter Type does not affect the likelihood that a player will make contact, or how much power the hitter has. It affects only the trajectory of a batted ball.

5.6 RATINGS CHANGES

Players' current ratings and potential ratings change over the course of a season or a career. There are a number of factors that influence the way in which ratings change.

NOTE	Consider scouting your own organization occasionally to get a better idea of whether players' skills have changed noticeably. See the section on Scouting for more information.

PLAYER DEVELOPMENT

As soon as they begin their careers, players in OOTPB begin developing across the spectrum of their ratings. A number of factors can affect a player's development. Some of these can be controlled, and others cannot. Some of the key development factors are described below.

Coaching/ management	The coaching/managing ratings of the general manager, manager, bench coach, hitting coach, and pitching coach can all affect a player's development.
Playing time	Minor league players who get little playing time might not develop as quickly as others. However, major league players and players on a reserve roster develop normally even without playing time.
Potential/individual qualities	Very talented players often (but not always) develop more quickly. In addition, some players simply develop more quickly than others. You might be baffled by the high-potential player who fails to live up to expectations, or be pleasantly surprised by the late-round draft pick who quickly advances.
Age	Players in OOTPB age as seasons go by. Younger players might mature with age. Older players' skills might begin to diminish. Not all players will lose their skills at the same time – some could remain productive into their forties, while others might fall apart much sooner than that. All these factors can directly affect a player's current ratings or even his potential ratings.
Challenge	Players respond differently to challenges. Often, a player who is tearing up AA hitting might not be developing very quickly, because he isn't being challenged. Similarly, putting an overmatched rookie into your major league starting lineup could actually hurt his development.
Injuries	Injuries often cause a player's development to slow, or could even cause his skills to regress. Injuries can immediately affect a player's current ratings and his potential ratings. The more severe an injury is, the more likely that the player's ratings will suffer.

Spring Training	Spring Training appearances factor into development in a way similar to regular season playing time. For some, it's also their only chance to face stiffer competition.
Chance	Lady Luck also plays a hand in ratings changes. Sometimes, the light bulb inside a player's head will just go on, and he will jump to a new level of play. Players can experience significant changes in their ratings and potential in a short time. Of course, the same is true in reverse. Some players will never live up to their potential.
Player Development Modifiers	The speed with which players develop can also be adjusted to your tastes under Game Setup and then Global Setup.

5.7 OVERALL RATING

Players are also graded by scouts on a 20–80 scale for their **Overall Rating** and **Overall Potential**, compared to all other players in the league. Players with high Overall Ratings are likely to be All-Star caliber players. This rating is shown only on the **Scouting Reports** subpage. More can be found on scouting in Section 9.0 of this guide.

5.8 COACHES & PERSONNEL

While baseball games are about the players performing out on the field, there are many more people involved in getting those players out there performing at their best. There are eight distinct personnel roles on a major league team.

General Managers	A general manager is responsible for running a baseball team, including all hiring and firing as well as all transactional decisions related to the team, including trades, drafts, free agent and waiver pickups, and so forth. Although it does not happen often in real life, in OOTPB a general manager often also acts as the day-to-day manager of a club.
Managers	A manager is responsible for handling the execution of a game. Managers control lineups, pitching rotation, and make all the in-game decisions, but they typically have no responsibility for hiring, firing, and other general management tasks. Managers work together with bench coaches to manage a game. Managers have some impact on all areas of play, including hitting, pitching, and fielding. In some cases, a general manager also acts as a manager. This does not happen often in real life, but it does happen frequently in OOTPB.
Bench Coaches	Bench coaches are responsible for helping the manager handle the game, especially in actual games. Bench coaches have some impact on all areas of play, including fielding. You have the option of delegating decision-making authority to your bench coach during a game.
Hitting Coaches	Hitting coaches are responsible for teaching players the ins and outs of hitting in professional baseball. The hitting coach has a direct impact on the hitting performance of players on the team. The hitting coach also affects the speed with which a player progresses toward his hitting potential.
Pitching Coaches	Pitching coaches are responsible for teaching players the ins and outs of pitching in professional baseball. The pitching coach has a direct impact on the pitching performance of players on the team. The pitching coach also affects the speed with which a player progresses toward his pitching potential.
Scouts	Scouts are responsible for analyzing the skills and potential of current players or new amateur draft players. While scouts use the same ratings covered above, the use of scouts is very different. Scouts are complicated enough that they deserve their own section. See Section 9.0 for more information on scouting.
Team Doctors	Team Doctors are responsible for the health of the team. Better team doctors help their players recover more quickly from injuries, and the doctor's training staff helps ensure that players recover more quickly from fatigue.

COACH AND PERSONNEL CONTRACTS

All coaches and personnel must be signed to contracts, just like players. These expenses come out of the budget that team ownership provides a general manager. In other words, the more money you spend on coaches and personnel, the less you have available for player contracts.

5.9 COACH & PERSONNEL RATINGS

Personnel are rated in sixteen categories: three each for managing and coaching, and five each for scouting and medicine. As with player ratings, the rating scale for personnel can be set on the Preferences page, and the rating scale for personnel does not need to be the same as the scale for players. Your personnel have a profound effect on the development and performance of your players over the course of a season.

You can also disable the coaching/personnel system entirely in the **Game Options** page in the **Game Menu**. If the coaching system is disabled, players will still develop, of course. However, each team will be treated as if it had average and identical personnel in all roles.

NOTE	With players, ratings might not be accurate if you are using scouts. The ratings vary depending on your scouts' abilities. However, ratings for coaches and personnel are always the actual values.

MANAGING

Handle Rookies — Describes the person's ability to work with rookies. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players under the age of 25 are considered rookies.

NOTE	This is not the definition of "rookie" used to determine rookie award winners.

Handle Veterans — Describes the person's ability to work with veterans. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose this rating, all players with at least 10 years of professional experience are considered veterans.

Handle Players — Describes the person's ability to handle players. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players who are not rookies or veterans, as described above, are considered players.

COACHING

Teach Hitting — The ability to teach hitting. The higher this rating is, the more likely young players are to develop hitting skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and hitting coaches.

Teach Pitching — The ability to teach pitching. The higher this rating is, the more likely young players are to develop pitching skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and pitching coaches.

Teach Fielding — The ability to teach fielding. The higher this rating is, the more likely young players are to develop fielding skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and bench coaches.

SCOUTING

Scout Hitting — The ability of a scout to accurately measure a player's current hitting ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.

Scout Hitting Potential — The ability of a scout to accurately measure a player's hitting potential. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.

Scout Pitching — The ability of a scout to accurately measure a player's current pitching ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.

Scout Pitching Potential — The ability of a scout to accurately measure a player's pitching potential. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.

Scout Fielding — The ability of a scout to accurately measure a player's fielding ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.

DOCTOR

Heal Arms, Legs, Back, Other   The ability of a team doctor to heal injuries to the specified body part. A higher rating means players with those injuries will heal more quickly, possibly more quickly than the original estimate. A higher rating also means players are less likely to get those injuries in the first place.

Fatigue Recovery   The ability of a team doctor to help players recover from fatigue. You can think of this rating as if your team also has a training staff. The better the training staff, the more "in shape" your players will be, and therefore the more quickly they will recover from fatigue.

STRATEGY PREFERENCES

Each personnel member has his own way of doing things. These can greatly influence the playcalling of a team on the field as well as how a General Manager negotiates deals. While it may not matter much if your team doctor believes in stealing bases, it's important to find the right personnel to match the particular talents and style of your team.

COACH/PERSONNEL EXPERIENCE

Available personnel also have a certain number of years of experience. Experience does not directly impact ratings in the game. It does, however, affect the amount of money a coach will demand in a contract. If two coaches have identical ratings (which is very unlikely) and one has 10 years of experience while the other has 2 years, the only difference between the two will be the amount of money they demand.

COACH/PERSONNEL RATINGS CHANGES

Personnel can learn and improve their skills over time. Unlike with players, personnel ratings do not decrease with age. There are no potential ratings for personnel, so there is no way to know which personnel will improve, or by how much. Personnel will occasionally retire and new candidates will take their place after every season.

6.0   PLAY-BY-PLAY MODE (Playing out games)

For many baseball simulation fans, nothing compares to being the on-field general of a baseball game. OOTPB allows you to enjoy this experience. You can act as the in-game manager for any of your team's games. There is no rule about which games you have to manage, either. You could auto-play all your team's games, and then act as in-game manager just for the playoffs. You could act as manager for weekend games only. It's all up to you.

The starting point for playing out any game is the **Scores & Schedule** page, accessed from the **League** menu. To play a game in **Play-by-Play** mode, first use **auto-play** to advance to a date when your team has a game you would like to play.

6.1   MANAGE VS. QUICK-PLAY

On the **Scores & Schedule** page, if your team has a game scheduled for the selected day, there will be links for you to choose "Manage" or "Quick-Play":

Select **Quick-Play** to have the computer immediately auto-play this game. The results of the game will be available immediately, along with the box score and game log.

Select **Manage** to play out the game in **Play-by-Play** mode.

NOTE   If you are commissioner, you have the option of managing or quick-playing any game on the schedule.

6.2 **PREGAME PREPARATIONS**

Click the **Manage** button to start a game in **Play-by-Play** mode. This brings you into a set of pregame pages that help you make any final changes before the game begins.

In the bottom right corner of these pages are two buttons, **Start Game** and **Cancel Game**. Click **Cancel Game** to return to the **Scores & Schedule** page. Click **Start Game** to, well, start the game.

> **NOTE** Don't click **Start Game** until you have made any necessary pregame preparations.

OPTIONS & TEAM STATS PAGE

The **Options & Teams Stats** page is an array of options that allows you to finalize how the game will be managed and simulated.
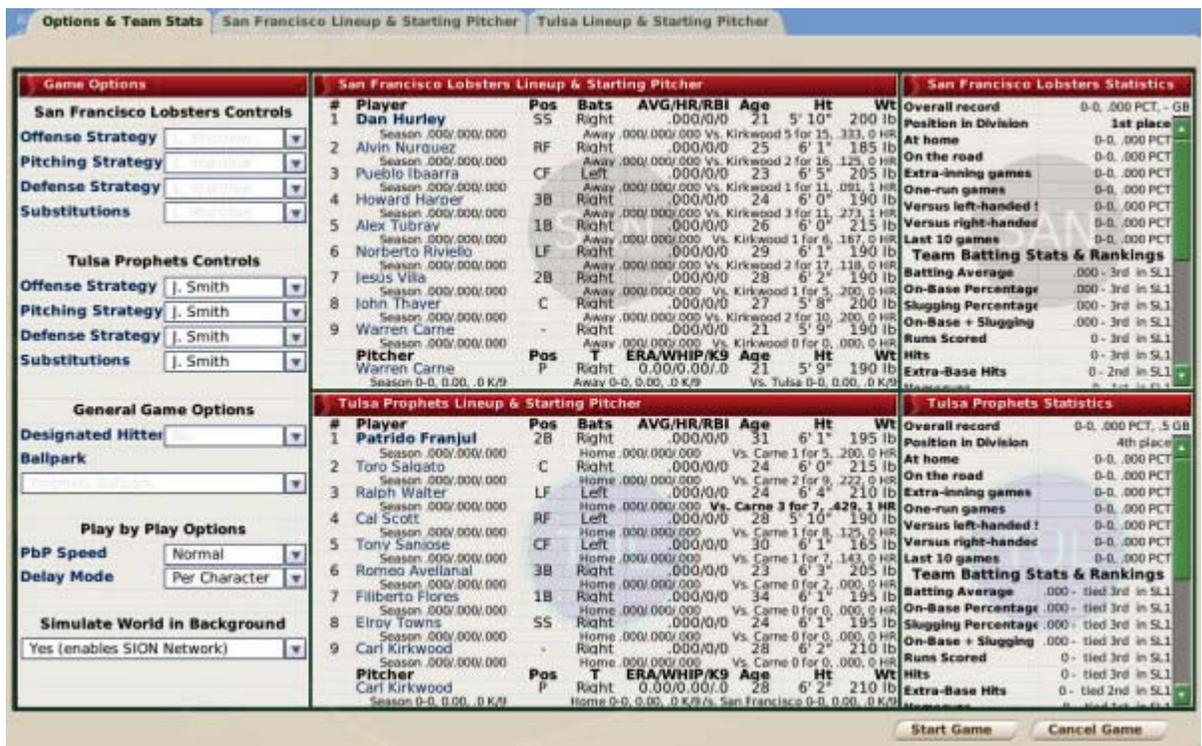
The **Options & Team Stats** page is divided into five sections in three columns.

GAME OPTIONS

Offense, Pitching, Defense, and Substitution Strategy	These controls determine who will make strategic decisions in these four areas of the game. The default is for your manager identity to make all decisions. However, you can elect to have your bench coach make decisions instead.

> **NOTE** Unless you are commissioner, you cannot change the controls for your opponent.

Designated Hitter	Determines whether or not a designated hitter will be used. This option is determined by your league rules. Only a commissioner can change this value from this screen.
Ballpark	Determines the ballpark in which the game will be played. This option is determined by your league. Only a commissioner can change this value from this screen.
PbP Speed	Determines how quickly play-by-play text will appear. You can set this value from **Very Slow** to **Very Fast**. There is also a custom option that, if selected, will allow you to specify, in milliseconds, how long to delay between play-by-play lines.

Delay Mode	Determines the delay mode. There are two options:
	Per Character – There is a delay between each character resulting in a "ticker-tape" flow to the game.
	Per Line – There is a delay between each line, but each line appears in its entirety at once.
Simulate World in Background	Determines whether the **SION Network** is enabled or disabled. When the **SION Network** is enabled, other games in your game world that are scheduled for the same start time will be played out simultaneously. If the **SION Network** is disabled, only your game will be played out.

LINEUP & STARTING PITCHER

The center column contains the lineups and starting pitchers for each team in the game, along with statistical information for each. This is for informational purposes only. There are no changes that can be made here.

STATISTICS

The right column contains team statistics for each team. This is for informational purposes only. There are no changes that can be made here.

TEAM LINEUP & STARTING PITCHER PAGE

There are two **Team Lineup & Starting Pitcher** pages for each game, one for each team. Your opponent's page is provided for your information but you cannot change information there unless you are the commissioner. The two screens are identical in appearance.

The lineup presented initially will be the lineup you established from your team menu, but it can be adjusted for each game. Use the information in that section to make any changes to your lineup, if necessary. You can also take advantage of OOTPB's views and filters, described in Section 4.3, as well as the common drop-downs described in Section 4.4. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

RETURN TO GAME

You can still view **Player Profiles** by clicking on any player's name. However, in this case, each **Player Profile** screen will have a new button at the bottom called "Return to Game." Click this to return to the **Team Lineup & Starting Pitcher** page.

GAME STATUS BOX

One difference between this page and the **Lineups** page is in the lower right corner. In the bottom right is a small **Game Status Box** that shows the progress in the game so far, as well as the current game situation (balls, strikes, and outs).

STARTING PITCHER

Just above the **Game Status Box** is the name of the starting pitcher. To change starting pitchers, drag a different pitcher from the top half of the screen into the **Starting Pitcher** area.

6.3 PLAY BALL! (Starting the Game)

Once you have made any necessary adjustments to your lineup or game options, click on the **Start Game** button in the bottom right to begin play. You will be taken immediately to another series of pages in which the actual game is played out.

6.4 SION BROADCAST PAGE

OOTPB provides two styles of screens for your play-by-play experience. You can switch back and forth between the two styles at your leisure. The first of the two screens is the **SION Broadcast** page.

The **SION Broadcast** page has graphical representations of a scoreboard and the actual game stadium, as well as the controls you will need to play out the game.

SCOREBOARD

The **Scoreboard** in the top left keeps track of the progress of the current game.

Top 1	1	2	3	4	5	6	7	8	9	X	R	H	E
ARL											0	0	0
FRE											0	0	0

Balls 0   Strikes 0   Outs 0

LINEUP

The **Lineup** pane on the left shows the lineup and current game stats for the team that is currently at bat.

Arlington Lineup

	Player	Pos	B	AVG	HR	RBI	SB
1	W.Rowe	1B	R	.333	0	3	0
2	B.Binion	SS	R	.167	0	2	0
3	S.Rodriguez	CF	R	.341	2	8	2
4	V.Mulero	RF	R	.244	1	9	1
5	F.Chambers	3B	R	.290	1	4	1
6	M.Moore	LF	R	.333	1	3	0
7	M.Sanders	C	R	.200	0	4	0
8	J.McAngus	2B	R	.323	0	1	1
9	R.Austin	P	S	.000	0	0	0

CURRENT BATTER PANE

The **Current Batter** pane in the lower left of the screen gives statistics on the player currently at bat. It also includes a number of player ratings.

At Bat: RHB Warren Rowe   Show Pitcher

Stats	AB	H	HR	RBI	AVG	OBP	OPS
Season	3	1	0	3	.333	.333	1.000
Today	0	0	0	0			

Ratings	CON	POW	EYE	SPE	STE
Overall	11	6	5	18	20
Vs LHP	12	6	5		

Bunt for Hit: 1   Sacrifice Bunt: 19

> **NOTE** There is a **Scouting** drop-down in the top right of the screen. Use the drop-down to choose which of your scout's ratings you want to view.

BANNER

The **Banner** across the top right shows the two teams who are currently playing.

Arlington Harriers SION SI Online Network Live **Fresno Zeppelins**

STADIUM

The **Stadium** representation displays the entire ballpark, as well as the players on the field.

Each player in the field is shown in his actual positions, along with his defensive rating at the position and his arm rating.

Next to each player is a circular logo. If you choose to use player photos, the player photos will be displayed here. Additionally, the stadium graphic itself is customizable. See Section 1.1 for more information about customizing OOTPB.

> **NOTE**   Remember to use the **Scouting** drop-down in the top right to change which scout's ratings are displayed.

GAME CONTROL PANE

The **Game Control** pane is where you control the actual play-by-play of the game. The options available change depending on whether you are controlling the defensive or offensive side of the ball.

INFIELD OPTIONS

The infield options are kept in a drop-down in the top of the **Game Control** pane. Choose one of these options to change how your infield is playing. Of course, you can change these options only if your team is in the field

Infield Normal   Standard positioning.

Infield In   The infielders play in (closer to home plate). This is usually done in a close game, with a runner on third, when you want to prevent the runner from scoring at all costs.

Corners In	The first and third basemen play in. This is frequently done when a bunt is expected.
Third Baseman In	Only the third baseman plays in. This is frequently done when a bunt from a right-handed batter is expected.
First Baseman In	Only the first baseman plays in. This is frequently done when a bunt from a left-handed batter is expected.
Guard Lines	The first and third basemen play closer to their respective bases than usual, preventing balls from going down the lines. This is often done to prevent teams from getting extra base hits, at the risk of a greater chance of allowing a single.
Shift Left	The second baseman, shortstop, and third basemen all play between second and third base. This is often done when a very strong pull hitting right-handed hitter is at bat, to increase the chances of fielding a ball that is pulled to the left side of the infield.
Shift Right	The second baseman, shortstop, and first basemen all play between second and first base. This is often done when a very strong pull hitting left-handed hitter is at bat, to increase the chances of fielding a ball that is pulled to the right side of the infield.

OUTFIELD OPTIONS

The outfield options are kept in a drop-down in the top of the **Game Control** pane. Choose one of these options to change how your infield is playing. Of course, you can change these options only if your team is in the field.

Outfield Normal	Standard positioning.
Outfield In	Outfielders play in (closer to home plate). This is typically done when the game-tying or winning runner is on base, and you need to prevent the run from scoring at all costs.
Outfield Deep	Outfielders play deep. This is typically done when you want to protect a lead and don't want to let balls get behind you for extra-base hits.

GAME CONTROL OPTIONS

The **Game Control** screen displays a number of options that can be selected with numbers on the keypad, or by clicking the buttons with your mouse. Some options are not available unless a specific game situation occurs. For example, the **Hold Runners** option is not available unless there is a runner on base.

The following options are available when you are controlling the defensive team.

Pitch	The pitcher delivers a pitch.
Pitch Around	The pitcher pitches to the batter, but is very careful, and likely to throw balls. This is often used when a dangerous hitter is up, and you're willing to walk him rather than give up a big hit.
Pitch Out	The pitcher "pitches out" (throws a ball well wide of the hitter so that that the catcher has a chance to throw out a runner). This is typically done when you expect the runner to steal.
Intentional Walk	Intentionally walks the hitter. This is typically done when you don't want to risk pitching to a very dangerous hitter, especially if there is a runner on second base.
Hit Batter	Deliberately attempts to hit the batter.
Visit Mound	The manager visits the pitcher on the mound. This is usually done to try to calm down the pitcher if he has gotten in trouble.
Hold Runner(s)	The pitcher will attempt to hold the runner(s) on base, to prevent them from stealing. (Only available when a runner is on base.)

Throw to (1st, 2nd, 3rd)	The pitcher will attempt to pick off the runner on the selected base. (Only available when a runner is on base.)

The following options are available when you are controlling the team at bat.

Swing Away	The batter will take a normal attempt to hit the ball.
Bunt for Hit	The batter will attempt to bunt to get on base. This is usually done when the batter is both a good bunter and very fast. It is more often done with left-handed hitters.
Take Pitch	The batter will let the pitch go by, even if it is a good pitch. This is often done when the pitcher is struggling with control, or the count is 3-0 and you hope to get a walk.
Steal (2nd, 3rd, Home)	The runner on the selected base will try to steal. He might not actually go if he cannot get a good jump, however.
Send Forced	Runners who would have to run on a ground ball will attempt to steal.
Hit & Run	The runners will leave before the ball is hit, and the batter will try to make contact. This is often used by teams who do not have a lot of power and need to "manufacture" runs.
Run & Hit	The runners will leave before the ball is hit, and the batter has the option of trying to make contact. This is usually used only when the runner has a good chance of stealing a base.
Safety Squeeze	The batter will attempt to bunt, and the runner at third will try to score on the bunt. (Only available when there is a runner at third.)

PLAY-BY-PLAY

When an option is selected from the game control pane, game play begins, and the **Game Controls** are replaced with the text play-by-play of the current play.

After the current play is completed, you can click your mouse button or press any key to continue on to the next play. Play-by-play continues in this fashion, pitch by pitch, until the game is completed.

> **NOTE** Game play-by-play text is customizable in OOTPB. See Section 1.1 for more information about customizing OOTPB.

QUICK-PLAY BAR

The **Quick-Play Bar** presents options across the bottom of the page that allow you to advance the play of the game more quickly than pitch-by-pitch. Using the **Game Control** pane, you can advance play one pitch at a time. With the **Quick-Play Bar**, you can play to the end of the current plate appearance, the current half-inning, or the current inning, or you can advance to the end of the game in an instant. You can also leap forward to the start of the inning of your choice.

> **NOTE** You can also use the **F1** or **Enter** keys on your keyboard to quick-play the current batter's plate appearance. When you quick-play a plate appearance, the play-by-play for the final pitch to the current batter is displayed.

LEAVING THE GAME

When the game has been completed, the **Quick-Play Bar** is replaced with a **Leave Game** button. Click the **Leave Game** button to end the play-by-play and return to the **Scores & Schedules** page.

6.5   SION WEBCAST PAGE

The second option for playing out games in OOTPB is the **SION Webcast** page. You can switch between the **SION Webcast** page and **SION Broadcast** page at any time.

The **SION Webcast** page is a more statistics-intensive screen than the **SION Broadcast** page. It includes a graphic representation of a hitter, along with a pitch location indicator and a small stadium representation. The sections of the screen are described in more detail below.

SCOREBOARD

The **Scoreboard** in the top left keeps track of the progress of the current game.

TEAM BOX SCORES

Below the scoreboard are two box score panes. They show lineups and statistics for the current game, for each team. The visiting team is shown on top, and the home team below.

Arlington Harriers Quick Box-Scores

#	Player	AB	R	H	BI	HR	BB	K	AVG	OPS
1	R Rowe, 1B	1	0	0	0	0	0	0	.250	.750
2	R Binion, SS	1	0	0	0	0	0	0	.161	.511
3	R Rodriguez, CF	1	0	1	0	0	0	0	.356	.986
4	R Mulero, RF	1	0	0	0	0	0	0	.238	.721
5	**R Chambers, 3B**	0	0	0	0	0	0	0	.290	.808
6	R Moore, LF	0	0	0	0	0	0	0	.333	.813
7	R Sanders, C	0	0	0	0	0	0	0	.200	.508
8	R McAngus, 2B	0	0	0	0	0	0	0	.323	.997
9	S Austin, P	0	0	0	0	0	0	0	.000	.000

> **NOTE** The player displayed in boldface is currently at bat, or will be up first in the next half-inning.

BALLPARK DATA

The bottom left of the screen has information about the home team's ballpark.

Zeppelins Ballpark

Ballpark Factors		Dimensions + Wall Height	
AVG LHB	1.025	Left Field Line	336 ft, 9 ft
AVG RHB	1.045	Left Field	371 ft, 9 ft
Doubles	1.034	Left-Center	418 ft, 9 ft
Triples	1.080	Center Field	434 ft, 9 ft
Homeruns LHB	.985	Right-Center	408 ft, 9 ft
Homeruns RHB	.965	Right Field	359 ft, 9 ft
Attendance	42,346	Right Field Line	337 ft, 9 ft

Ballpark Factors on the left describe how hitting is affected in the current ballpark. For example, a ballpark with a 1.035 Doubles factor is slightly easier than average to hit a double. Ballparks are customizable in OOTPB. See Section 1.1 for more information about customizing OOTPB.

BATTER'S BOX

The **Batter's Box** is a graphic representation of the current hitter. On the right are ratings for the current batter and pitcher. Use the **Scouting** drop-down in the top right to change which scout's ratings you are viewing.

Arlington Harriers Batting

RHB W. Rowe	
Contact vsL	12
Gap vsL	12
Power vsL	6
Eye vsL	5
Avoid K's vsL	9

LHP F. Zamacoma	
Stuff vsR	8
Movement vsR	13
Control vsR	14
Hold Runners	13
Endurance	14
Velocity	92-94 Mph

Pitch Sequence

1)	0-0	Ball	Fastball	94 Mph
2)	1-0	Called Strike	Fastball	92 Mph

The graphic shows a hitter (on the correct side of the plate, based on his handedness) and a box that represents the strike zone. Each pitch thrown is displayed with a circle on the graphic of the batter and the strike zone. The circles are numbered according

to the pitch sequence. So, the first pitch thrown gets a circle with a "1," the second pitch gets a "2," and so forth. The pitches are identified by color.

Red   Strike
Green   Ball
Yellow   Foul
Blue   Ball in play

The bottom of this section contains a **Pitch Sequence** box as well, which describes the six most recent pitches to the current batter, including the type of pitch and the speed.

PITCHING DATA

The **Pitching Data** underneath the **Batter's Box** shows a number of statistical categories for the current pitcher. Some of the statistics displayed change depending on the situation. For example, if the count is 3-1, then the statistics will show this pitcher's statistics when the count is 3-1.

Pitching: LHP Florinio Zamacoma

Stats	W	L	S	IP	H	HR	BB	K	ERA
Career	9	8	0	142.2	153	8	49	74	4.23
Season	1	1	0	15.1	20	0	5	5	2.93
Home	0	1	0	7.1	8	0	5	2	3.68
April	1	1	0	15.1	20	0	5	5	2.93
Today	0	0	0	0.0	0	0	0	0	0.00

Opp. Batting	AB	R	H	HR	BB	K	AVG	OBP	SLG
Career vsR	428	58	117	8	44	54	.273	.338	.393
Season vsR	40	6	10	0	5	4	.250	.326	.375
Bases Empty	27	4	10	0	2	1	.370	.414	.444
Inning 1-3	26	2	8	0	1	1	.308	.333	.385
Count 1-1	7	1	2	0	0	0	.286	.286	.429

STADIUM

The **Stadium** graphic in the top right displays all the defensive players and their defensive ratings. Use the **Scouting** drop-down in the top right to change which scout's ratings you are viewing.

Fresno Zeppelins Defense

The current count and number of outs are displayed in the bottom left.

BATTING DATA

The **Batting Data** section shows a number of statistical categories for the current batter. Some of the statistics displayed change depending on the situation. For example, if it is the first inning, then the statistics will show this batter's statistics in innings 1–3.

Batting: RHB Bob Binion									
Stats	AB	H	HR	RBI	BB	K	AVG	OBP	SLG
Career	341	74	5	34	38	36	.217	.296	.308
Season	30	5	0	2	8	0	.167	.359	.167
Home	7	0	0	0	3	0	.000	.300	.000
April	30	5	0	2	8	0	.167	.359	.167
Today	0	0	0	0	0	0	.000	.000	.000
Vs. Zamacoma	1	0	0				.000		
Career vsL	169	33	4	14	20	19	.195	.276	.314
Season vsL	13	1	0	0	4	0	.077	.294	.077
Bases Empty	19	2	0	0	5	0	.105	.292	.105
Inning 1-3	10	3	0	0	3	0	.300	.500	.300
First Pitch	4	1	0	0	0	0	.250	.250	.250

GAME CONTROLS

The **Game Control** options in the **SION Webcast** page are identical to those described in Section 6.4.

6.6 SION NETWORK PAGE

The **SION Network** page shows the scores of any other league games that are currently in progress. This page is displayed only if you have turned on the **Simulate World in Background** option described in the game options in Section 6.2.

All games in all leagues will be shown on this page, as long as the game times overlap with the game that you are playing.

6.7 SUBSTITUTION PAGES

There are two **Substitution** pages, one for each team. Use these pages to make substitutions during a game. These pages are almost identical to the **Team Lineups & Starting Pitcher** pages described in Section 6.2. The difference is that the **Starting Pitcher Box** has been renamed the **Current Pitcher Box**.

To make substitutions, just drag players into the lineup or onto the **Current Pitcher Box**.

6.8 THE OPTIONS & STATS PAGE

The **Options & Stats** page is identical to the **Options & Team Stats** page described in Section 6.2.

6.9   THE BOX SCORES PAGE

The **Box Scores** page is an in-game report that is built dynamically as the game progresses. This report gets recreated after each pitch in the game.

6.10   THE GAME LOG PAGE

The **Game Log** page is an in-game report that is built dynamically as the game progresses. This report gets recreated after each pitch in the game.
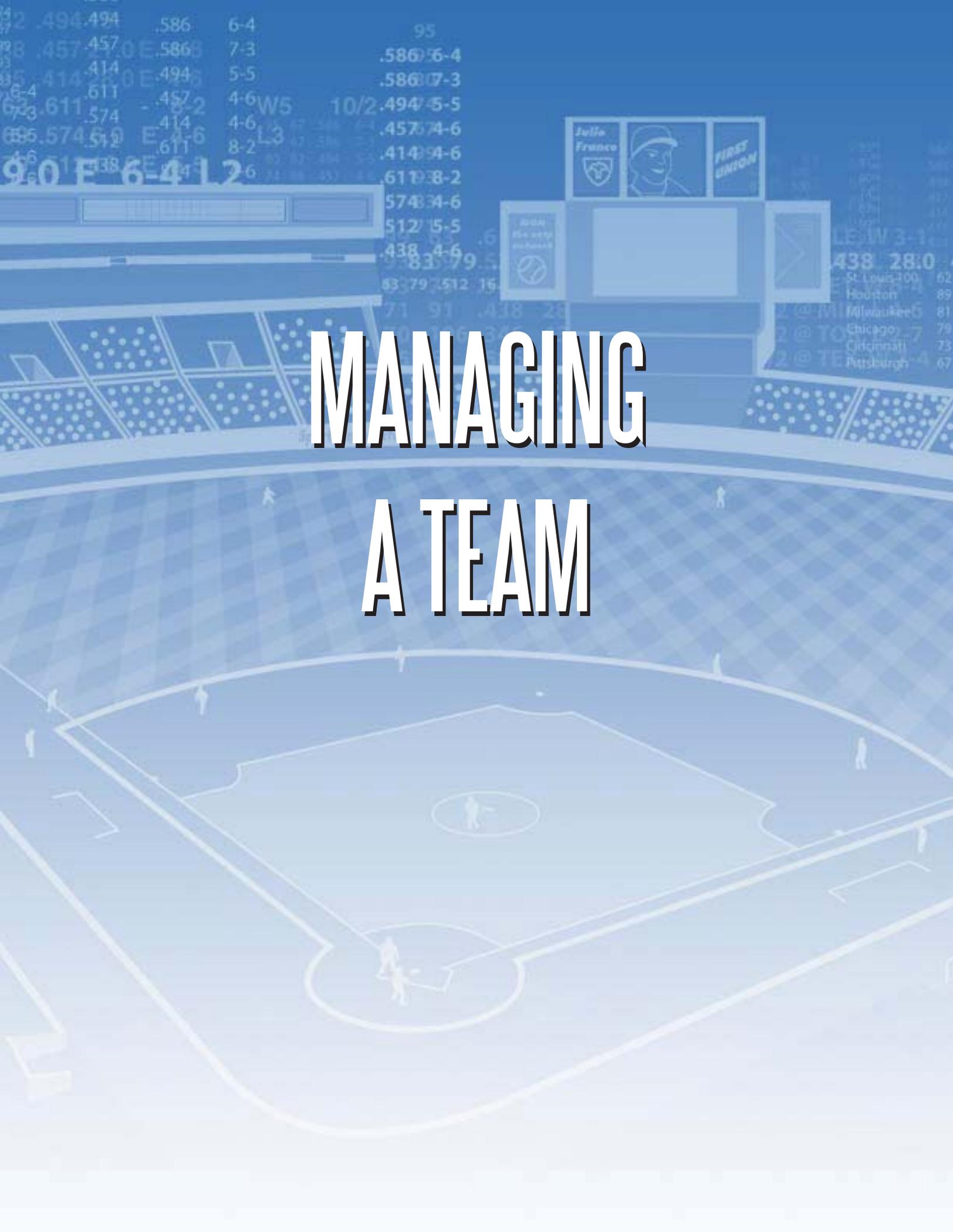
MANAGING
A TEAM

7.0 FINANCES AND PLAYER CONTRACTS

Money makes the world go 'round, or so they say. The same is true in OOTPB, as long as you have the financial model turned on in your league. OOTPB's financial model is complex, and highly customizable. The financial model can be turned on or off or tweaked using the financial rules found under the **Game Menu** and **Game Setup**. Since the financial model is built on a per-league basis, you could also have a game world wherein some leagues have a financial model, and others do not.

NOTE	If the financial model is disabled in your league, all players are signed to $0 major league contracts that renew indefinitely. You can safely ignore the rest of this section.

WARNING!	In some cases, the financial and contract models in OOTPB do not precisely match similar financial and contract models in the real world.

7.1 THE TEAM FINANCIAL MODEL

The team financial model in OOTPB is fairly simple. A team derives revenue from five sources:

- Regular season ticket sales ("gate revenue")
- Playoff ticket sales ("playoff revenue")
- Media revenue
- Merchandising revenue
- Revenue sharing (if applicable)

Revenue cannot be controlled directly by general managers. Owners set ticket prices, and the other revenue streams are largely affected by the team market size, fan loyalty, and fan interest.

Teams spend money in just three ways:

- Player salaries
- Staff salaries
- Revenue sharing (if applicable)

A team's balance sheet at the end of a season is easily calculated as:

(sum of revenue items) minus (sum of expenses)

If revenue sharing is enabled, any cash left over is shared with the other teams in the league. If there is a cash maximum, cash in excess of the maximum is lost.

7.2 OWNERS AND BUDGETS

The financial model itself is fairly simple. But before you can start spending, you have to understand how much you can spend. In the financial rules found under the **Game Menu** and **Game Setup**, you can choose between having the team owner control the budget, or not.

OWNER CONTROLS BUDGET

If the team owner controls the budget, then each season you are given a specific budget to work with. In this scenario, the budget is decided arbitrarily by your owner. Different owners might create different-sized budgets. This amount is shown under the **Current Budget** field on the **Payroll Information** section of the **Front Office** page, found under your team's home menu.

ENTIRE REVENUE AVAILABLE

If you chose not to have an owner control the budget, then you can spend up to your team's entire revenue. The amount you can spend is shown under the **Current Budget** field on the **Payroll Information** section of the **Front Office** page. However, you still report to the owner in this case, and you can still be fired, unless you are the commissioner.

7.3 PLAYER CONTRACTS

Most general managers primarily need to worry about two money topics: player contracts and staff contracts. The vast majority of expenses come from player contracts, so it's important for any good general manager to know his way around a contract offer.

At the start of a league, whether you have an inaugural draft or not, all players are given contracts. The majority of the starting contracts will be for 2 or fewer years, although some might be longer. The league calculates the average player quality at each position. Then it compares each player to that, and based on the difference assigns a contract that is based on the salary steps (above average, good, star, and so on) in the league financial rules. Also factored in are service time and age. Arbitration-eligible players get less money, and players who are eligible for the league minimum get that amount.

WARNING!	Due to the flexibility of the financial model, player contracts might be structured differently from what is written here, depending on which financial options are enabled.

CONTRACT TYPES

Player contracts can be of two types: minor league or major league.

Minor league   Minor league contracts have no set duration. A player with a minor league contract remains under the team's control until one of the following events occurs:

1. The player attains minor league free agency, as described in Section 7.5.

2. The player is added to a team's secondary roster. When this happens, the player's contract immediately changes to a 1-year major league contract for the league minimum salary.

3. The player is traded, retires, or is given a major league contract extension.

NOTE	In OOTPB, minor league contracts do not cost the team any money. They are effectively $0 contracts.

Major league   A major league contract has a fixed duration, in years, and a specific salary amount for each year in the contract. Major league contracts can also include no-trade clauses, or incentives. A player with a major league contract remains under the team's control until one of the following events occurs.

1. The player's contract expires

2. The player is traded, or retires

If a player's major league contract ends, he will either become a **free agent** (Section 7.5), or be eligible for **salary arbitration** (Section 7.6).

NOTE	Player contracts expire on the last day of the playoffs.

NOTE	Players without a contract who have less than 3 years of major league service time are automatically signed to a contract for the league minimum.

OFFERING A CONTRACT

Players without a contract are considered free agents, and can be signed by any team in the league. To offer a contract to a free agent, open his **Player Profile** and select **Offer Contract** from the **Action** menu. Alternatively, right-click on the player's name and select **Offer Contract** from the right-click menu.

NOTE	Even if you have disabled free agency in your league options, the term used for a player without a contract is still "free agent."

There are a number of options on the **Contract Offer** page. At the bottom of the page is a summary. This display will tell you what the player is looking for in a contract. It's possible that the player would accept less, or that you could offer the indicated amount and get outbid by another team. It's also possible that the numbers will change over time.

You offer a contract by defining your contract in the top half of the screen. As you change the top half, a text description of your offer will be automatically updated at the bottom of the screen. Once you are happy with the offer, click **Submit Offer** to send your offer to the player.

Here are the options that you can change within an offer.

Contract Type	You offer a major or minor league contract.
NOTE	You cannot offer minor league contracts to players in leagues with no minor leagues.
Total # of Years	The total number of years in the contract, from 1-10. Minor league contracts do not specify a number of years.
Year-by-Year Salary	You can define the amount of salary in each year in the contract. Type the amount in the salary box, or use the +/– buttons to the right to quickly adjust the amount.
NOTE	If you assign a salary before selecting the # of years, then when you select the years, all years will have the same salary. Doing this makes it much easier to quickly build a multiyear deal.
No-Trade Clause	You can opt to include a no-trade clause. A no-trade clause has no dollar value, but players appreciate the security and are likely to accept less money when offered a no-trade.
NOTE	No-trade clauses in OOTPB are all-or-nothing. You cannot have a clause that prevents trades only to some team or teams. Similarly, there is no way to get out of a no-trade clause once it has been included. A player cannot waive a no-trade clause later.
Last Contract Year Optional?	You can choose to have an optional final year on any multiyear deal. There are three types of "option years."

Team Option – The team decides whether to honor the final year of the contract, or make the player a free agent.

Player Option – The player decides whether to honor the final year of the contract, or become a free agent.

Mutual Option – Both sides must agree on whether to honor the final year of the contract, or release the player to become a free agent.

Hitter Incentives   Hitters can be given two contract incentives:

Minimum Plate Appearances – This incentive gives the player a bonus if he makes a certain number of plate appearances. GMs typically give this sort of bonus to players whose health is suspect.

Outstanding Hitter Award – This incentive give the player a bonus if he wins the league's Outstanding Hitter Award in any season during the term of the contract.

Pitcher Incentives   Pitchers can be given two contract incentives:

Minimum Innings – This incentive gives the player a bonus if he pitches a certain number of innings. GMs typically give this sort of bonus to players whose health is suspect.

Outstanding Pitcher Award – This incentive gives the player a bonus if he wins the league's Outstanding Pitcher Award in any season during the term of the contract.

PLAYER RESPONSES

Above and beyond the terms you have set forth in your offer, players are affected by a number of factors when considering a contract, including the following:

- The distance of the franchise from the player's home town
- The level of the league (good players might not be interested in playing in a low-level league, for instance)
- Your team's reputation
- Your personal reputation with the player
- Your team's recent performance
- The likelihood of playing time

In addition to these factors, players have certain personality traits that are invisible to you, including such greed, loyalty, work ethic, and leadership. These characteristics also affect players' responses to contract offers.

Once you have sent an offer, you need to wait for a response, which could arrive anywhere from a day to several days later. During the Winter Meetings, responses are usually faster. Responses are collected on your **Manager News** page.

If the player accepts your offer, he signs immediately, and the deal is completed with no further action required. Often, however, the process will take some time. Frequently, the player will send you a note to let you know what he thought about the offer. Sometimes you might be in the lead for a player's services, but he is waiting to hear back from other teams.

SIGNING EXTENSIONS

You can also attempt to extend the contracts of players already under contract, to avoid losing them to free agency. A player will negotiate an extension only in the final year of his current contract. To offer an extension to a player currently under contract, open his **Player Profile** and select **Offer Extension** from the **Action** menu. Alternatively, right-click on the player's name and select **Offer Extension** from the right-click menu.

Apart from the different action name, the process for offering an extension is identical to offering a free agent contract. Contract extensions can be viewed on the **Contracts & Status** page.

Contract extensions take effect when the current contract expires, not on the day on which an extension is signed.

7.4   SERVICE TIME

Service time is a critical concept for leagues with finances enabled, so we should cover this before getting into free agency and salary arbitration.

In OOTPB, each player accumulates two types of service time: major league service time, and professional service time. Either of these can be checked on the player's **Contract & Status** page. The amount of service time a player has becomes relevant when considering free agency and salary arbitration.

Service time accumulates from Opening Day to the last day of the regular season, including both days, regardless of whether the player has a game on those days. For example, if Opening Day is April 1, and Joe Smith's first game is not until April 3, he still accumulates two days of service on April 1 and April 2.

MAJOR LEAGUE SERVICE TIME

A player accumulates one day of major league service time for each day he is:

1. On the active roster of a major league team

2. On the 15-day disabled list

Once a player has accumulated a certain number of days of service, he is considered to have earned one "year of service." This value can be set during league setup, but the default is 172 days.

Major league service time affects player contract status. If a player has fewer than 3 years of major league service at the end of the season, his contract will be automatically renewed at the league minimum level. Additionally, if salary arbitration or free agency is enabled, those are also impacted by major league service time. By default, if the player has more than 3 years but fewer than 6, he will be awarded arbitration during the offseason. If the player has more than 6 years of major league service at the end of the year, he will become a free agent if his contract is up.

Major league service time can be seen on the **Contract & Status** page.

PROFESSIONAL SERVICE TIME

Professional service time is the number of days the player has spent on any team's roster, regardless of whether that time was spent on the active roster or on a minor league roster. Professional service time is tracked in years, as defined in the league setup. A player drafted in 2000, for example, will have 1 year of professional service time at the start of the 2001 season. The only time a player in a league does not accumulate professional service time is when he is a free agent.

Once a player has accumulated a certain number of days of service, he is considered to have earned one "year of service." This value can be set during league setup, but the default is 172 days.

Professional service time affects **Rule 5 draft** eligibility and minor league free agency. See Section 8.5 for more information on the Rule 5 draft. By default, a player will become a minor league free agent after the season in which he obtained enough days to fulfill his sixth full professional year of service.

Professional service time can be seen on the **Contract & Status** page.

7.5 FREE AGENCY

A **free agent** is a major league player whose contract with a team has expired, and the player is able to sign a contract with another team. In OOTPB, the following players are considered free agents:

1. Any player who has reached the minimum number of major league service years required for free agency in the league, AND whose contract has expired (see Section 7.4 for more information on service years).

2. Any player who has been released from his contract by his team.

3. At the start of a new league, any players who are not selected by a team in the inaugural draft are free agents.

It is possible to customize or even disable free agency in the Rules page under **Game Menu**, **Game Setup**.

> **NOTE**   Even if you disable free agency, there will still be free agents in your league. Any player who has been released or was not signed at the start of the league will still be considered a free agent.

MINOR LEAGUE FREE AGENCY

It is possible to enable rules for **minor league free agency** as well. Minor league free agency is handled in a similar fashion to major league free agency, with the exception that professional service time is used instead of major league service team.

DRAFT PICK COMPENSATION FOR LOST FREE AGENTS

As a way of helping weaker financial teams remain competitive, you can also enable compensation for lost free agents. If this option is enabled, teams that lose free agents will receive draft picks in return. Losing a free agent happens when a team is unable to sign a player to a contract extension; the player becomes a free agent and subsequently signs a contract with a different team.

In these cases, the team that lost the player receives one or more additional draft picks in the upcoming amateur draft as compensation. These picks do not come from the team that signed the player. They are additional picks, added onto the end of the draft round.

FREE AGENT TYPES

Each free agent is classified as one of three types, based on his performance compared to other players at the same position. The types are designated A through C (Type A, Type B, Type C) in descending order of quality. The compensation a team receives for a lost free agent is based on these types.

Free Agent Type	Compensation Pick
A (the best)	First round
B (the good)	Second round
C (the rest)	Third round

SIGNING FREE AGENTS

Free agents can be signed from the **League Menu** and the **Transaction** screen. Right-click on a player's name and select "offer contract." From there, work out the terms you're interested in, and the player will respond the next day.

7.6 SALARY ARBITRATION

Some leagues have a process called **salary arbitration**. Salary arbitration is a process by which an experienced player who has not yet attained free agency can have his salary determined by an independent arbitrator. By default, a player with more than 3 years of major league service time is eligible for arbitration. A player ceases to be arbitration-eligible once he has attained free agency (these values can be changed in the **Rules** segment of **Game Setup**, located under the **Game Menu**).

In OOTPB, salary arbitration is a relative simply process. At the end of the season, any player whose contract has expired, and who is not a free agent, and who has at least 3 years of major league service time, files for salary arbitration. An arbitrator determines his value as a player and assigns a new salary to the player. The player is then signed to a 1-year contract with your team at the new salary amount. General managers are informed by mail about the value of each player's new contract. There are no negotiations in OOTPB's version of arbitration—you are simply informed of the arbitrator's decision.

> **NOTE** In the real world, players who were in the top 17% of players in terms of service time under 3 years are eligible for arbitration. This is called "Super Two" arbitration. However, this rule does not currently exist in OOTPB.

8.0 ROSTER RULES AND MANAGEMENT

Active rosters, reserve rosters, disabled lists; managing a baseball team isn't all about sitting in a dugout. Roster transactions are an essential part of a general manager's duties. It can be rather tricky, as well, so we'll try to give you a solid background to help you understand roster management in OOTPB.

8.1 ACTIVE ROSTERS

A major league team is allowed to carry a certain number of players (25 by default) on its **active roster**. Only these players are available to a team's manager for play. Players can be placed on and removed from this roster during the season within league guidelines. Only players with major league contracts are allowed on the active roster of a parent league.

Minor league teams have their own active rosters. Minor league active rosters do not have a player limit.

> **NOTE** If you place a player with a minor league contract onto your active roster, his contract will immediately become a minimum-salary major league contract.

8.2 RESERVE ROSTERS

A parent league teams that does not have any affiliated minor league teams has a **reserve roster**. Reserve rosters can hold up to 200 players, minus the number of players on the active roster. Depending on your team affiliations, it is possible to have some teams in a league with reserve rosters, and some without.

Players on a reserve roster do not generate statistics, since they are not actively playing in any games. However, to prevent such players from failing to progress, players on reserve rosters develop as if they were putting up average minor league numbers.

8.3 SECONDARY (40-MAN) ROSTERS

Some leagues also have a **secondary roster**. In professional baseball, the secondary roster typically holds 40 plays, and so it is often referred to as the "40-man roster." The secondary roster allows teams to sign additional backup players for their active roster and have some sort of roster flexibility over the course of a season. The size of the secondary roster in OOTPB can be customized, or disabled, here.

The secondary roster is really a "superset" of the active roster. Any player on your active roster must also be on your secondary roster. So, if we use the default values of 25 for the active roster and 40 for the secondary, a team typically has 15 extra roster slots for flexibility.

The relationship between active and secondary rosters can be displayed like this:
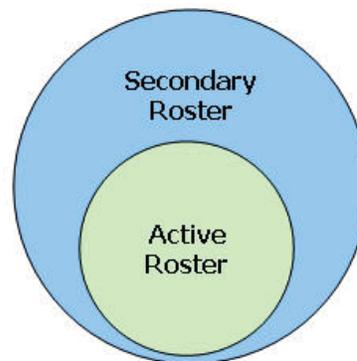
NOTE Leagues without child leagues typically do not have a secondary roster. Instead, they have reserve rosters. Minor league teams also do not have secondary rosters.

WHO GOES ON THE SECONDARY ROSTER?

Any player who is signed to a major league contract must be placed on the secondary roster. As mentioned above, players on the active roster must also be on the secondary roster. Also, any player acquired by trade or waiver claim who was on his previous team's secondary roster must also be placed on the acquiring team's secondary roster. Any remaining slots on a team's secondary roster can be filled with players with minor league contracts.

Players on the secondary roster who are not on the active roster are typically assigned to one of the minor league teams in the organization.

REASONS FOR PLACING PLAYERS ON THE SECONDARY ROSTER

As mentioned above, players with major league contracts must be on the secondary roster. But what about those remaining slots? Why would you put a minor league player onto the secondary roster? There are several reasons.

One big reason for placing a player on the secondary roster is the Rule 5 draft. Players on the secondary roster cannot be selected in the Rule 5 draft, and therefore the secondary roster is used to "protect" talented young players who are not quite ready for the major leagues.

In addition, if minor league free agency is enabled, any player who has X years of professional service time who is not on the secondary roster can elect to become a free agent at the end of the season. Placing these players on the secondary roster prevents them from becoming free agents.

INJURIES AND THE SECONDARY ROSTER

Players who were on the secondary roster, and who were subsequently placed on the 15-day disabled list due to injury, must remain on the secondary roster.

Players who were on the secondary roster, and who were subsequently placed on the 60-day disabled list due to injury, are removed from the secondary roster.

In other words, players on the 15-day disabled list still count toward your secondary roster limit. Players on the 60-day disabled list do not.

REMOVING PLAYERS FROM THE SECONDARY ROSTER

A team wanting to remove a player from the secondary roster places the player on waivers first. (See the section on waivers for more detail on this process.) If the player clears waivers, the player can then be sent to the minors. Doing this is called "outrighting" the player to the minors. If a player has 5 years of major league service time, he can also elect to refuse assignment and become a free agent.

> **NOTE** In real life, teams can outright a player only once before the player has a choice. If the team outrights him a second time, the player can refuse assignment to the minors and elect to become a free agent. This rule does not exist in OOTPB.

CONTRACT IMPLICATIONS OF REMOVING PLAYERS FROM THE SECONDARY ROSTER

When a team signs a player to a major league deal, he is placed on the secondary roster. If he then is outrighted or otherwise demoted, his contract remains intact unless he elects to become a free agent. If the player elects to become a free agent, the team releasing the player must pay him the remainder of the money in his contract.

DRAWBACKS OF PUTTING MINOR LEAGUERS ON THE SECONDARY ROSTER

When a player is placed on the secondary roster but doesn't end up on the active roster, he is considered to be on "optional assignment." (See minor league options for more information.) This optional assignment, or "option," gives the team the ability to freely move the player from the minors to the active roster and back again. The first time the player is sent from the active roster to the minors, he is "optioned" to the minors. This option to send the player back to the minors stays in effect all season, and can be used as many times as necessary. However, each player has only three options, meaning that once the player is placed on the secondary roster, the team has three seasons to send that player up and down from the majors to the minors without any restriction. After the third season, the player is considered to be out of options and cannot be sent down without first sending the player through waivers.

8.4 EXPANDED ROSTERS

Many leagues have **expanded rosters**. In these leagues, a roster expansion date is set, typically near the end of the regular season. On this date the active roster is expanded to include all players on the secondary roster. Generally, this is done to give teams an opportunity to bring up young talent from the minors who otherwise wouldn't see much playing time. Rosters return to normal size on the first day of the playoffs.

> **NOTE** In real life, at bats and innings pitched at the major league level do count toward rookie eligibility, although these September appearances do not count toward service time. Neither of these facts is true in OOTPB.

Be careful, though – once you bring up a minor leaguer, he receives a major league contract and begins to accrue major league service time.

The size of the expanded rosters can be customized in the **Roster Rules** section of the **Rules** page.

8.5 THE RULE 5 DRAFT

The **Rule 5 draft** is a yearly draft wherein major league teams can select certain players who are not protected by their teams. The draft was originally intended to prevent teams with better financial situations from hoarding young players. The Rule 5 draft is typically held in early December. The Rule 5 draft can be disabled from the Roster Rules section of the Rules page, found under the Game Menu and Game Setup screen.

RULE 5 DRAFT ELIGIBILITY

A player is eligible for the Rule 5 draft if he meets the following conditions:

1. The player has at least 3 but fewer than 6 years of Professional Service Time, as described in Section 7.4 and the player was 19 or older when he first signed a contract.

2. The player is not on the team's secondary roster, as described in Section 8.3.

NOTE	Players who were 18 or younger when they entered the league are eligible if they have at least 4 but fewer than 7 years of professional service time. In other words, young players get an extra year before they become eligible for the Rule 5 draft.

Since this can be confusing, another way of looking at this rule is:

A player not on a team's secondary roster is eligible for the Rule 5 draft if the player was 18 or younger when he first signed a contract and this is the fourth Rule 5 draft since he signed, OR if he was 19 or older when he first signed a contract and this is the third Rule 5 draft since he signed.

Players who are eligible for the Rule 5 draft are designated by a pound sign (#) on the Transactions page found under your team's home menu. You can also see a player's Rule 5 eligibility on the Contract & Status subpage in his player profile screen.

RULE 5 DRAFT PROCESS

The Rule 5 draft progresses in reverse order of the team's final record in the previous season. The draft proceeds just like an amateur draft as described in Section 10.4, with one notable difference: Only a team with an available slot on its secondary roster can select a player. If a team does not have an available slot, its turn is skipped.

The draft continues until all teams have either selected a player or had their turn skipped. Most Rule 5 drafts are relatively short affairs, with only a few teams selecting players.

RULE 5 DRAFT ROSTER RULES

There are a number of minor roster rules relating to Rule 5 drafts:

1. A team that wants to select a player in the Rule 5 draft must have at least one spot open on its secondary roster.

2. A player selected in the Rule 5 draft must remain on the selecting team's active roster or disabled list for the entire season.

3. A player who was drafted in the Rule 5 draft can be waived. If he is claimed, then the player must remain on the claiming team's active (25-man) roster for the remainder of the season.

4. A player selected in the Rule 5 draft can be traded. The team that receives the player must keep the player on its active roster for the remainder of the season.

5. A player selected in the Rule 5 draft must spend 90 days on the active roster. This rule prevents teams from picking players and then dumping them on the disabled list for an entire season to avoid using an active roster spot. This rule can extend into the following season if necessary.

NOTE	In the real world, Rule 5 draft picks are offered back to their original teams when these conditions are not met. In OOTPB, Rule 5 draft picks are never offered back to their original franchise. You simply have to obey the roster rules above. Additionally, in the real world, teams pay a fee for selecting a player. This fee does not exist in OOTPB.

8.6 WAIVERS

A number of roster transactions in the baseball world require a player to go through the **waiver** process, wherein a player is "placed on waivers" for a certain period of time, by default 3 days. (This value is customizable in the **Roster Rules** section of the **Rules** page.) While a player is on waivers, he can be claimed by any team in the league. The claiming team can then take ownership of the player and his current contract. If the player is not claimed, he is said to have cleared waivers, and his team can

proceed with whatever transaction it was planning. However, there are numerous tricky scenarios within the waiver process, and OOTPB does not quite replicate all the rules that exist in professional baseball.

WHEN MUST A PLAYER BE PLACED ON WAIVERS?

A team must place a player on waivers in any of the following scenarios:

1. The player is being removed from the secondary roster (this is called outright waivers).

2. The player is being demoted to the minor leagues from the major league club and is out of option years (this is also outright waivers).

3. The player is being demoted to the minor leagues from the major league club and has three or more years of major league service time (major league waivers).

4. The player is being released (unconditional release waivers).

OUTRIGHT WAIVERS

When a player is placed on **outright waivers**, that player is made available to any team in the league that wants to claim him. If the player clears these waivers, the club can process the transaction it wanted to undertake (remove from the secondary roster, demote to the minors, and so on), as long as no other provisions need to be met, such as gaining the player's permission. This waiver is irrevocable, meaning that if the player is claimed by another team, he is lost by the waiving team with no compensation.

UNCONDITIONAL RELEASE WAIVERS

When a player is placed on **unconditional release waivers**, he is removed from all roster limits (25 and 40) and made available to any team in the league at his current contract. If a team claims the player, it takes responsibility for his contract, with the waiving team receiving no compensation. A player placed on unconditional release waivers is free to speak to other teams about potential employment, but he cannot sign a contract with another team until he clears waivers. If a player is claimed on unconditional release waivers, he is told of his new team after the waiver period is over and has five days to decide whether to report to his claiming team or to terminate his contract. If the player elects to terminate his contract, he is a free agent but not entitled to any termination pay (i.e., the remainder of his guaranteed contract). This waiver is also irrevocable.

MAJOR LEAGUE WAIVERS

Major league waivers are used to demote a player who has three or more years of major league service time but who still has option years remaining. These waivers are revocable, so if a player is claimed during this time, the player can be pulled back and remain on the 25 man major league roster. Major league waivers can be asked for a player only once in 30 days; if a player is placed on major league waivers a second time during this period, those waivers are considered irrevocable and claimed players are lost by the waiving team with no compensation.

More commonly major league waivers are seen after the trading deadline, from August 1 to the end of the major league regular season. Players who clear major league waivers during that time can be traded after the July 31 trading deadline, although most of these trades and waivers are done before August 31 in order for the newly acquired players to be eligible for the playoff roster.

HOW WAIVERS WORK

When a player is placed on waivers, he is made available to every team in the league for a certain amount of time, defined in the league setup. General managers can review the list of players on the "waiver wire" on the Waivers screen at any time, and attempt to claim a player. If the waivers are irrevocable, then the claiming team claims the player. Once this happens, the general manager of the team waiving the player will receive a message saying that the player has been claimed. If the claim is revocable, the general manager of the waiving team will receive a notice that the player has been claimed, and will have an opportunity to remove the player from the waiver wire. If a team claims a player off waivers, it takes responsibility for the player and his contract.

If a player placed on major league waivers is not claimed by another team during the three business days after waivers have been requested, then the players is said to have cleared waivers, and the team has secured waivers for the remainder of the waiver period.

And what does that mean? Essentially, the team can do with the player's contract as it pleases. This generally means one of three events will happen:

1. It can send him to the minors (subject to his consent, if he's a veteran player; more on that below).

2. It can release him, which makes the player a free agent and thus available to sign with any team.

3. It can trade him to another team, even if the trading deadline has passed. Any trades made after the trading deadline can involve only players who have cleared waivers.

MULTIPLE CLAIMING TEAMS

Claims for a waived player are "on hold" until the end of the waiver period. That is, waiver claims are not on a first-come, first-served basis. The league takes note of all the teams claiming a certain player, and processes those claims once the waiver period has ended.

If more than one club in the same subleague claims a player, the club currently lower in the standings gets the player. (If fewer than 31 days have passed in the current season, then last season's won-lost records are used for this purpose.)

CLAIMING A PLAYER OFF WAIVERS

To submit a claim or to just view players who are currently on waivers, you can access the waiver wire by using the league drop-down menu and selecting transactions.

> **NOTE** In the real world, waivers last for 3 business days, not calendar days. In OOTPB, waivers take 3 calendar days.

> **NOTE** If you claim a player who has already been claimed by a team with a worse record, your claim will be rejected.

The claimed player lands in your DFA area. Also, any player acquired by waiver claim who was on his previous team's secondary roster must also be placed on the acquiring team's secondary roster.

8.7 MINOR LEAGUE OPTION YEARS

Minor league option years are a part of baseball designed to give minor league players some relief from being jerked around by callous general managers. In OOTPB, minor league options can be enabled or disabled here. When a player is placed on the secondary roster but doesn't end up on the active roster, he is considered to be on "optional assignment." Once used, the "option" gives the team the right to freely move the player from the minors to the active roster and back again, as many times as desired, for the remainder of the current season.

The first time the player is sent from the active roster to the minors, he is "optioned" to the minors. This option to send the player back to the minors stays in effect all season, and can be used as many times as necessary. However, each player has only three options, meaning that once the player is placed on the secondary roster, the team has three seasons to send that player up and down from the majors to the minors without any restriction. After the third season, the player is considered to be out of options and cannot be sent down without first sending the player through waivers.

However, options are not as simple as just counting forward three years from the first time a player is sent to the minors from the secondary roster. When Spring Training begins and players report to camp, options haven't been used yet. Generally, every player on that secondary roster is in major league camp for the beginning of Spring Training. It's basically an open invitation—all those players, in the opinion of the scouts and management, have some shot of ending Spring Training on the active roster. As camp moves on, players get cut and reassigned. With a player who is on the secondary roster, he gets optioned to the minor league camp. Only then does that player use an option year. So, if a team used its first option year on a player the previous season, but the player made the opening day active roster this season, he would still have two option years remaining, because he has not been optioned to the minors this season. Many major league players still technically have option years remaining, although if that

Additionally, players with at least three years of major league service time must still clear waivers before being optioned.

> **NOTE** In real life, a player who spends less than 20 days in the minors before being called back up isn't technically optioned. This is not the case in OOTPB.

8.8 DESIGNATED FOR ASSIGNMENT (DFA)

Designated for assignment is a classification within baseball with two purposes:

1. It allows managers to make roster changes immediately while waiting for a player to clear waivers. Previously, a manager would have to wait for a player to clear waivers before removing him from a roster.

2. It ensures that acquired players (by waivers, trade or free agency) do not end up in the minors when they would normally not accept such an assignment. Previously, all acquired players were placed on the AAA roster, even if they had no options remaining or would have rejected a minor league assignment.

DFA is actually pretty simple – it's a sort of "limbo" where a player goes when he's taken off the secondary roster. When you take a player off the secondary roster, he has to go through waivers. But, when you're taking him off the secondary roster, it's usually because you need that spot for another player. You wouldn't want to wait for 3 days (the waiver period) before clearing him from your roster. Luckily, when the player is DFA, he doesn't count toward any roster limits, such as the active or secondary roster limits. So as soon as your first player hits DFA, you are free to add your new player to the secondary or active roster.

Essentially, it allows a club to open up a roster spot while it figures out what it's going to do with a player. As we'll see below, there are certain situations in which a team needs a player's permission to either trade him or send him to the minors. So rather than forcing the player to make a quick decision, the team can simply designate him for assignment while he decides.

More commonly, a player is designated for assignment so the club can open up his roster spot while it is waiting for him to clear waivers, which takes three days. Occasionally, a club will designate a player for assignment while it is trying to trade him.

NOTE	In the real world, any player with at least ten years of major league service time, the last five of which have been with one major league club, cannot be traded to another major league club without his written consent. This is commonly known as "the five-and-ten rule." This is not true in OOTPB.

HOW DOES A PLAYER GET DESIGNATED FOR ASSIGNMENT?

A player becomes Designated for Assignment in one of three ways:

1. If you attempt to demote (move from majors to minors) a player who has no option years remaining and has not previously cleared waivers, he will be placed in DFA (and on irrevocable waivers).

2. If you attempt to remove a player from the 40-man roster who has not previously cleared waivers, he will be placed in DFA (and on revocable waivers).

3. All newly acquired players are placed in DFA. (In the real world, acquired players with minor league contracts are placed on the AAA roster. This is not the case in OOTPB.)

WHAT CAN I DO WITH A PLAYER IN DFA?

Once a player is designated for assignment, you can do the following with him:

1. You can assign him to your major league roster (active roster). You must put the player on the 40-man roster before you assign him to the majors.

2. You can assign him to a minor league roster.

    a. Players with five or more years of major league service can refuse assignment to the minors.
    b. If the player is on a major league contract, he must be placed on the 40-man roster before being assigned to the minors.
    c. If the player has no option years remaining, he must clear irrevocable waivers before being assigned to the minors.

3. You can attempt to negotiate a trade involving the player.

4. You can release the player.

You have a limited time to decide what to do with any given player in DFA. This value can be set in the **Rules** segment of **Game Setup**. Once the time has expired, you cannot proceed until you have either assigned the player or released him.

8.9 DISABLED LISTS

Baseball, and OOTPB, has two **disabled lists** (the "DL") that teams can use to help manage their rosters when players on the active and secondary rosters suffer injuries: the **15-day disabled list** and the **60-Day disabled list**.

15-DAY DISABLED LIST

This is regularly used for players who will be able to return to the field in the near future. When a player is placed on it, he is removed from the active 25-man active roster without the need to use a minor league option year (however, he must be hurt). However, he still counts as a member of the 40-man roster.

Any time a player is assigned to this list, he must remain on it for at least 15 days regardless of health.

60-DAY DISABLED LIST

This is normally used for players who will be injured for a considerable time. When a player is placed on the 60-day disabled list, he no longer counts against the 25-man active roster as well as the 40-man secondary roster. This allows a team to assign another minor league player to the 40-man roster to take his spot. However, when that player is removed from the 60-man roster, he must be placed back on the 40-man roster, possibly causing a player to be placed on waivers.

Any time a player is assigned to this list, he must remain on it for at least 60 days regardless of health.

NOTE	In the real world, players can be disabled retroactively, up to a maximum of 10 days, beginning with the day after the last day on which they played. This isn't the case in OOTPB.

NOTE	In the real world, disabled list assignments end at the end of the season. In OOTPB, players can remain on the disabled list past the end of the season.

8.10 PLAYER RETIREMENT

Players in OOTPB will retire. There is no preset age when this will happen, but it will always happen at the end of a season. Players who have suffered career-ending injuries will always retire at the end of a season. If a player retires while still under contract, the remaining term of the contract is voided, and the team no longer has to pay the player.

Players will not receive any special notification when a player retires. However, it will be noted in both the team and league transaction logs.

Players in OOTPB will not come out of retirement to return to the list of active players.

9.0 SCOUTING

Scouts are a critical part of your team personnel. A general manager has six scouts at his beck and call: a head scout and five regular scouts. Managers of child league teams have just one scout. A scout's role is simple: Go where he is told, and analyze the current ratings and potential ratings for the target players. A scout can scout an individual, a team, an organization, a league, a draft class, or an entire country.

NOTE	The scouting system can be disabled entirely through the game options found under Game Menu, Game Setup. If scouting is disabled, all player ratings shown in game will be the actual values.

9.1 THE SPORTS INTERACTIVE SCOUTING ASSOCIATION (SISA)

Apart from your own scouts, the game also has **SISA**, the **Sports Interactive Scouting Association**. SISA is a group of unbiased scouts who provide reports on all players in the league. Even if you have fired all your scouts, SISA can provide you with some data on players in the game. Unfortunately, SISA is woefully understaffed, and as a result, SISA scouting reports are often incomplete. One player might have a rating for Contact, but not for Home Run Power, for example. At the same time, SISA scouts are also woefully underpaid, and as a result, SISA scouts are notoriously inaccurate. Most any scout you can hire can provide better information than the SISA scouts. The bottom line is that, whenever possible, you should use your own scouts' information.

9.2   THE SCOUTING PROCESS

Scouting is a fairly simple four-step process in OOTPB:

1.   You assign a scout to certain task.

2.   The scout takes a certain amount of time to scout and compile information.

3.   The scout returns, sending you a message with a summary of the results.

4.   The scout's ratings become available in the player profile of each scouted player.

WARNING!	Unless you assign tasks to your scouts, they will remain idle. The exceptions are your head scout and minor league scouts, each of whom quick-scouts his team once a month. Apart from that activity, they too will remain idle.

SCOUTING RESULTS

Once a scout has completed a task, you will typically receive a message from the scout with results. Different tasks result in slightly different reports, but generally speaking the report contains the scout's overall current ratings and potential ratings of the players scouted.

In addition to the scout's message, any players scouted have their scouted ratings stored in their player profiles, which means that they can be viewed from a number of places within the game.

SCOUTED RATINGS ON PLAYER LISTS

Most screens where player ratings can be displayed have a Scouting drop-down. When you select a scout from the drop-down, all the ratings displayed on the page will become those of the selected scout. All scouts appear in the drop-down, even if they have not scouted the players on the page.

NOTE	Once you select a certain scout's ratings, those ratings will be shown by default until you change the value again in the drop-down.

SCOUTED RATINGS ON SCOUTING REPORTS PAGE

Many pages allow you to view one scout's ratings at a time. However, the **Scouting Reports** subpage of the **Player Profile** gives you easy access to all the most recent scouting reports on a single player.

Pitching Reports	League	Stuff	Movement	Control	Stuff Potential	Movement Potential	Control Potential
SISA (01-01-2006)	FBLAAA	44	61	60	51	61	68
P. Torres (05-01-2006)	FBL	57	70	51	57	70	54
A. Justiniano (01-22-2006)	FBL	48	61	49	48	63	52
Average (excl. SISA)	-	52	65	50	53	66	53

Overall Rating Reports	League	Role	Current Rating relative to FBL	Potential Rating relative to FBL
P. Torres (05-01-2006)	FBL	SP	61 / 80	62 / 80
A. Justiniano (01-22-2006)	FBL	SP	48 / 80	57 / 80
Average (excl. SISA)	-	-	55 / 80	60 / 80

Each time a scout researches a player, the previous scouting results are overwritten. So, this page will always show the most recent report from any scout.

OVERALL RATINGS

A scout also rates each player's overall current skills and potential on a scale of 20-80, compared to the other players in the currently selected league. Players with a high **Current Rating** are All-Star caliber players, while players at the lower end of the rating scale perhaps don't belong in this league. **Overall Ratings** are also described in Section 5.7.

IMPACT OF SCOUT PREFERENCES

It's important to note that scouts also have individual preferences, as established on the **Strategy Preferences** page of their **Profile Pages** (accessed just like a player's, by left-clicking the name from a game screen). For example, let's say you have two scouts, Bob and Dave. Bob strongly favors power, while Dave strongly favors speed. If they both scout John Johnson, an outfield prospect with good power but no speed, Bob is much more likely to give John a high overall grade, while Dave is much more likely to give a lower grade.

SCOUTING ACCURACY

The accuracy of your scouts' reports depends on a number of factors, including the scout's ratings, how well your personnel develop the player's abilities, the player's performance, the age of the player, and more. Remember, the younger the player is, the more likely scouts will be inaccurate when assessing the potential of a player. Keep this in mind when scouting players for amateur drafts.

LENGTH OF SCOUTING TASKS

When you send out a scout, the amount of time required to complete the task varies. Factors in the time required include: the number of players the scout must review, the distance from your team's location to the destination, and the skill level of the scout. If a scout is reassigned to another task before completing his current task, that information is lost.

Some general times for scouting reports are as follows. Actual results might vary.

Task	Time to Scout
Quick-scout individual	Instantaneous
Individual player	2-4 days
Draft class	20 days
Team	2 weeks
Organization	2 months
Nation	Indefinite

CHECKING ON SCOUT PROGRESS

Once you have assigned a scout to a task, you can check his progress on the **Personnel** page found on your team's home menu. Check the **Task** column to see how the work is progressing.

Scouts	Age	Exp	Scout Hitting	Scout Pitching	Scout Fielding	Salary	Through	Task
Cesario Gonalez	55	17	20	12	20	$348,000	3	Busy scouting Tony Angulo, 2 day(s) left
Denny Weaver	56	24	13	20	17	$344,000	2	Busy scouting Zoilo Agurlar, 1 day(s) left
Aurelius Justiniani	57	25	13	17	17	$292,000	3	Busy scouting PHI organization, 17 day(s) left
Cy Leonard	41	4	17	12	10	$228,000	3	Busy scouting SAN organization, 60 day(s) left
Steve Kocher	32	1	10	12	12	$128,000	1	Busy scouting COL, 10 day(s) left

Unfortunately, there is no way to know in advance how long a scouting trip will take.

QUICK-SCOUTING

Scouts are also able to quick-scout individual players upon request. **Quick-scouting** is asking your scout to provide a scouting report on the same day. While this provides quick results, it is not as thorough as a regular scouting report, and potentially less accurate. You do not receive a summary message from the scout regarding a quick-scout. You simply can see the new ratings on the various pages that display player ratings.

Scouts have a fixed number of quick-scout reports they can give per day. Once you have used all of a scout's quick-scout reports, the scout can no longer quick-scout players until the next day. Just imagine that you've pestered this poor scout to the point where he can no longer get his regular job done if you don't leave him alone.

> **NOTE** Some scouts are allowed more quick-scout reports than others. The better a scout's ratings, the more quick-scout reports he can produce.

REASSIGNING A SCOUT

You can reassign a scout to a new task at any time. However, if he is already assigned to a task, all progress on that task will be lost. If you try to reassign a scout, you will be given a confirmation screen that will tell you how much longer the scout needs to complete his current assignment.

FIRING/LOSING SCOUTS

If you fire a scout, or if a scout leaves at the end of his contract, you lose all the scouting reports that the scout provided.

9.3 SCOUTING A PLAYER

Individual scouting reports take a few days to complete. When the report is complete, you will receive a message with the results. Individually-scouted players are also automatically added to your manager shortlist, accessed under the **Manager Menu**.

Message ID: 3	
Status	Read
Message Type	General News
Subject	Weaver Eyeballs Closer
Date	01-06-2006

Denny Weaver has put together the report you requested on Zoilo Agurlar, including an assessment of his current skills and potential. The results of this research are included below. Please let me know if you have any questions about this information. I'll be in the office all week.

His current ability is rated as a 55 out of 80, relative to the FBL. His potential, again relative to the FBL, is 56 out of 80. Zoilo has been added to your player shortlist.

You can scout an individual player from the **Player Profile**.

9.4 SCOUTING A TEAM

Team scouting reports take about two weeks to complete. When the report is complete, you will receive a message with the results. In a team scouting report, the scout will include a quick summary of the top players on the team, as well as some of the top prospects on the selected team.

You can scout an entire team from almost any page in the **Teams** menu.

9.5 SCOUTING AN ORGANIZATION

Organization scouting reports can take from a few weeks to several months to complete, depending on the size of the organization. When the report is complete, you will receive a message with the results. In an organization scouting report, the scout will include a quick summary of the top players in the entire organization, as well as some of the top prospects in the entire organization. This report could potentially include players from all levels of the organization.

You can scout a team from almost any page in the **Teams** menu.

9.6 SCOUTING A LEAGUE

League scouting reports can take several months to complete, depending on the size of the league. Remember, you are asking a single scout to review an entire league of players. When the report is complete, you will receive a message with the results. In a league scouting report, the scout will include a quick summary of the top players in the league, as well as some of the top prospects in the entire league.

You can scout a league from the **Player Trade** page, accessed under **League Menu**, **Transactions**.

9.7 SCOUTING A DRAFT POOL

Draft pool scouting reports take around 20 days to complete. When the report is complete, you will receive a message with the results. The message will contain a high-level summary of what this scout considers to be the top 20 prospects in the draft.

Message ID: 117	
Status	Read
Message Type	General News
Subject	Gonzalo Arciga Formulates Draft Strategy; Scouts 2006 Class
Date	06-05-2006

Gonzalo Arciga completed his assessment of the 2006 draft pool earlier today. He has drawn up a mock draft, read all the reports and coaches' recommendations, analyzed videotape, and consulted with people all across the country in developing these rankings:

Here are the players available in the draft:
1. 1B Keith Miele (Age: 22, Talent/Potential Score: 76) - 2. RF Juan Juzarry (17, 74) - 3. SP Silverio Gonzales (19, 71) - 4. SP John Clulow (21, 64) - 5. SP Dave Reeves (18, 64) - 6. MR Hugh Hannigan (21, 61) - 7. SP Don Geddes (17, 60) - 8. CF Basilio Salez (18, 60) - 9. 1B Pedro Burrato (17, 60) - 10. MR Rich Keener (23, 60) - 11. 1B Augie Woods (22, 59) - 12. SP Ricardo Urquilla (18, 56) - 13. 2B Dan Bunting (23, 56) - 14. SP Ron Moore (18, 54) - 15. CF Tom Cuthbertson (21, 54) - 16. 1B Salvador Martinez (20, 54) - 17. C Dan Teske (21, 53) - 18. MR Mike Gunther (22, 52) - 19. CL Isdel Almiada (21, 50) - 20. 1B Mel Burdette (17, 49) -

You can scout a draft pool from the **Draft Pool** page.

WARNING!	Draft pools are announced 30 days before the draft. Since your scouts will need 20 days to scout the draft, don't overlook sending them right away. Being unprepared for the draft is a good way to get on the owner's bad side.

9.8 SCOUTING A NATION

Scouting a nation is a little different. When you send someone to scout a nation, you are not asking him to watch certain players. Rather, you are sending him all across the nation in search of undiscovered talent. As such, scouts sent to other nations will remain there until you assign them to another task.

If a scout does manage to uncover a hidden talent, you will receive a personal message.

Message ID: 9	
Status	Read
Message Type	General News
Subject	Aldecoa Uncovers Talent in Dominican Republic
Date	04-08-2006

Manny Aldecoa has returned from Dominican Republic with a recommendation that we keep a close eye on Jorge Bigro, a 27-year old shortstop. Aldecoa feels that given the proper development in our system, Jorge could add depth and flexibility to our club. His current ability is rated as a 26 out of 80, relative to the FBL. Jorge has been added to your player shortlist.

Once you have found a hidden talent, the player will automatically be added to your manager shortlist. The player will not appear as a free agent for other teams to sign. Just don't set your expectations too high. It's hard for a super-talented ballplayer to escape the eyes of the world!

SIGNING A HIDDEN TALENT

To sign a hidden talent, open his **Player Profile** by clicking on the hyperlinked player name in the message you received. Select **Offer Contract** from the **Action** menu at the bottom of the screen and sign the player.

Even after discovering a hidden talent, your scout will continue to scout the selected nation for more talent until reassigned to a new task.

You can scout a nation from the **Nation Profile** page, accessed under **Manager Menu**, **Explore World**, and left-clicking on a country's name.

WARNING!	Don't forget about your scouts when they are scouting internationally. These staff members will stay on the job until you give them another duty.

9.9 SCOUTING YOUR OWN TEAM OR ORGANIZATION

The moment a human manager takes over a team, the head scouts at each level of the organization "quick-scout" their teams. This process is repeated on the first day of each subsequent month. So, you will always have scouting data available for your organization.

However, remember that quick-scouting isn't as accurate as a regular scouting effort, and that different scouts can have different strengths. You can always send your scouts to delve more deeply into your own organization. However, it's not strictly necessary.

Of course, real professional teams don't send scouts to cover their major league teams, when they can get feedback from any number of coaches or staff members directly. If that strikes you as unrealistic, just pretend you're asking your director of scouting to compile a report on player development within your organization, based on feedback from your coaches and staff.

10.0 PLAYER DRAFTS

There are two types of player drafts in OOTPB: **inaugural drafts** and **amateur drafts**. Drafting the right players is an essential part of building a winning franchise. Only general managers are allowed to draft. If you have chosen to play as the manager of a child league, you won't have to worry about drafting.

10.1 INAUGURAL DRAFTS

Inaugural drafts (sometimes called fantasy drafts) are one-time events in a league. In a league with an inaugural draft, all teams begin play with no players on their rosters at any level. All players are entered into the inaugural draft pool, and on January 2 of the first year of your league, all teams will select players until all team rosters have been filled. The precise number of rounds in an inaugural draft depends on the number of levels in the league.

At the time of a league's creation, you can define whether or not an inaugural draft will be held in the **Rules** segment of **Game Setup**, located under the **Game Menu**. If no draft will be held, the computer will automatically populate all teams' rosters, and play will begin.

> **NOTE**   It is possible to have multiple leagues, some with inaugural drafts, and others without.

10.2 AMATEUR DRAFTS

Amateur drafts (sometimes called "rookie drafts") are typically annual events in a league. Players, typically between the ages of 16 and 25, go from high school or college into the draft, where they hope to be signed by teams in your league.

At the time of a league's creation, you can define whether or not an amateur draft will be held in the **Options** page, found under **Game Menu**, **Game Setup**. You can also define the date the draft will be held and the number of rounds in the draft. Changing the number of rounds will change the number of new players that are generated for the draft. Even after a league has been created and play has begun, you can still change amateur draft settings at any time.

> **NOTE**   It is possible to have multiple leagues, some with amateur drafts, and others without.

10.3 SCOUTING DRAFTS

If you have scouts turned on in your game, scouting a draft class is essential to a successful draft. One month prior to any amateur draft, you will receive a notification that a list of players in the draft class has been released. Once you receive that notification, you can send your scouts to research the draft class. See Section 9.7 for more information on scouting a draft pool.

> **NOTE**   Don't delay in sending your scouts to assess the draft class. It takes around 20 days for them to scout the draft, and you receive the draft list only 30 days in advance. If you wait too long, you might find yourself woefully unprepared come draft day.

10.4 THE DRAFT PROCESS

On the day of the draft, a new option will be available in the **League** menu.

Select **First-Year Player Draft** from the menu to proceed into the draft.

There are three main screens that comprise the draft process: the **Draft Order & Rules** page, the **Continue Draft** page, and the **Draft Log**. The process itself is fairly simple:

1. Note the draft order and rules.

2. Begin the draft

3. Each team selects players until all rounds have been completed

THE DRAFT ORDER & RULES PAGE

The draft process starts on the **Draft Order & Rules** page. Unless you are a commissioner, there is not much to do here. Simply review the information on the screen. For inaugural drafts, the draft order is random. For amateur drafts, teams draft in the opposite order of their finish in the previous year. The order for amateur drafts in the first year of a league is determined randomly.
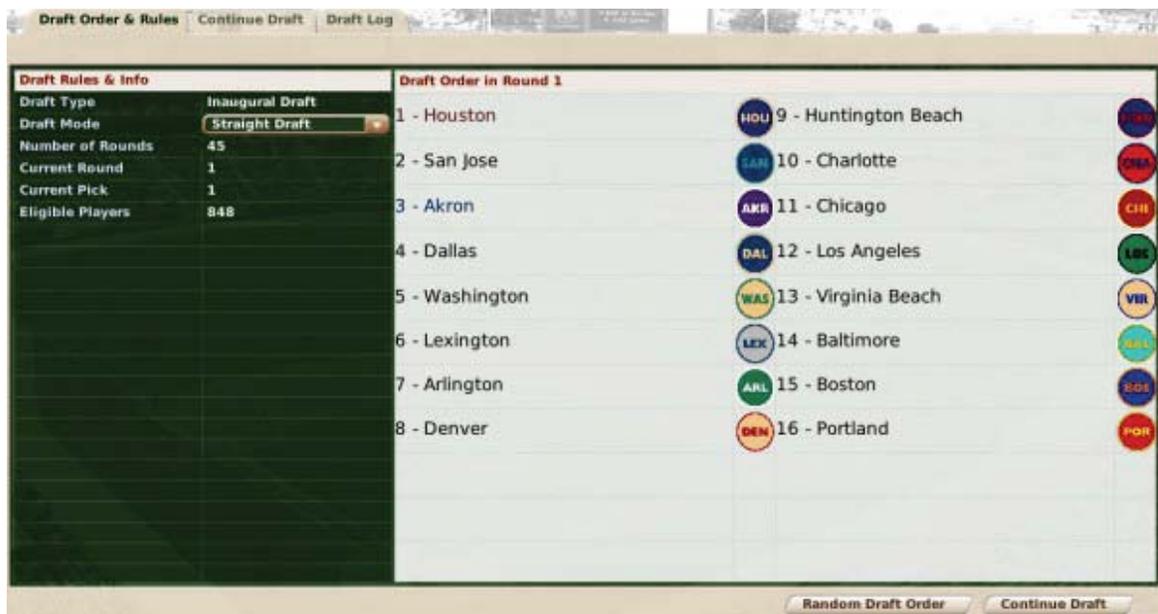
The right side of the screen displays the order of the draft in the current round. The left side of the screen has some basic information about the rules in this particular draft.

Draft Type   There are two types of drafts, amateur drafts and inaugural drafts.

Draft Mode   There are two draft modes, straight and serpentine.

                    Straight – Teams select in a fixed order each round. Amateur drafts are always straight drafts.

                    Serpentine – Teams select in order in odd-numbered rounds, and reverse order in even-numbered rounds. Serpentine is frequently used for inaugural drafts to prevent the teams with high picks from becoming unbalanced at the start of a league.

# of Rounds   The total number of rounds in the draft. This is established in the **Options** page.

Current Round   The current round of the draft. This is updated automatically as the draft progresses.

Current Pick   The next pick in the current round. This is updated automatically as the draft progresses.

Eligible Players The number of players in the draft pool.

ACTIONS

There are two action buttons on the page: **Random Draft Order** and **Continue Draft**.

Click the **Random Draft Order** action button to randomize the order of the draft. You can click this as many times as you want. Once you are comfortable with the draft settings, click the **Continue Draft** button in the lower right to proceed with the draft.

THE CONTINUE DRAFT PAGE

The **Continue Draft** page is where the draft takes place. Although you can move throughout the game screens at any time during the draft, you always have to return here to proceed.

The page is divided into four panes, one on top, and three beneath.

THE DRAFT POOL PANE

The **Draft Pool** pane is a list of all the players in the draft pool who have not yet been selected. On this page, you can take advantage of OOTPB's views and filters, described in Section 4.3, to sort through the data. You can also use most of the common drop-downs described in Section 4.4. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.
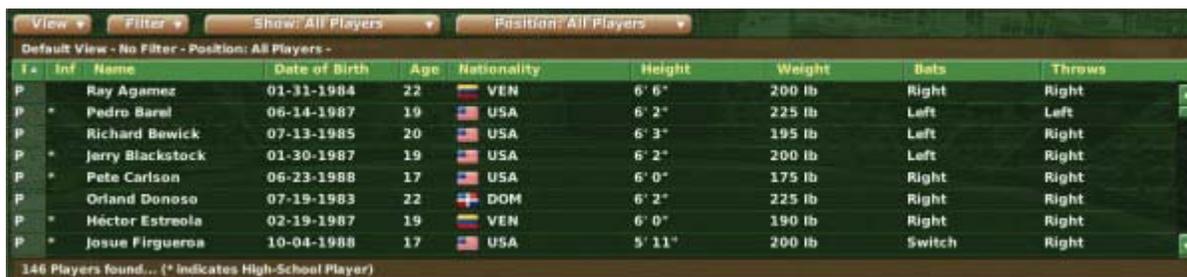
There is also a **Show** drop-down that allows you to choose from displaying all players, or just displaying college or high school players. High school players are indicated by an asterisk in the Inf column. If you choose a **View** that includes player ratings or potential, you will also receive the **Scouting** drop-down that will enable you to view each of your scouts' ratings for the draft pool members.

> **NOTE** Remember, the younger a player is, the harder it is for your scouts to accurately gauge his potential.

THE SELECTED PLAYER PANE

The **Selected Player** pane displays key demographic data about the currently selected player. Select a player by dragging him from the **Player Data** pane onto the **Selected Player** pane.

If this is the player you want to draft, click the **Draft Player** action button at the bottom of the pane to pick the player.

> **NOTE**   The name of the selected player in this pane is hyperlinked.

THE TEAM INFO PANE

The **Team Info** pane contains helpful information about your team's organization. It gives a breakdown by position of the number of players on your team, or in your organization (in parentheses). This information can be very helpful to a general manager who is trying to make sure he has a good balance of players in different positions in the organization. This pane updates automatically as the draft progresses.

> **NOTE**   The team name in this pane is hyperlinked.

THE DRAFT INFO PANE

The **Draft Info** pane contains data about the current draft, including the draft type and mode, the current round and pick number, the number of players remaining in the draft, the last team to pick, and which player that team selected.

> **NOTE**   Both the last team to pick and the last player selected are hyperlinked.

THE AUTO-DRAFT ACTION MENU

The **Auto-Draft** action menu has three options.

Complete Draft   This option has the computer complete the entire draft, including all picks for human-controlled teams. Choose this option when you are not interested in controlling the draft.

Current Round   This option has the computer complete all picks in the current round, including all picks for human-controlled teams.

Until Next Pick by Team   This option has the computer complete all picks until the next pick for the current human manager's team.

NOTE   The **Until Next Pick by Team** option is not available if you are the commissioner.

THE HEAD SCOUT RECOMMENDATION ACTION BUTTON

The **Head Scout Recommendation** button is fairly self-explanatory. Click this to have your head scout recommend a player to draft. The recommended player will appear in the **Draft Info** pane. Your head scout will recommend only one player.

THE DRAFT LOG

The **Draft Log** is updated constantly as the draft progresses.

10.5 AFTER THE DRAFT

After the draft, players are immediately assigned to the organizations that signed them. The players are automatically signed to minor league contracts (if your league has minor leagues), and assigned to the levels that your coaching staff deems most appropriate. If you do not have minor leagues, the players are assigned to your reserve roster.

NOTE   There are no signing bonuses in OOTPB.

10.6 PLAYERS IN THE DRAFT

Players in the draft have certain characteristics defined by the league. Player names, nationalities, ratings, and potential are all determined by random factors. However, most of this can be changed or influenced through customizing the game. See Section 1.1 for more information about customizing OOTPB.

10.7 DRAFTS POOLS AND MULTIPLE LEAGUES

Although OOTPB has a baseball universe, in many ways leagues are independent of one another. In this vein, draft pools are created specifically for each league. In other words, there is no shared global draft pool. For example, let's say you have a game with two leagues, a U.S. league and a Japan league. If they both have an amateur draft on the same day, each will still have a completely different pool of players to draft from. The U.S. league cannot draft a player from the Japan league, and so forth.

However, the worldwide free agent pool is shared. See Section 7.5 for more information on free agency.

11.0 TRADING

Trading is a key part of any baseball league. A general manager can seal his destiny by making a critical late-season acquisition that propels the team to the championship, or he could trade away future star for a has-been and be criticized for years to come.

Trades in OOTPB can include up to three components: players, cash, or draft picks. Trades involving more than two teams are not supported. Commissioners also have the ability to force trades.

NOTE   You can trade only if you are playing as either a general manager, or a commissioner. Managers of child-league clubs cannot execute trades.

11.1 GLOBAL TRADING OPTIONS

There are a few trading options that affect the entire game world. These are established in the **Trading Options**, found under **Game Menu**, **Game Setup**.

AI Trading Frequency	This option determines how often computer general managers will make trades. The value can be set from **Very Low** to **Very High**.
Trading Difficulty	This option determines how difficult it is to trade. The harder the difficulty, the more computer general managers will ask for in trades, and the less likely they will be to fall for bad deals. The value can be set from **Very Easy** to **Very Hard**.
Trading Preference	This option determines whether computer general managers favor veteran players or young prospects in trades. The value can be set from **Heavily Favor Veterans** to **Heavily Favor Prospects**.

11.2 LEAGUE-SPECIFIC TRADING OPTIONS

League-specific trading options are configured on the Rules page for new games, or the **Game Setup** page for existing games. There are four key variables in trading that can be set differently for each league in your game.

Player Trades	If enabled, players can be traded. If disabled, no trades are allowed in the league at all.
Trading Deadline Date	Each league with trading activated must have a "trading deadline date." See below for more info on trading deadlines.
Trades with Other Major Leagues	If enabled, players can be traded to other leagues throughout the world. For example, from a Japan-based league to a U.S.-based league. If this is disabled, players can be traded only inside one league.
NOTE	This setting has no effect on the ability of free agents to move between leagues.
Allow Draft Pick Trading	If enabled, teams can trade draft picks in the upcoming amateur draft, as well as players. If disabled, draft picks cannot be traded.

11.3 THE TRADING DEADLINE

Each league that has trading enabled has a **trading deadline**. All trades in the league must be completed before the end of the trading deadline date. Trades can still be conducted after the deadline, but with special conditions. To complete a trade after the deadline, each player involved in the trade must successfully pass through waivers. See Section 8.6 for more information on waivers.

NOTE	In most cases, post-deadline trading is difficult, because any talented players placed on waivers will almost certainly be claimed by another team. Generally, only the most minor of trades can be completed successfully after the deadline.

11.4 TRADING PLAYERS

Each team can include up to 10 players in a trade proposal. However, each team must be able to take on the salaries of the players it will be receiving. The **Front Office** page accessed from your team's home menu includes a dollar figure at the bottom that tells you how much salary you can afford to take on. If either team cannot afford the contracts of the offered players, the trade is invalid and cannot be submitted.

To determine whether the teams can afford the deal, the computer checks your projected remaining player expenses before and after the trade and adds or subtracts any cash involved in the deal. It compares that figure to your budget for the current year and the next year as well, factoring in contract extensions, possible arbitration, players leaving through free agency, and so forth. If the trade remains within the estimated budget, then the trade is acceptable.

Upon completion of a trade, each team takes on the full remainder of the current contract for each player. That is, if Player A is in the second year of a seven-year deal, the team receiving Player A is responsible for the full duration of that contract.

NOTE	In addition to the options in the game setup, computer general managers also evaluate trades based on their own strategy preferences.

NOTE	Trades do not need to include a player from each side. However, all trades must include something from each side, even if it is just $1.

NOTE	In the real world, any player with at least 10 years of major league service time, the last five of which have been with one major league club, cannot be traded to another major league club without his written consent. This is commonly known as "the five-and-ten rule." This is not true in OOTPB.

11.5 TRADING CASH

Each team can offer cash in a deal, up to the amount of cash the team has on hand. The amount of available cash can be found on the team's **Front Office** page.

11.6 TRADING DRAFT PICKS

If **draft pick trading** is enabled, each team can trade up to five draft picks in a single trade. Trading a draft pick means that you are giving the other team the right to make a selection in upcoming amateur draft instead of your team. For example, Philadelphia is scheduled to pick 15th in the first round of the draft, and New York is scheduled to pick 22nd. If Philadelphia trades its first-round pick to New York, then New York will get to select twice in the first round of the draft—pick # 15 (received from Philadelphia) and pick # 22 (its original pick). Meanwhile, Philadelphia will not get to pick in the first round at all.

Draft picks are only for the next amateur draft. You cannot trade future-year draft picks. Traded draft picks also cannot be traded immediately after a trade. For example, if Philadelphia trades its third-round pick to New York, New York cannot then trade Philadelphia's third-round pick to San Francisco.

NOTE	Since draft order is based on the order that teams finish in the standings, be sure to consider a team's record when proposing a draft pick trade. A draft pick from a poor team is much more valuable than a draft pick from a championship team.

11.7 FORCING TRADES

If you are playing as a commissioner, you have the ability to take over any team in the league and force a trade without approval from either GM. This action is often used in online leagues.

11.8 THE TRADE PROCESS

Trades are executed from the Player Trade page found under **League Menu**, **Transactions**. For general managers, your team will always be on the left, and your trading partner on the right.

To execute a trade, do the following:

1. Select a league and team to trade with from the Select a Second Team pane on the right.

2. Drag and drop the players you want to trade from your **Roster** pane to the **Offered Players** pane. Use the **Roster** drop-down to select players from rosters other than your active roster. (Click the **Remove** button to remove a player. You cannot drag and drop a player to remove him.)

3. Type in the amount of cash you want to trade, and then press the **Enter** key. The dollar amount will not register correctly until you press **Enter**.

4. Select any draft picks you want to trade in the **Add Draft Pick** pane.

5. Repeat Steps 1-3 for the receiving team.

6. Once you have done this, the **Trade Summary** pane will tell you if your trade is invalid. If the trade is valid, the general manager of your partner will give you a quick idea on what he thinks. Typically, if the trade is worth considering, the GM will ask you to submit the offer.

7. To submit the offer, click on the **Submit Trade Offer** button.

REACTION TO TRADE PROPOSALS

Once you have submitted a trade, the other team's general manager will take some time to consider the offer. The response might come on the following day, or it could take several days. One exception is during the league's Winter Meetings. During Winter Meetings, responses will be much quicker.

You will receive a response in a message format, informing you whether the other team accepts or rejects the deal.

NOTE   Even if the other team accepts the deal, the deal is not finalized until you complete it.

WARNING!   If you delete a trade proposal or a reaction to a trade proposal, the trade is canceled.

COMPLETING A TRADE

If the other team has accepted your proposed trade, you must complete the deal (if you haven't changed your mind) within the next 14 days, by selecting **Complete Trade** from the **Respond to Message** action menu.

NOTE   Accepted trades that are not completed within the 14-day window are invalidated.

REJECTING A TRADE

You can reject any trade offer, even one that has already been accepted by the other team, by selecting **Reject Trade** from the **Respond to Message** action menu.

DISCUSSING A TRADE AGAIN

If a trade offer is rejected, or you just want to try to push your deal a little further, you can select **Discuss Trade Again** from the **Respond to Message** action menu. Doing this will reopen the **Player Trade** page with the details of the current trade already selected. You can modify them and submit an amended offer.

11.9 TRADE COMPLETION

Once a trade has been completed, the players are placed immediately in each team's **Designated for Assignment** transaction area. See Section 8.8 for more information on DFA. Cash changes hands immediately. Traded draft picks can be viewed from the **Player Trade** screen, itself. Also, any players acquired by trade who were on their previous team's secondary roster must also be placed on the acquiring team's secondary roster.

NOTE   Be sure to make any necessary roster moves and lineup/pitching staff changes based on your new trade before continuing play.

12.0 ONLINE LEAGUES

What some consider to be the ultimate challenge, pitting yourself against human opponents in an online league is a capability that is built directly into OOTP Baseball.

Under the **Game Menu/Game Setup** screen, you will find entries for handling an online league. To set your world up as an online league, select **Enable Online League Mode**.

There are a few buttons used specifically for online leagues.

Set Commish Password   This allows you to ensure that everyone is playing fair.

Test Connection   After entering your FTP information, press this to make certain it's set.

Create Reports &   Select this to open a list of possible HTML reports to generate. When you have all the reports
FTP Upload   you're interested in selected, click on **Create Reports** and they will appear in your save game
folder, under news/html.

From this same screen, if you have your FTP information entered you can also directly upload the reports to your website by selecting **Upload Files Now**.

Import All Teams   This will allow you to update your league with any uploaded information from other players.
From Server

13.0 AN IMPORTANT FINAL NOTE

This manual is not meant to be exhaustive. An unabridged, in-depth version is being worked on and updated for those interested in more detail. You can access it from the community website at www.ootpbaseball2006.com. Further assistance can also be found directly from the OOTP community forums.

Enjoy your time with this game, and thank you for purchasing Out of the Park Baseball 2006!

CREDITS

SPORTS INTERACTIVE

Lead Developers	Markus Heinsohn
	Andreas Raht
Additional coding	Graeme Kelly
	Francis Cole
Artwork	Aurelio Barrios
Product Manager	Marc Duffy
Studio Producer	Grant Appleyard
Platform Support	Paul Norman
	Oliver Collyer
	Grant Appleyard
	Alex Bell
	Paul Collyer
	Oliver Collyer
	Marlon Davidson
	Neil Dejyothin
	Paul Dejyothin
	Keith Flannery
	Phillip Foose
	Dean Gripton
	Gavin Graffin
	Nick Habershon
	Scott Harwood
	Ray Houghton
	Craig Hunter
	Miles Jacobson
	Richard Jones
	Graeme Kelly
	Svein E Kvernoey
	Michael Nygreen
	Joe O'Reilly
	Okwaeze Otusi
	Risto Remes
	Philip Rolfe
	John Schofield
	Martin Smith
	Pete Sottrel
	Kevin Turner
	Mark Vaughan
	Mark Woodger

GAME MANUAL

Writer	Steve Battisti
Editors	Daniel Baznik
	Kim Mohan
Design & Layout	Paul Rivard

BETA TESTING AND TEXT TEAM

Brian L. Barrett
Bruce Cowgill
Dale and Eli's Dad
Daniel Baznik
Roger Hodgson
Dave Horn
David Driscoll-Carignan
endgame
Erich Ingram
Eugene Church
Gary Graves (RBLwebguy)
jdew
Jean Gagnier
Jeff Good
Jeffrey W Evans
Kim Mohan
Larry "Webcomedian" Anderson
Michael Sims (Garlon)
Nathan M. Corzine
Nicholas J. Reynolds (kingcharlesxii)
Paul Rivard
Scott Lang
Scott Vibert
Shane J. Orr
Steve McCarthy
TC Dale
Thomas A. Montalto
Tom Edwards
Warren "Tresclub" Peters
Will Tuell (redsox45)

SCHEDULES & SCHEDULER

Paul Rivard
Greg Ostermeier
Dave Ploenzke

SPECIAL THANKS

Steve Battisti – Services beyond the call of duty
Fidel Montoya – Video production
Malleus Dei – Name files
Jeff Cato – History Reports Concept