Out of the Park Baseball 2007 Game Guide

Version History

Date	Author	Version	Change Reference
20-Mar-2007	Steven Battisti	A	First release (matches OOTPB 2007 initial release 2.0.0.37)
4-Apr-2007	Steven Battisti	B	Second release (matches OOTPB 2007 release 2.0.0.43) Fixes include: • Fixed some erroneous references/hyperlinks • Added information about new FaceGen mode option on Game Preferences page (3.1.4) • Added a section explaining to new players how to play the game with "real players" (3.4.12) • Added more information about when certain logs are deleted (3.4.2.11) • Added information about deleting the currently active manager to section on Deleting Managers (3.5.1.7) • Added information about the Talent Change Randomness value in the Player Options section of the Game Setup pages (4.4.2.1) • Added information about new Restore Defaults option for League Totals and Modifiers (4.4.6.9) • Added information about first-year finances to the Front Office page (7.7.1.3) • Added information about new Player Salary Report button on Front Office pages (7.7.2.1) • Added information to the sections on Health and Morale Status in the Player Profile (8.3.1.2, 8.3.1.3) • Added references to the Rule 5 Draft in Player Drafts section (16.0) • Added new section about first-year finances (18.1.1) • Attempted to clarify the description of the almanac feature (25.3) • Added information about new "Add Park" feature in the Ballpark Editor (25.4.5) • Noted that ethnicity values in nations.txt should add up to 1000 (27.3) • Added information about some new app file settings used to troubleshoot FaceGen issues (33.1)

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Chapter One: About the Game

This chapter focuses on introducing you to the game.

1.0 Introduction

1.1. What Is Out of the Park Baseball 2007?

OOTP Baseball 2007 is the next in the series of baseball management simulations from Sports Interactive, the sports management development specialists.

OOTP 2007 lets you do almost anything a real-life general manager can do to guide a team to glory. Create your own fictional baseball universe. Use real-world historical teams and players. Compete with other human players in an online league. Import leagues from OOTP 2006, 6.5, or 6.12.

Set your lineups. Replace that aging veteran with a rookie from your minor leagues. Put your injured starter on the disabled list and scour the waiver wire for someone to fill that roster spot. Put that disgruntled star heading for free agency on the trade block, and see what shakes out. Send your scouts to comb the upcoming first-year player draft pool, or get a closer look at that free agent pitcher from Japan.

No baseball simulation on the planet offers you this much flexibility and this much fun. Ideal for historical, fictional, and online fans alike—no game does it better.

Out of the Park Baseball 2007 in our opinion is the greatest baseball management simulation of all time. It's your game—play it your way.

Core Features to OOTP 2007

- Manage your own baseball franchise
- A realistic and accurate simulation engine
- Customizable financial system
- Scouting and coaching staff at your disposal
- Endless possibilities with historical and fictional leagues
- Create or join an online league
- Slick, intuitive interface

Out of the Park Baseball 2007 is the most in-depth and realistic baseball management simulation of all time. It lets you create your own fictional baseball universe, use real-world historical teams and players or compete with other human players in an online league.

1.1.1. Key Features and Improvements

Improved interface and usability
OOTP Baseball 2007 features some great user interface improvements that make the game easier and more enjoyable, including: a league creation wizard, a simplified navigation model with intuitive icons, a detailed in-game help system, improved in-game pages, and manager and online league commissioner "portals" that centralize the most commonly used tasks.

The ultimate control over your baseball universe
OOTP Baseball 2007's flexibility in configuring a baseball universe is unparalleled. Players have complete control over the structure, rules, and finances of their world, including the new abilities to add or delete leagues at any time, to have leagues "feed" players into other leagues and many other new league options. No simulation game has ever been this flexible.

Huge advances in the historical league experience

Historical leagues now feature an automatic expansion mode, including protection lists and expansion drafts. OOTP Baseball 2007 can also now import the history of a league prior to the selected year, giving players complete historical data and record books! Other new historical features include automatic adjustment of league financials, league strategies and rules (such as playoff format and schedule length). The new game reintroduces the concept of ghost players and the new option to block fictional players from reaching the major leagues. Combined with vastly improved statistical accuracy in historical leagues, the end result is the best possible way to replay the history of baseball starting in 1901, but yet with OOTP Baseball 2007's characteristic flexibility. A historical fan's dream.

Fictional
Fictional leagues come to life as never before, thanks to the help of a wider variety of league news and stories, a player morale and popularity system, and the ability to create fictional player portraits using the FaceGen technology.

Online
The online league mode of OOTP Baseball 2007 has never been more user-friendly and functional than in this year's edition. The new commissioner portal will greatly reduce the administrative burden of running a league. Online GMs benefit from new features as well, such as an automatic waiver pullback option and an adjustable draft pool date that will give online leagues much more flexibility in processing first-year player drafts. Commissioners can also now add and edit league news items and write game recaps, which will display both in-game and on league HTML reports. Commissioners can also send messages to all users and manually select all-star team members and award winners, including a new custom award of the player's choice. These last features are available in solo play as well.

League expansion wizard
The new league expansion wizard helps you expand your league much more smoothly by scheduling an expansion draft and handling the submission of protected lists.

Trading
The trading model in OOTP Baseball 2007 has been vastly improved. GMs can now mark players as "untouchable" or "on the block," with a corresponding effect on that player's morale. The "shop player" feature allows you to quickly identify desirable trading partners, and new trade-related reports put all the information you need right at your fingertips. A "make this work now" button asks the player's trading partners to tell him exactly what is needed to make a deal under negotiation happen immediately.

In-game experience
The experience for those players who enjoy playing out each game has improved greatly in OOTP Baseball 2007, including: strategic one-pitch mode, more natural play-by-play text, a "short PbP" option that displays just the outcome of the play, and many other improvements to the in-game pages. Additionally, players can now write their own recap of a game that will appear in a game news article and will be saved along with the history of their game.

Improved AI and player development
The AI does a better job of managing its team than ever before, and extensive statistical analysis and testing results in the most realistic player development system in any baseball simulation game.

Returning "fan favorite" features
Based on popular demand, a number of "fan favorite" features from previous versions of OOTP return in OOTP Baseball 2007, including: an optional star-based rating system, adjustable AI player evaluation based on statistics/ratings, weather, ghost players, bullpen warmup, and team focus.

Important: OOTP 2006 and OOTP 6/6.5 saved games can be imported into OOTP 2007!

1.1.2. About the Game Guide

This Game Guide will tell you everything you need to know to start enjoying Out of the Park Baseball 2007. The guide is organized in several chapters that cover specific aspects of the game.

Chapter	Purpose
One: About the Game	General introduction to the game, installation instructions, etc.
Two: Game Creation	Detailed description of all the settings involved in creating a game.
Three: Game Pages	Page-by-page review of every page in the game.
Four: In-Game Report Catalog	A review of all the reports in the game.
Five: Important Game Concepts	Explanations of key game concepts that weren't covered in detail in the page reference.
Six: Customization	Information on how to customize OOTPB.
Seven: Appendix	Assorted additional information.

Whether you're a rookie or a veteran OOTPB player, we strongly recommend you start your OOTPB experience by taking advantage of some of the supplemental materials we have provided to help introduce you to this game. Specifically:

- This guide.
- The in-game help system, accessed by pressing F1 on any page in the game.
- Our video tutorials, accessed by selecting Video Tutorials from the in-game help menu, or on SI's web site at http://www.ootpbaseball.net/tutorials.php#tutorials.

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

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

1.2. System Requirements

System requirements for OOTPB 2007 are as follows:

	Minimum	Recommended
PC	Windows 98 / ME / 2000 / XP 1 GHz processor 1024 x 768 screen resolution 400 MB free hard disk space 256 MB RAM	Windows Vista or XP AMD or Intel Dual Core 2GHz 1GB RAM 1024 x 768 32Bit display 1GB HD space MS compatible mouse & keyboard
Mac	PowerMac: G4 1 GHz Mac OS 10.3.9 256 MB RAM Intel Core Duo: 1.8 Ghz Mac OS 10.4.4	PowerMac/PowerBook: PowerPC G5 2GHz Mac OS 10.4.8 1GB RAM 1GB HD space Mac Pro/MacBook: Intel Core Duo 2GHz

	256 MB RAM 1024 x 768 screen resolution 400 MB free hard disk space	Mac OS 10.4.8 1GB RAM 1GB HD space

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

Important: Your video card must support Open GL in order to use the fictional face generation feature, although some older video cards may not be able to handle the fictional face generator. Without Open GL support, you can still play Out of the Park Baseball 2007, but you will be unable to use the fictional face generator.

1.3. Purchasing the Game (Windows)

Out of the Park Baseball 2007 is available for PC and Mac through digital download only. OOTPB has partnered with ViaTech Technologies, Inc. to handle the licensing of the Windows version of the game through its eLicense system. Licensing for the Mac version of the game will be handled by E-Sellerate.

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

Visit http://www.ootpbaseball.net/buy.php for more information on purchasing Out of the Park Baseball 2007.

1.4. Installing the Game

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

1.4.1. Installing OOTPB (Windows)

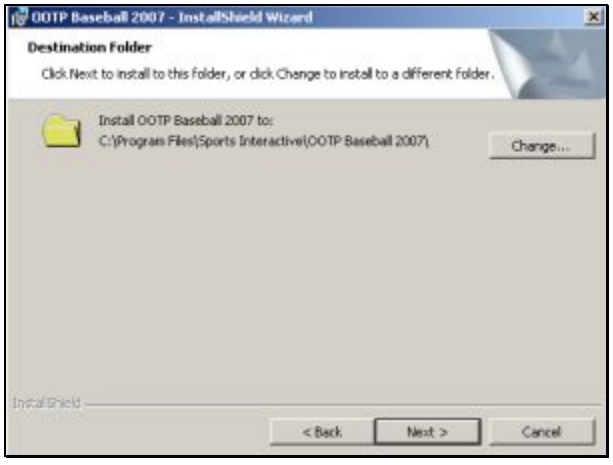
To install the game, follow these steps.

1. Download the game. After this step is completed, you should have a file called **ootp2007.exe** saved somewhere on your computer.

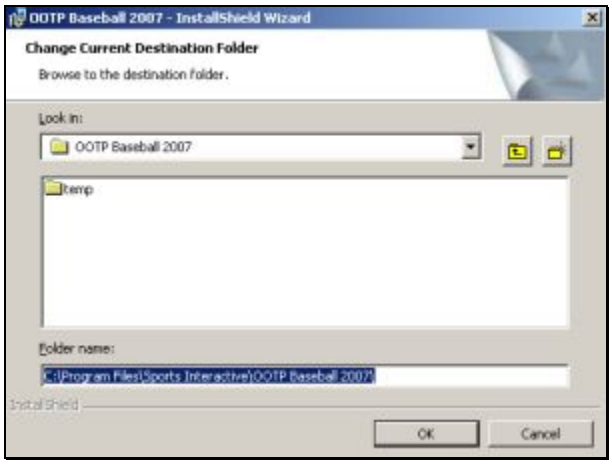
2. Double-click **ootp2007.exe**. A "splash" page and a few progress bars will display. Eventually you will end up in the InstallShield Wizard.

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

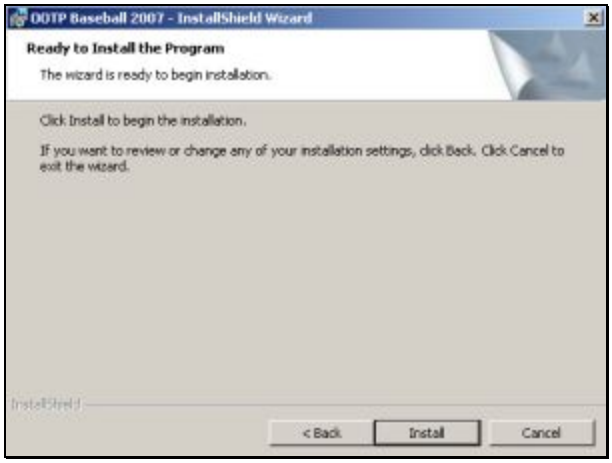
4. Read the License Agreement. Click the "I accept" radio button, and then click Next to continue. You will be taken to the Destination Folder page.



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



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



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

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

9. Click Finish to complete the installation. A shortcut to the game will be placed on your Desktop, and a Program Group will be created under **Start | All Programs | Sports Interactive | OOTP Baseball 2007**.

1.4.2. Uninstalling OOTPB (Windows)

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

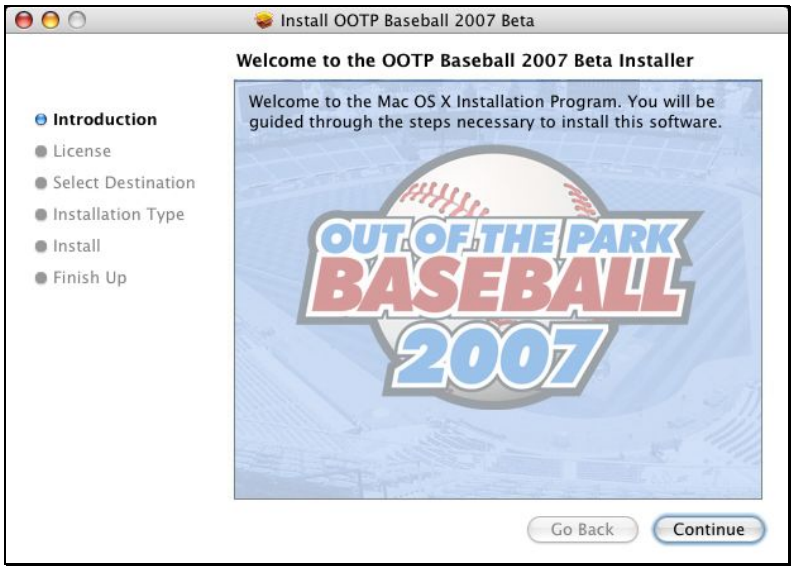
1. Open your Control Panel and select Add / Remove Programs.
2. Click the entry titled OOTP Baseball 2007.
3. Click the Remove button on the right.
4. Follow the on-page instructions to uninstall the game.
5. After the uninstall is complete, some files might remain in the directory where you installed the game. These files can be safely deleted.

1.4.3. Installing OOTPB (Mac)

To install the game, follow these steps.

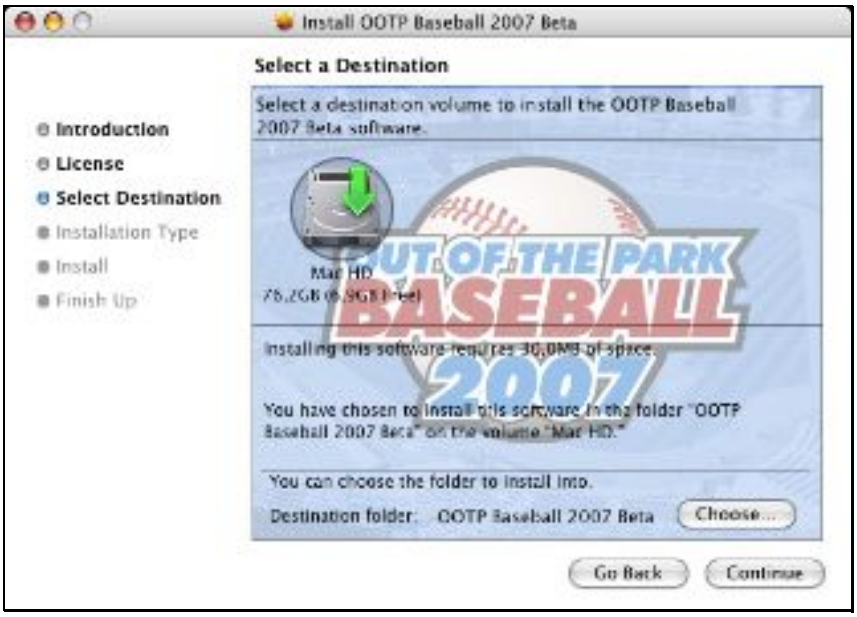
1. Download the game. After this step is completed, you should have a file called OOTP2007.dmg saved somewhere on your computer. Double-click the .dmg file to unzip it.

2. A new Finder window will open, and you will see that you have a file called OOTP2007release.pkg. Double-click OOTP2007release.pkg. A "splash" page will display. Eventually you will end up in the OOTP Baseball 2007 Installer program. Click Continue to proceed with the installation.

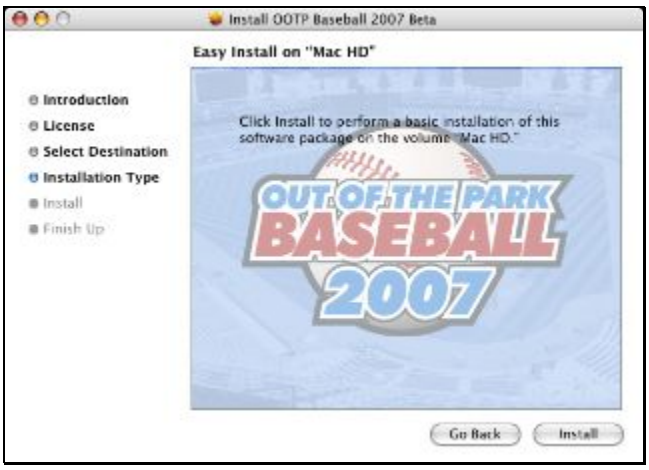


3. You will see the Software License Agreement Page. Click Continue to move on. You will be prompted to agree to the license agreement. You must agree in order to continue the process.

4. On the next page, select a destination for the game. By default it is installed in the OOTP Baseball 2007 folder on your hard drive. Click the Choose button to change the destination. Click Continue when you are ready to proceed.

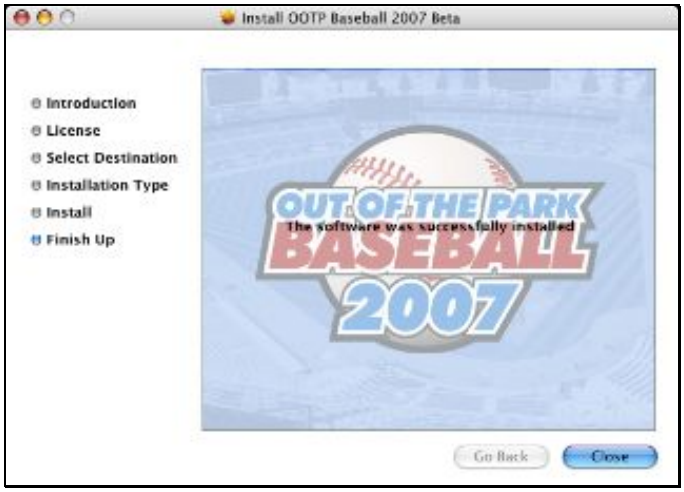


5. The next page allows you to select an installation type. However, there is only one type of installation available. Therefore, just click Install to proceed.



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

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



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

1.4.4. Uninstalling OOTPB (Mac)

To uninstall OOTP Baseball 2007 from a Mac, drag the folder OOTP Baseball 2007 to the Trash.

1.5. Installing Your License

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

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

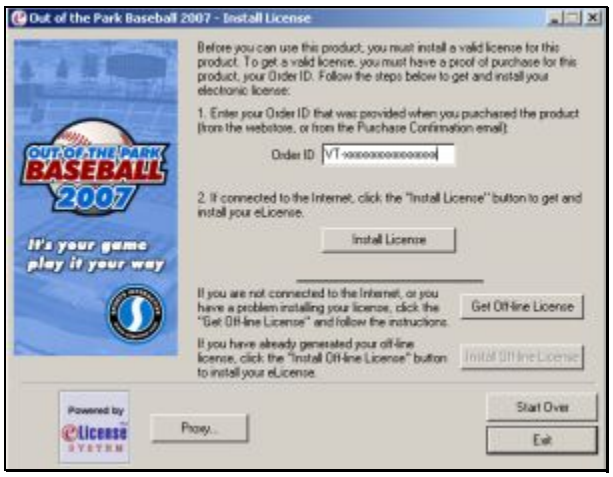
1.5.1. Licensing OOTPB (Windows)

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

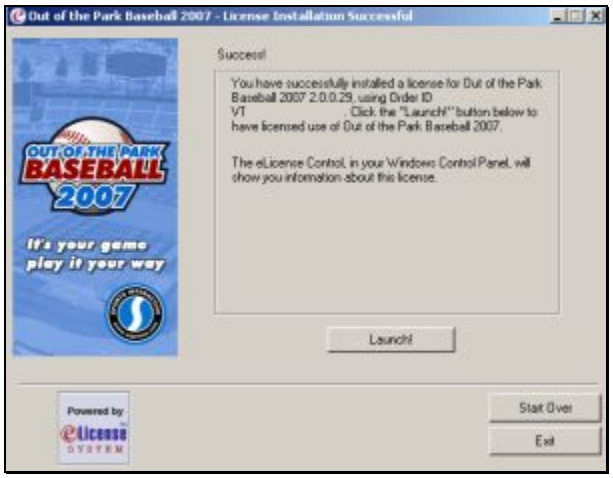
1. Double-click on the OOTP Baseball 2007 icon on your desktop to start the game. You will be presented with a licensing page like the one below.

2. If you have not yet purchased the game, click on the **Purchase** button. You will have several options to purchase the game, including through a series of screens on your desktop, through a web site, and by phone. Proceed with the purchase process. Once you have an Order ID, continue with these steps to license your game.

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



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



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

1.5.2. Unlicensing OOTPB (Windows)

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

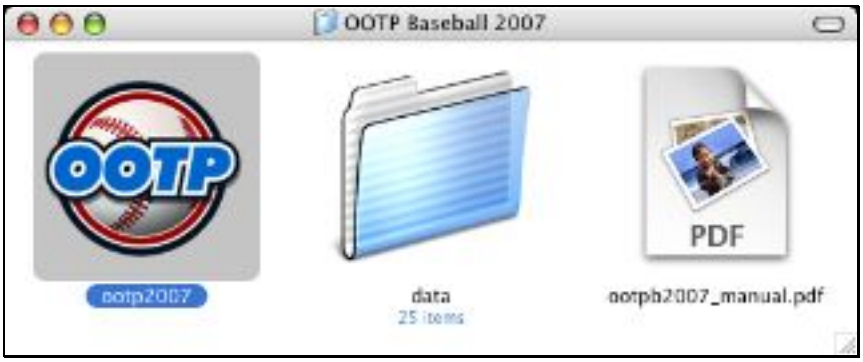
To unlicense OOTPB, use the following steps:

1. Go to Start | Programs | Sports Interactive | OOTP Baseball 2007 | Unlicense Game
2. Click on the Unlicense button on the screen and follow the onscreen instructions to unlicense the product.

1.5.3. Licensing OOTPB (Mac)

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

1. Double-click on the OOTP2007 icon in the OOTP Baseball 2007 folder to launch the program.



2. If you currently have an unregistered copy of OOTPB for the Mac, the e-Sellerate Software Delivery Wizard will automatically start. (You will need to be connected to the internet to register using the e-Sellerate Wizard.)

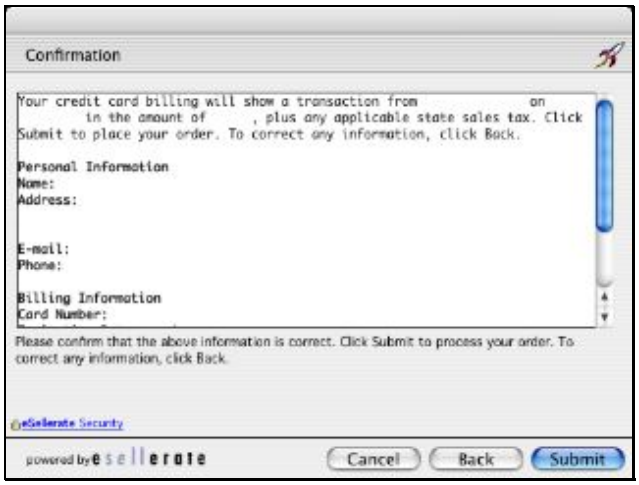
If you have not yet purchased the game, click on the Start button and go to Step 4.

3. If you have already purchased the game and have your Order ID ready, hold down the "Option" key, the Start button will change to a Reinstall button. Click the reinstall button and skip to Step 9 below.

4. Follow the prompts in the Wizard, you will be taken to a License Agreement page. Read the license and check "I hereby agree to comply with the conditions" to proceed.

5. Input your personal information and your billing information.

6. If your credit card is approved a confirmation screen will appear. Click the Submit button to confirm your purchase.



7. Registration will happen automatically, and a receipt screen will appear containing an order and serial numbers. Hold on to these numbers, (Save or Print) because it will allow you to reinstall the software at a later time. You will also receive an Order ID via e-mail.

8. Clicking the Done button will start the game. Once your software is registered, the e-Sellerate Wizard should not reappear.

9. After clicking the Reinstall button a window will appear. Enter your Order ID # (starts with ST) and the e-mail address you used to initially license OOTPB. Click OK.

10. Registration will happen automatically, and a confirmation screen will appear containing your order and serial numbers.

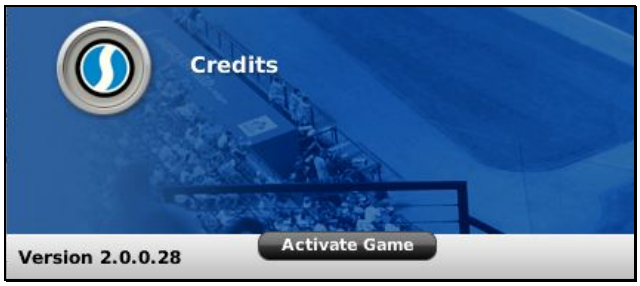
11. Clicking the Done button will start the game. Once your software is registered, the e-Sellerate Wizard should not reappear.

Bear in mind that there is a limit to how many times the game can be reinstalled using the same Order ID. If you get an error message when reinstalling, please contact Sports Interactive for support.

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

Note: Alternately, if you have already purchased the game and have your serial number ready, hitting the "Cancel" button at any point in the e-Sellerate Wizard program will launch the game in a demo mode. In

demo mode, a button will appear at the bottom entitled “Activate Game.” Click this button to license the game:



Enter or paste the serial number from your e-Sellerate email and click OK.

1.5.4. Copyright / License Information

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1.6. OOTPB Controls and Interface

Out of the Park Baseball 2007 features a browser-style interface with hyperlinks, right-click menus, drag and drop, recent page history, bookmarks, customizable player lists and filters, and much more. Not only does the interface look great, it makes your OOTPB experience comfortable and incredibly flexible.

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

If you’re more of a visual learner, check out our video tutorials. There are several that cover the OOTPB interface. Video tutorials can be accessed through the Help menu in the game.

1.6.1. OOTPB Controls

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

1.6.1.1. Right-Clicking

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

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

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

1.6.1.2. Drag-and-Drop

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

1.6.1.3. Backspace

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

1.6.2. The OOTPB Interface

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

Figure 1 OOTPB Interface Items 1–8

You can also go to the videos and tutorials page on SI's web site and try the interface video tutorial!

1. Select League Drop-Down

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

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

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

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

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

4. Game Menus
OOTPB has five primary game menus that run across the top of the page beneath the banner. Unlike many other aspects of OOTPB, the content of these menus does not change based on where you are in the game. The menus and their options are described in detail in Chapter 2 of this guide, beginning with Section 4.0.

Menu	Menu Contents
Game	Contains general game options (Load / Save / New), information about manager identities, and game setup information for changing the configuration of your baseball universe after creation.
Auto-play	Contains options that move the game date forward. See Section 22.0, Auto-Play, for more information.
Manager	Contains pages that relate to a manager identity, including the manager's home page, manager-specific news and history, available manager jobs, and shortlists. There is also an option to explore the game world.
League	Contains pages that relate to the selected league, including the league home page, league news, standings, scores and schedules, statistics, history, and transactions. *Note: The League menu is not actually called "League." The menu will display the abbreviation of the selected league. For example, if your league is the Pro Baseball League (PBL), then this menu would be called "PBL."*
Teams	Contains pages for each team in the league. Each team page then contains all the information relevant to that team. *Note: As with the League menu, this menu is actually called "League Abbreviation Teams." For the Pro Baseball League (PBL), this menu would be "PBL Teams."*
Recent	Contains a list of the fifteen pages you have most recently visited in-game. This menu changes dynamically throughout the game. You can clear the Recent menu at any time by selecting Clear Recent Pages from the bottom of this menu.
Bookmarks	Contains a list of your bookmarked pages. OOTPB supports the creation of bookmarks through a menu on the bottom right of the page. Bookmarks work much as they do in your web browser (Internet Explorer calls them "Favorites"). Once you have created a bookmark, you can come back to the Bookmark menu at any time and select that bookmark to jump straight to the page. To bookmark a page, navigate to that page and then select Add Bookmark from the Bookmark menu. You will see a second page where you can enter your own name for the bookmark. Once the bookmark has been added, click on the menu again to see your bookmark in the list. Bookmarks appear in the list in the order they were

	created (not alphabetically), with the oldest bookmarks on top. There is no practical limit to the number of bookmarks you can add. If you create more bookmarks than can be displayed on the page at one time, scroll arrows appear at the top and bottom of the menu display to indicate that more choices are available. When you have added at least one bookmark, you gain access to two new menu options—Clear Bookmarks and Edit Bookmarks. Click on Clear Bookmarks to erase all your custom bookmarks. Click on Edit Bookmarks to go to a page where you can rename or delete your custom bookmarks. *Note: By default, you start with a bookmark for the Manager News page. This bookmark cannot be erased or edited.* As you add bookmarks, you will notice that the first nine bookmarks you create are assigned to the function keys on your keyboard, F2 through F10. (F1 is reserved for the help system.)
?	Contains a list of Help-related options. See Section 1.8 for more information about the in-game help system.

5. Game Page Navigation Arrows

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

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

6. Game Information

The top right of the page contains some general information about the game, including the name of your game file, the name of the currently active manager identity, the team he or she manages, and the team's current record. The manager's name and the team name are hyperlinks. If the manager is also a commissioner, the "Act As" drop-down is displayed here.

7. Search

By entering text into the search box and pressing the Enter key, you are able to quickly find any player, team personnel member, or team in your baseball universe. The search engine is not case-sensitive, and it does not support Boolean commands such as AND, OR, or NOT.

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

Figure 2 OOTPB Interface Items 8–13

8. 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 page. Each tab displays a page of information. A tab is the navigation tool, and the page is what is displayed. In other words, you click on a *tab* to get to a *page*. For example, you click on the Lineups tab to see the Lineups page.

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

9. Subpages

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

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

10. Drop-Down Menus

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

11. Column Headings

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

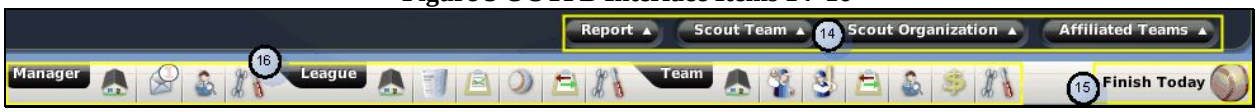
Note: Only one level of sorting is supported. For example, you cannot sort by age, and then within each age group have the list sort alphabetically by name.

12. Right-Click Menus
As mentioned in Section 1.6.1.1, Right-Clicking, you can often see a right-click menu when you right-click on an object on the page. Not all objects support right-click menus. However, most hyperlinked names support right-click menus.

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

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

Figure 3 OOTPB Interface Items 14–16



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

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

15. Finish Today Button
The Finish Today button is the second way of advancing time in OOTPB, along with the Auto-Play Menu described in Section 22.2. Clicking the Finish Today button advances time by one day in all leagues across your baseball universe.

Note: Do not use the Finish Day button if you want to play out a game using the Play-by-Play engine. See Section 23.0, Play-by-Play, for more information.

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

See Section 22.1, The Finish Today Button, for more information on using auto-play and the Continue button.

16. Icon Bar
The Icon Bar is a series of icons that run across the bottom of most game screens.

Figure 4 Icon Bar

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

Figure 5 Sliders

17. Sliders

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

18. Quick-Flicks

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

Figure 6 Quick-Flicks

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

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

1.7. Views and Filters

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

You can also go to the videos and tutorials page on SI's web site and try the Views and Filters video tutorial.

1.7.1. Views

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

Figure 7 View Drop-Down

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

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

1.7.1.1. Using Views

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

1.7.1.2. Customizing Views

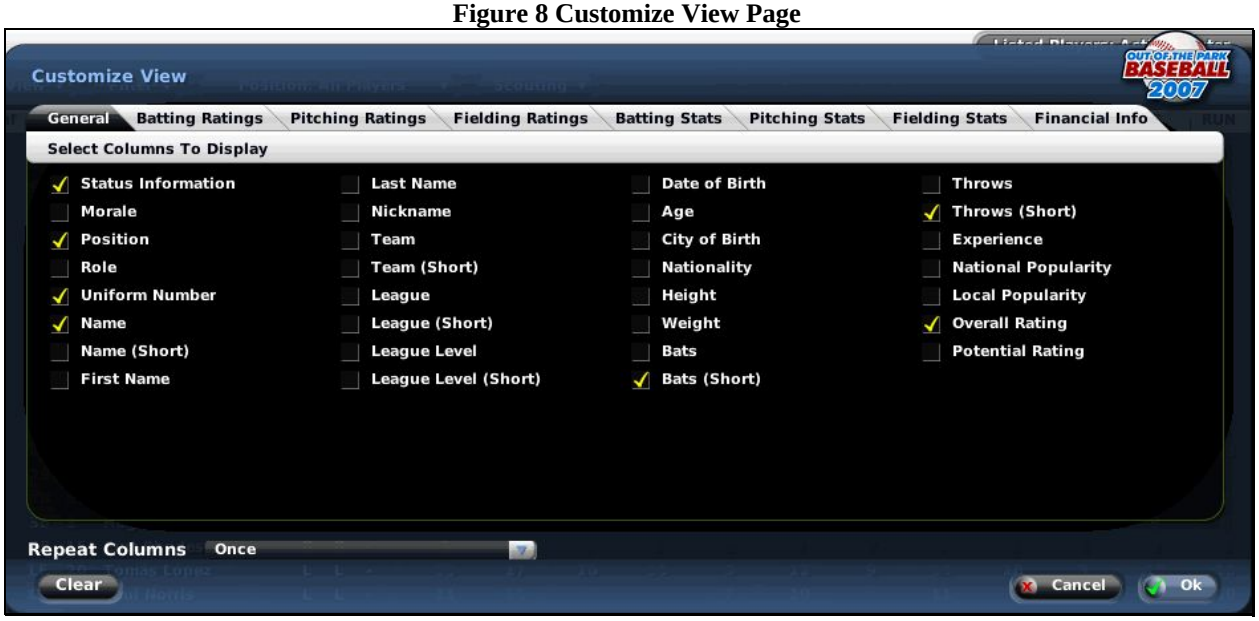
To customize a view, select Customize from the drop-down menu. Doing this brings up a separate page in which you can modify the default views. You cannot save changes to any of the default views. However, you can create a new view based on a default view, and then delete the default view.

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

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

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

Figure 8 Customize View Page



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

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

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

1.7.1.3. Saving Views

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

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

1.7.1.4. Modifying the Default Views

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

1. Select the Batting Ratings view.

2. Select the Customize option and add Nationality, then select OK.
3. Select Save View, and enter the exact name of the view you want to replace, in this case "Batting Ratings."
4. You will be prompted to verify that you want to replace the view. Say "Yes," and you now have a customized version of the default view.

1.7.1.5. Editing and Deleting Views

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

1.7.2. Filters

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

Figure 9 Filter Drop-Down

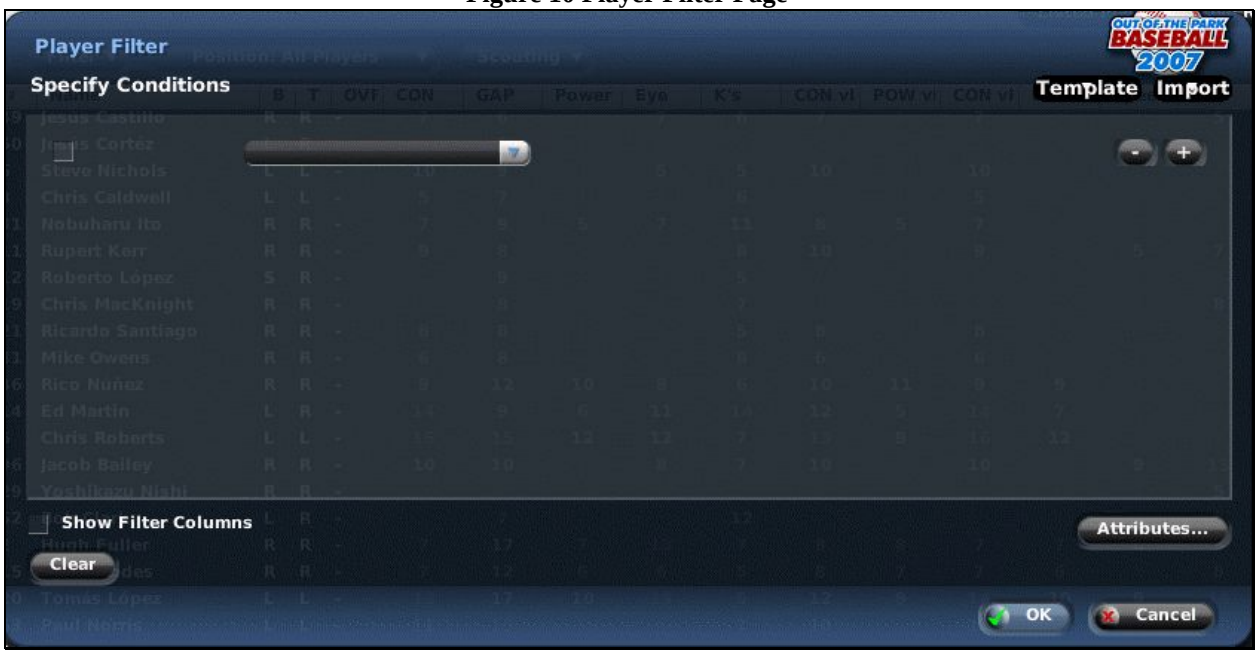
Unlike with views, the game has no default filters, so if you want to take advantage of filters, you have to create your own.

1.7.2.1. Customizing Filters

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

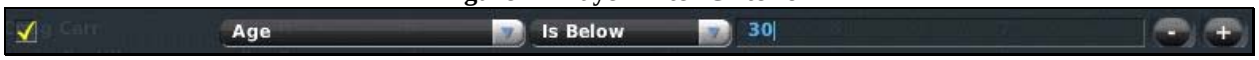
Select Customize from the Filter drop-down, and you arrive at a page much like the Customize View page.

Figure 10 Player Filter Page



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

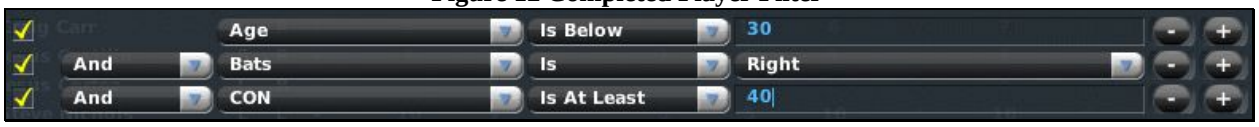
Figure 11 Player Filter Criterion



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

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

Figure 12 Completed Player Filter



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

Once you have selected all the settings you want, click OK to return to the previous page. Your new filter will be applied automatically to the data on the page. Now you see only players with a catcher ability of at least 25, with a contact rating of at least 60, who are under 31 years of age, and who are either left-handed or switch hitters. To further ensure that you are looking only at catchers, you could

select Catcher from the Position drop-down box as well. The newly selected filter is also displayed in the breadcrumbs.

1.7.2.2. Saving Filters

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

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

1.7.2.3. Criteria Check Boxes

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

1.7.2.4. Filter Templates

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

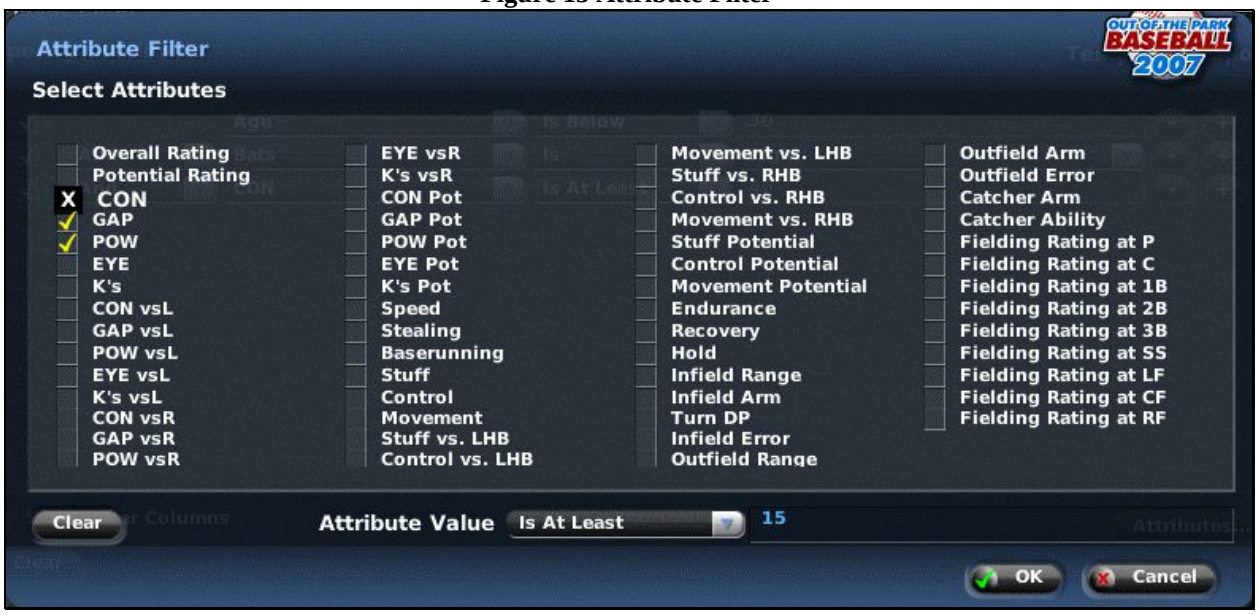
1.7.2.5. Other Filter Options

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

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

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

Figure 13 Attribute Filter



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

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

1.7.3. Different Types of Views and Filters

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

View / Filter	Usage
Search Coaches views / filters	Used when performing global staff searches from the Manager menu, Staff Search & Shortlist option.
Search Players views / filters	Used when performing global player searches from the Manager menu, Player Search & Shortlist option.
Draft Players views / filters	Used during inaugural or amateur player drafts.
League Message views / filters	Used when selecting a filter on the League News page. *Note: This is not a customizable filter.*
All Messages views / filters	Used when selecting a filter on the Manager News page. *Note: This is not a customizable filter.*
All Players views / filters	Used on pages with player information, such as lineups, rosters, and free agent lists.
All Coaches views / filters	Used on pages with personnel information.

Team Players views / filters	Used when looking at player information for a specific team, such as a specific team's roster or lineups.

Views are stored in a series of files located in the **data\tables** directory where you installed the game. (If you installed in the default location, this would be C:\Documents and Settings\<your user name>\My Documents\Sports Interactive\OOTP Baseball 2007\data\tables.)

1.7.4. Using Views and Filters across Multiple Games

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

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

1.8. In-Game Help

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

Figure 14 In-Game Help

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

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

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

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

Online Tech. Support	Opens a link to the technical support forum on OOTP's community site.

1.9. Common Drop-Downs

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

1.9.1. Position Drop-Down

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

Figure 15 Position Drop-Down

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

1.9.2. Preferred Occupation Drop-Down

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

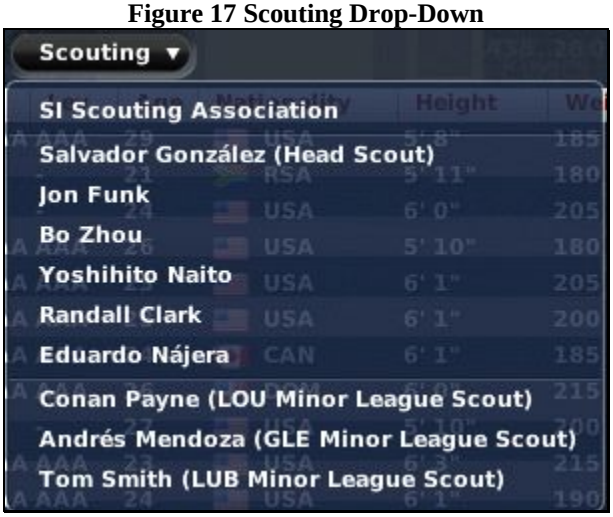
Figure 16 Preferred Occupation Drop-Down

Use this drop-down to limit the staff displayed to those who prefer a certain occupation. See Section 14.0, Coaches and Personnel, for more information.

1.9.3. Scouting Drop-Down

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

Figure 17 Scouting Drop-Down

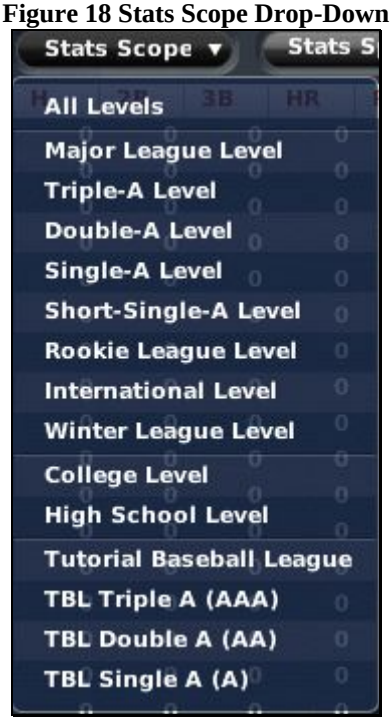


If you have scouting turned off, all ratings shown will be the true player ratings. See Section 15.0, Scouting, for more information.

1.9.4. The Stats Scope Drop-Down

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

Figure 18 Stats Scope Drop-Down



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

League levels are classifications of leagues in OOTPB. These are defined during the game creation process. See Section 3.4.6.1 for more information on league levels.

1.9.5. The Stats Split Drop-Down

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

OOTPB has the following statistical split categories:

- Overall
- Versus Left
- Versus Right
- This week or last week ("This week" runs from Monday to Sunday. So, on Monday before games are played, everyone will have all zeros for their "this week" splits. "Last week" is the same for the previous week.)
- Individual months of the year
- All-Star Game
- Spring training
- Exhibition games

- Playoffs
- Last year
- Two years ago
- Home games or road games
- Career
- Playing surface (grass or artificial turf)
- Day or night games
- Pinch hitting
- Close or late-game situations (7th inning or later AND score must be 3 or fewer runs apart; for example, 6–3 is a "close" situation)
- Inning 1–3, 4–6, 7–9, or extra innings
- Number of outs in the inning
- Runners in scoring position
- Bases empty
- Individual runner positions (runner on 1st, runners on 1st and 2nd, bases loaded, and so on)
- First pitch, or two strikes
- Any specific count
- Behind in the count (0–1, 0–2, 1–2)
- Ahead in the count (1–0, 2–0, 3–0, 2–1, 3–1)

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

1.9.6. The Stats Double Split Drop-Down

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

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

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

1.9.7. The Open in External Browser Button

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

Figure 19 Open in External Browser

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

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

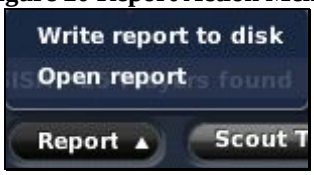
1.10. Common Action Menus

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

1.10.1. The Report Action Menu

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

Figure 20 Report Action Menu



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

Option	Description
Write report to disk	Writes an in-game HTML report of the current page to your hard disk, and opens the file with your external browser. The file is named using the current date and time, and is saved in your game directory, under \news\html\temp. So, for example, the file might be called: \test.lg\news\html\temp\2007-03-21-10-42-54.html.
Open report	Opens an in-game report with data on the current page in the in-game browser.

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

1.10.2. The Scout Action Menu

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

Figure 21 Scout Action Menu

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

See Section 15.0 for information on Scouting.

1.10.3. The Affiliated Teams Action Menu

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

Figure 22 Affiliated Team Action Menu

Selecting a team from this menu takes you to the Team Home Page described in Section 7.1.

1.10.4. The Import/Export Action Menu

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

Figure 23 Import/Export Action Menu

Importing and exporting is covered in more detail in Section 24.6.

1.10.5. The Picture Action Menu

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

Figure 24 Picture Action Menu

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

2.0 Jump Right In!

We highly recommend that everyone read the guide. But we realize that some of you will be too impatient to read through this massive document. For those of you who like to learn on the fly, these steps will get you a job as the general manager of a major league team in a very simple baseball universe with the following characteristics:

- One league only
- 2 subleagues, each with 2 division of 4 teams (randomly selected), 16 teams total
- No minor leagues

1. Start up OOTPB.
2. Click on New Game.
3. Click on the Create Fictional League button in the League Creation Wizard
4. Click Next twice, then deselect all of the minor league checkboxes
5. Click Next four more times, then replace the initial manager name with a name of your choosing, and edit the other demographic information if you want.
6. Click the Select Team drop-down and choose a team to manage.
7. Click the Start Game button on the bottom right of the page.

This will bring you to January 1st, 2007, in your new league. The inaugural draft for your league will be held today, so get to work!

You might want to check out Section 16.1 for more information about the inaugural draft. Good luck!

Chapter Two: Game Creation

This chapter focuses on all the options involved in starting a game.

3.0 Getting Started

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

3.1. Launching the Game

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

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

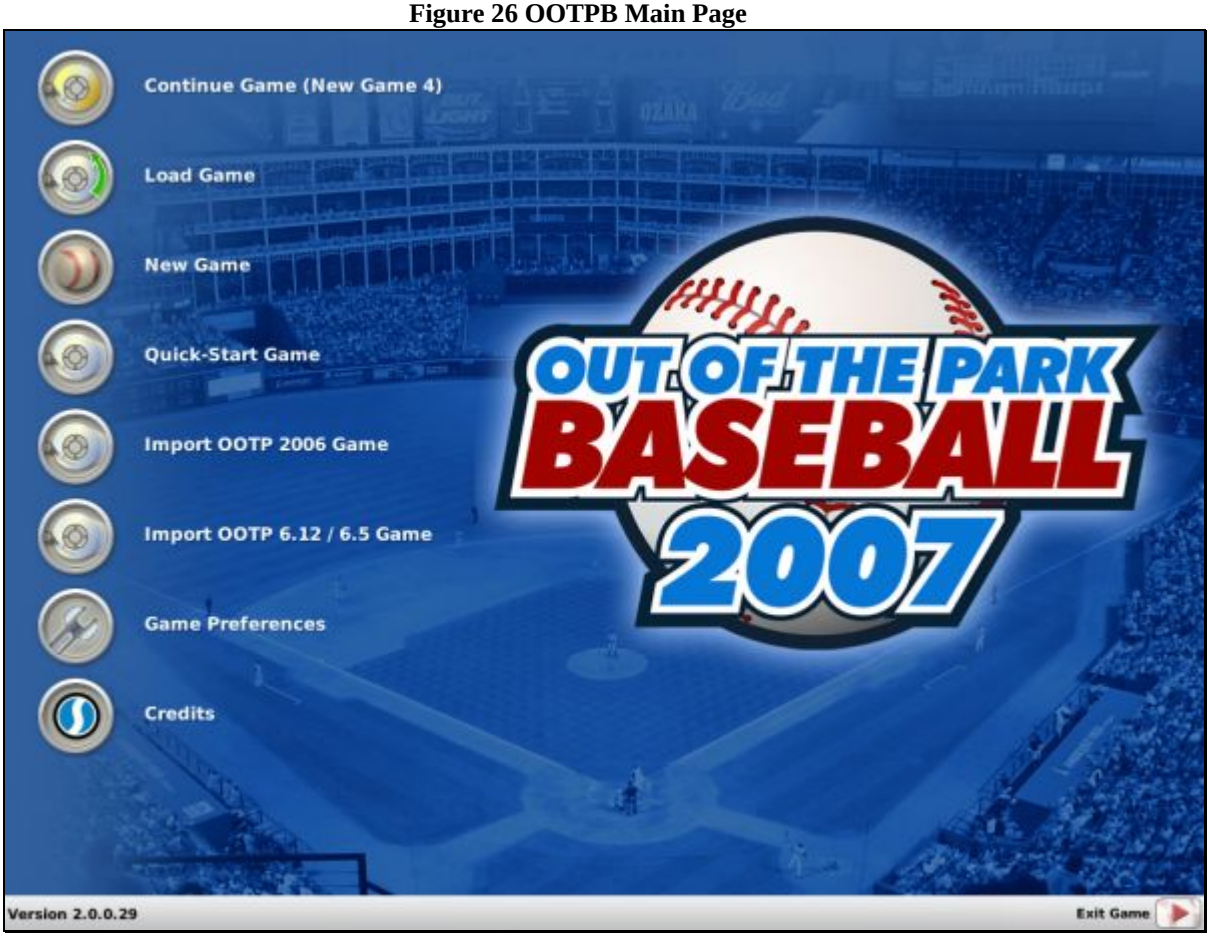
Figure 25 Game Icon

By default, an icon is also placed in your Start menu, under **Start | Programs | Sports Interactive | OOTP Baseball 2007**.

3.1.1. The Main Page

After OOTPB is finished loading, the Main page will appear.

Figure 26 OOTPB Main Page



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

Option	Description
Continue Game (Game Name)	Loads the last game you played. This button is unavailable until you have created at least one game. At that time, this option will become available, and the page will display the name of the last game you created in parentheses.
Load Game	Allows you to load a previously saved game.
New Game	Creates a new game. See Section 3.4, The Create New Game Page, for more information.
Quick-Start Game	Loads a quick-start game. See Section 3.1.2.1 below for more information on loading quick-start games.
Import OOTP 2006 Game	Imports a game from OOTP Baseball 2006. See Section 3.1.3 below for more information on importing 2006 games.
Import OOTP 6.12/6.5 Game	Imports a game from Out of the Park Baseball 6.12 or 6.5. See Section 3.4.1.5 below for more information on importing 6.12 or 6.5 games.
Game Preferences	Allows you to modify global game preferences. See Section 3.1.4 for more information on Game Preferences.
Credits	Shows a list of those who were involved in the development and production of the game.
Exit Game (lower right)	Quits the game.

3.1.2. Quick-Start Game

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

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

3.1.2.1. Loading a Quick-Start Game

From the Main page, click the Quick-Start Game option. Alternatively, if you already have a game loaded, you can choose Load Quick-Start Game from the Game Menu. When you do this, you will be presented with a page like the one below.

Figure 27 Quick-Start Load

OOTPB comes with several quick-start games already created. Click on a name at the top to see a description of the league at the bottom of the page.

To start a new game based on a quick-start game, click the quick-start game you would like to base your game on in the top half of the page. Enter a name for your new game, and then click Create Game at the bottom of the page.

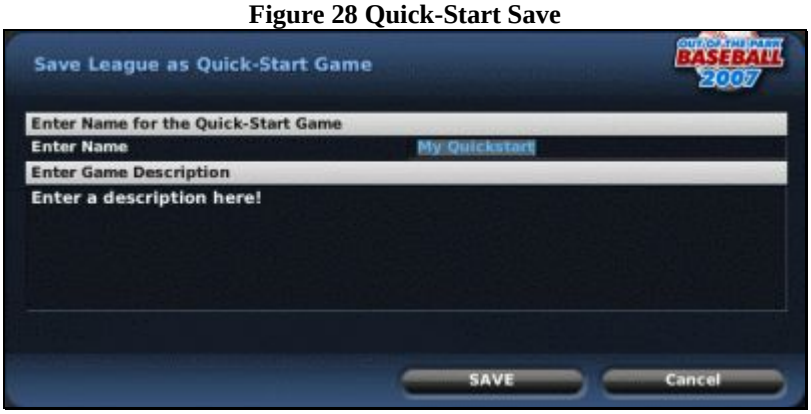
The new game will be created, and a dialog box will display alerting you to create a new human manager identity for the game:

See Section 3.5.1 for more information on adding managers, and then you're ready to start your game.

3.1.2.2. Saving a Game as a Quick-Start Game

Create a game, and then select Save Game as Quick-Start from the Game menu. You will be brought to a dialog box like the one below.

Figure 28 Quick-Start Save



The dialog box has the following options:

Option	Description
Enter Name for the Quick-Start Game	Type a name to help you remember the quick-start game. This name is not used in your game at all—it's just the file name for your new saved game. The name can have a maximum of 20 characters.
Enter Game Description	Enter a description for the quick-start game. This will help you remember when to use the quick-start game later. It's best to be descriptive. For example, you could write "Asian league setup with Japan and Korea, full minors."

Once you have entered this information, click the Save button at the bottom of the page. Your quick-start game will be saved, and will now be available whenever you choose to load a quick-start game.

3.1.2.3. Sharing Quick-Start Games

Quick-start games are saved in their own directory on your computer. There is a directory called **quickstart_games** in your game data directory (by default, C:\Documents and Settings\<your user name>\My Documents\Sports Interactive\OOTP Baseball 2007\data\quickstart_games). Each quick-start game has its own directory, ending with **.quick**.

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

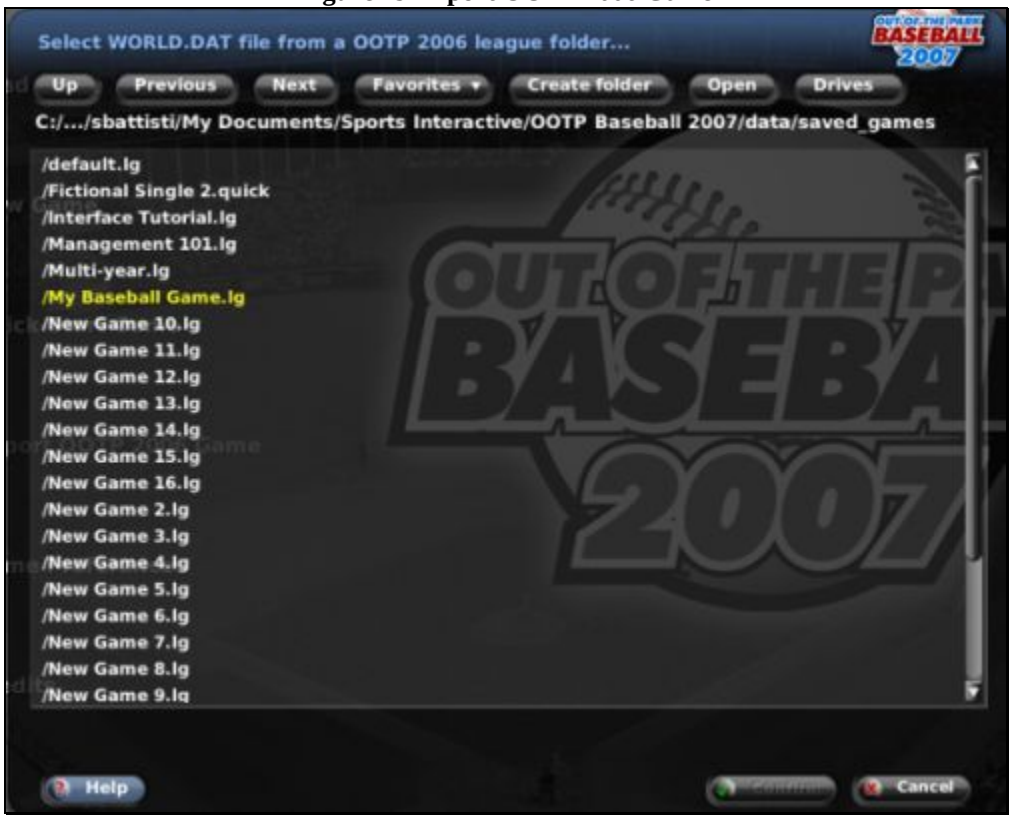
3.1.2.4. What is Saved in a Quick-Start Game?

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

3.1.3. Importing OOTP 2006 Games

You can import saved games from OOTPB 2006 into 2007. To import a 2006 game, click on the Import OOTP 2006 Game button from the Main page. You will come to a file browser window:

Figure 29 Import OOTP 2006 Game



Use the file browser to find the .lg directory for your 2006 saved game. By default, these were stored in c:\program files\Sports Interactive\OOTP Baseball 2006\saved_games. Once you have found your game directory, such as “MyGame.lg,” browse into that folder and find the world.dat file. Select this file, and then click the Confirm button.

Your 2006 game will now be imported, after which you will be asked to select a new name for your game file:

Figure 30 Imported Game Name

3.1.3.1. Notes about Importing 2006 Games

Due to the new functionality in OOTP 2007, there are always risks involved in importing a game from a previous version. Here are some notes about converting 2006 leagues.

- Importing a 2006 game does not change or damage the original 2006 saved game. It essentially makes a copy, so that you still have your original files. Even so, it is always safest to back up your game files before importing.
- Importing a 2006 game can take some time. The larger and older your league is, the longer it will take. When importing a 2006 game, you might want to set aside a chunk of time for the import process.
- You can import a 2006 game file at any time during your game's calendar year. However, we have seen the best results, particularly regarding league financial data, when you convert on the day of your last playoff game, before proceeding to the offseason. Importing in the middle of the season could produce unpredictable results.
- We highly recommend making a backup of your newly imported league, and auto-playing several seasons into the future, to assess whether the upgrade has caused any major changes or imbalances in your league. This is particularly true regarding league financial data, since many of the financial algorithms have been altered significantly to increase realism.
- Players from imported leagues all start with average morale. Player popularity is automatically generated based on a variety of data, such as performance, past stats, awards, personality, and how long a player has been with his team.

3.1.4. The Game Preferences Page

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

Figure 31 Game Preferences Page

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

Option	Description
Height Unit	Sets the default unit for displaying player height. You can choose inches, feet, centimeters, or meters.
Weight Unit	Sets the default unit for displaying player weight. You can choose kilograms, stone, or pounds.
Auto-play Display	Determines whether the standings and leaderboard will be shown during auto-play, or whether a simpler dialog box will be displayed. You can choose from a Simple Dialog, which speeds up auto-play, or the Standings/Leaderboards page, which will slow down auto-play but provide more information. See Section 22.4 for more information on the simulation page options.
Menus	Sets the behavior of in-game menus. You can choose from the following options. • Auto-Open (game menus open automatically when you mouse over them). • Click to Open (game menus open only when you click on them). • Use Style Set (Style Sets are part of the custom skinning feature of OOTPB. See Section 26.0 for more information about customization.)
Lists	Sets the behavior of large lists in the game. By default, the game uses scroll bars. However, some people prefer to use "page selectors," in which the data is divided into multiple pages of data. **Figure 32 Page Selector** Even if you choose the page selector option, the game will use page selectors only on large lists.

Display Mode	Determines whether the game will run in windowed mode or full screen mode. In full screen mode, all other applications or programs are hidden from view. In windowed mode, you can still easily switch between other applications. For example, Windows users will still be able to see the Windows taskbar at the bottom of the page. *Note: Even in Windowed mode, you cannot resize the game window.*
Window Size	Changes the window size while in Windowed mode. OOTPB supports three window resolutions: 1024 x 768, 1280 x 1024, and 1600 x 1200. *Note: Changes to this preference will not take effect until you quit OOTPB and restart.*
Starting Page	Sets the default page in your game. This page will be the first one displayed each time you open a game. For example, if you want the game to display your league's standings first, you can choose it here. However, the list of options is built from pages you have already visited in the game. Therefore, until you have navigated a bit through the game, there won't be many options available here.
Current Skin	Sets the "skin" for the game. A skin defines the visual appearance of the game: the colors and fonts, the background, and so forth. OOTPB comes with two default skins, ootp blue 2007 and ootp classic. You can change skins at any time without affecting your game. ***Warning!*** *Changing skins can take up to several minutes. Be patient!* *Note: You can create your own custom skins and load skins that others have created. See the chapter on customization for more information.*
Export field delimiter	Sets the delimiter used when exporting game data to text files. Exporting is described in more detail in Section 25.1 on league functions. You can choose from comma-delimited and semicolon-delimited.
Help pages	Defines whether in-game help files are opened using the game's internal web browser, or in your machine's default web browser.
FaceGen	Enables or disables FaceGen, the engine used to create fictional faces. By default this is enabled, but it can be disabled if you aren't using fictional faces, or if video problems prevent you from playing with FaceGen enabled. *Note: Changes to this preference will not take effect until you quit OOTPB and restart.*
FaceGen mode	Switches between "standard" and "troubleshooting" FaceGen modes. Most players should leave this setting on standard. However, when troubleshooting FaceGen issues, technical support may ask you to change this to Troubleshooting mode, which uses a hidden window for rendering instead of pixel buffers.
FaceGen angle	Defines the angle from which pictures of fictional players are displayed. You can choose between random, from the left, from the right, or straight ahead.
FaceGen zoom	Defines the level of zoom on the fictional player pictures. You can choose between normal, random, in (which shows a larger face), or out (which shows more jersey).
Custom User Data Path	Sets a custom user path for the storage of saved games and other application files. By default, these files are stored in My Documents/Sports Interactive/OOTP Baseball 2007 on a PC, and Applications/OOTP Baseball 2007/data/saved_games on a Mac. To change this value, do the following: 1. Use the Select button to browse to the path where you want to store OOTPB user data. 2. Close OOTPB. 3. Using your operating system, manually move all files from the original user data path to the new user data path. 4. Restart OOTPB.

	Note: We realize this process is a little cumbersome. However, moving this many files from within the game engine would have been incredibly slow.
Online team files	Affects what the game does with team export files in online leagues, after the commissioner imports them. There are three options: • Do not delete or rename files after import. • Delete team export files after import. • Rename team export files after import (the file will be renamed as team_#.ootp.imported_date_time; for example, team_1.ootp.imported_20070206_083110).

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

Option	Description
Reset	Resets all preferences to the default values.
Open Config Folder	OOTP also has several configuration files that can be customized to change the behavior of the game. This button opens up the folder on your computer that holds these configuration files. See Section 33.0 for detailed information on the config files.

3.2. Starting a New Game

All right, we've covered most of the foundation—it's time to get you into the game! To get you up to speed on the inner workings of OOTPB, let's start walking through the game pages from the perspective of a solo player. You can see Section 24.0 for more information on online leagues. However, we still recommend that you try the game out as a solo player first, to get familiar with the game.

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

Figure 33 New Game Button

The game will take several seconds to load information about the game world. You will see a progress bar as the game data is loaded. It will then display the League Creation Wizard. But before we get into the wizard, you should understand some of the key terminology used in the game.

3.2.1. Game Universe Terminology

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

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

A **league** consists of one group of baseball teams, players, and the rules for how that league operates. Leagues roll up into a game/universe. OOTPB supports four types of leagues: standard leagues, historical leagues, fictional leagues, and imported leagues from previous versions of OOTP. Each of these is

described in Section 3.2.2, League Types. There is no programmatic limit to the number of leagues your game can have, although the reality is that your hardware will limit the number of leagues.

Note for users of versions of OOTPB prior to 2006: Individual leagues are no longer stored in separate directories on your computer's hard drive. It is now one directory per game instead.

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

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

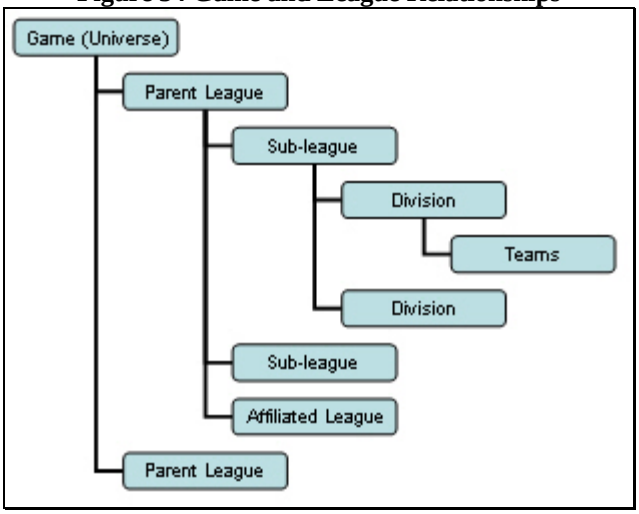
A **division** is a group of teams within a subleague. A league or minor league can contain between 1 and 50 divisions. Each division can contain between 2 and 50 teams.

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

Note: Minor league teams do not need to be affiliated with a major league team. See Section 3.4.7.3 for more information on minor league team affiliations.

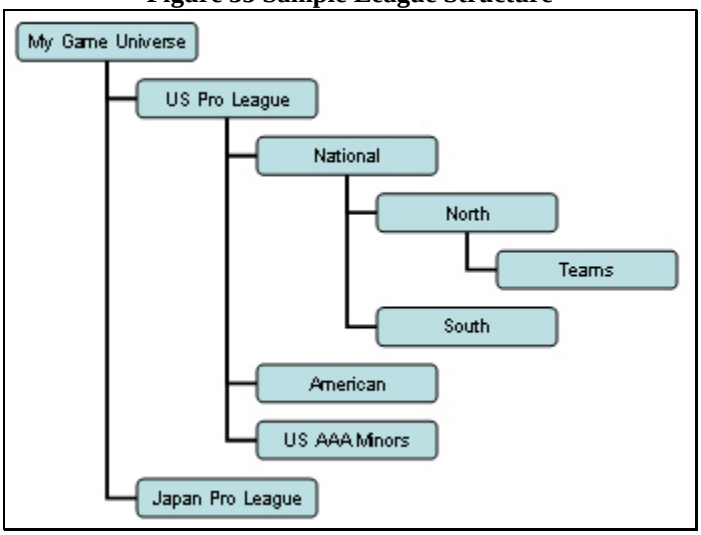
One way to map out the relationships between these elements is shown below.

Figure 34 Game and League Relationships



An actual game might look something like this:

Figure 35 Sample League Structure



3.2.2. League Types

There are five types of leagues in OOTPB: standard, historical, fictional, and two kinds of imported leagues.

3.2.2.1. Standard Leagues

Standard leagues are based closely on a professional baseball league that exists in the world today. In standard leagues, league details have been preconfigured to match the real-world details of those leagues as closely as possible, although the player and team names are different. Standard leagues are also configured by default with a number of minor leagues and subleagues, to match the real-world structure of those leagues. See Section 3.4.1.2, Adding Standard Leagues, for more information.

3.2.2.2. Historical Leagues

Historical Leagues are closely based on historical data. This option is most commonly used by players who prefer to do historical simulations. OOTPB does not include historical leagues, but it provides the ability for you to load historical data from a third-party database. See Section 3.4.1.3, Adding Historical Leagues, for more information.

3.2.2.3. Fictional Leagues

Fictional Leagues allow you to create your own baseball universe from scratch. You can define all the details of a fictional league however you see fit, from the financial structure to the teams and player settings. See Section 3.4.1.4, Adding Fictional Leagues, for more information.

3.2.2.4. Imported Leagues (OOTP 6.12 / 6.5)

OOTPB allows you to import OOTP 6.12 and 6.5 leagues. See Section 3.4.1.5, Importing OOTP 6.12/6.5 Leagues, for more information.

3.2.2.5. Imported Leagues (OOTPB 2006)

OOTPB can also import games from OOTPB 2006, although it follows a different process from importing 6.12 and 6.5 leagues. See Section 3.1.3 for information on importing an OOTPB 2006 game.

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

3.3. The League Creation Wizard

OOTPB 2007 includes a League Creation Wizard that makes it much easier for novice players to create games. Let's walk through creating a game with the League Creation Wizard. The wizard helps you create one league according to your specifications. As mentioned earlier, a game can contain multiple leagues. So, although the wizard creates just one league, you can run it as many times as you want to create your ideal baseball universe.

Figure 36 League Creation Wizard

In the first page of the League Creation Wizard, you can select from four options:

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

The different paths through the wizard are described in more detail below.

There is also a check box at the bottom of the first page of the wizard. If this check box is deselected, then each time you click on the New Game button, the League Creation Wizard will no longer open, and you will be taken straight to the Create New Game page (Advanced Mode) described in Section 3.4. You can also cancel out of the League Creation Wizard at any time, or drop into Advanced Mode.

3.3.1. Fictional League Creation Wizard

There are seven steps in the Fictional League Creation Wizard. See Section 3.2.2.3 for more detailed information on Fictional Leagues.

3.3.1.1. Step 1 – League Structure

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

Figure 37 Fictional League Creation Wizard Step 1

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

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

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

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

When you are done, click Next Step.

3.3.1.2. Step 2 – League Nation and Names

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

Figure 38 Fictional League Creation Wizard Step 2

First, select a League Nation. Each league must have a home nation. OOTPB comes with a list of every nation in the world today. However, for those who want to create a totally fictional world, the nations used in the game are customizable. See Section 27.0 for more information on customizing nations. Nation selection affects the nationality of players and personnel in the league but has no other impact. For example, creating a U.S. league won't automatically create "better players" because the level of baseball is higher in the U.S. than in other countries.

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

These names and abbreviations are used extensively in the game in reports and news articles, so be sure to pick something you like. See Section 3.4.7.1 for more important information about league name setup.

When you are done, click Next Step.

3.3.1.3. Step 3 – Minor Leagues

In Step 3 of the Fictional League Creation Wizard, you decide whether you want minor leagues.

Figure 39 Fictional League Creation Wizard Step 3

Just check the box for each level of minor leagues that you want to have in your league. If you choose not to have minor leagues, your league will use a reserve roster, described in more detail in Section 19.2.

If you want to have a more complicated minor league structure, such as one in which there are multiple leagues at Triple-A level, you can drop into Advanced Mode, as described in Section 3.4.

When you are done, click Next Step.

Note: Once you have advanced past Step 3, you cannot go back again. If you think you have made a mistake, you must cancel out of the wizard and start over.

3.3.1.4. Step 4 – Drafts and Player Settings

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

Figure 40 Fictional League Creation Wizard Step 4

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

Decide whether you want to hold an inaugural draft. In an inaugural draft, all players are placed into a draft pool, each team starts out with no players, and the first event in your league will be to draft players onto teams. If you don't hold an inaugural draft, each team will start out with a full roster of players. Section 16.1 for more information on inaugural drafts.

Next, decide whether you want to hold an annual amateur draft for first-year players, and define the draft date and number of rounds. If you do not hold an amateur draft, the game will create fictional players each offseason so that your league does not run out of players. See Section 16.2 for more information on first-year player drafts.

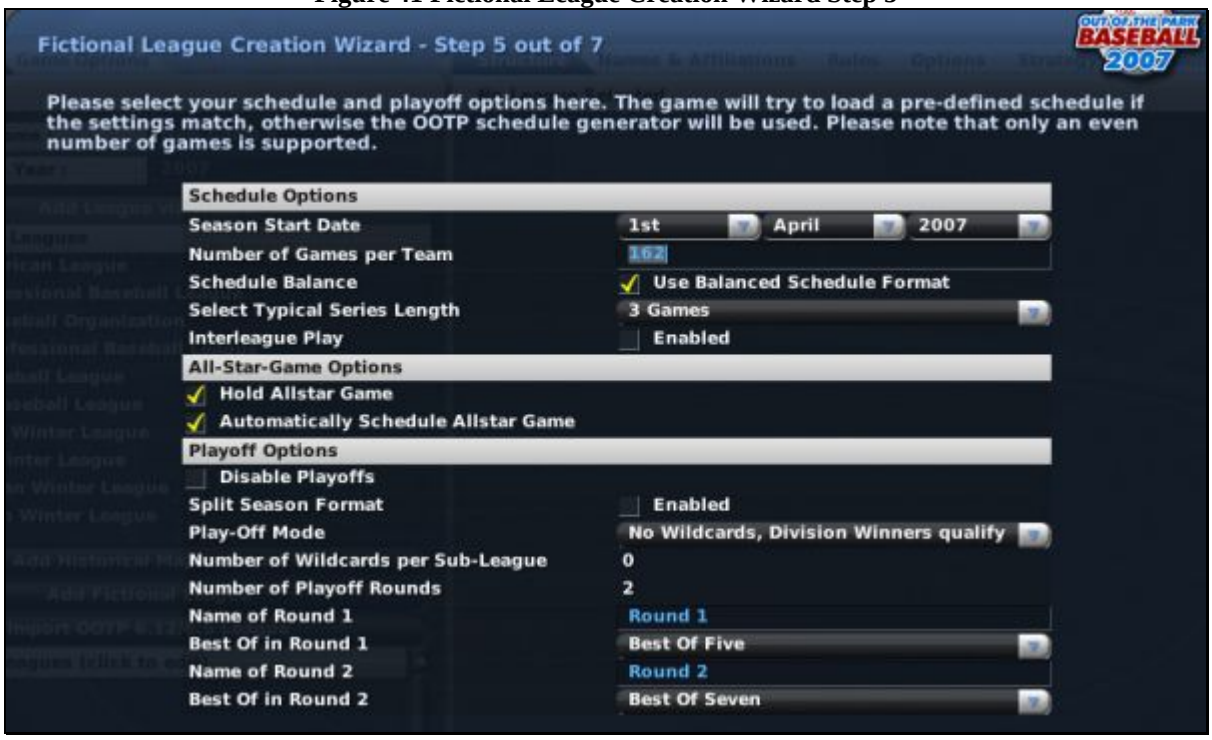
Finally, select the percentage of foreigners in your league. By default, 70% of the players in your league will be of the nationality of your selected League Nation, and the remaining 30% will be chosen from other nations.

When you are done, click Next Step.

3.3.1.5. Step 5 – Schedule and Playoff Options

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

Figure 41 Fictional League Creation Wizard Step 5



First, select your schedule options. Choose a start date for your season and the number of games each team will play. You can also decide whether to use a balanced schedule, how long the typical series should be, and whether interleague games will be scheduled. For more detailed information about schedule options, see Section 3.4.9.7.

Next, select options for the All-Star Game. You can choose to have an All-Star Game, or not, and you can choose whether or not to have the game automatically scheduled. For more detailed information about All-Star Game options, see Section 3.4.9.8.

Finally, choose your playoff options. You can disable playoffs entirely, use split-season playoffs, or choose a number of different playoff configurations. For more detailed information on playoff options, see Section 3.4.9.9.

When you are done, click Next Step.

3.3.1.6. Step 6 – FaceGen

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

Figure 42 Fictional League Creation Wizard Step 6

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

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

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

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

For more detailed information about fictional picture options, see Section 3.4.2.2.

3.3.1.7. Step 7 – Manager Settings

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

Figure 43 Fictional League Creation Wizard Step 7

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

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

Next, decide whether or not to play in Commissioner Mode. If the Play in Commissioner Mode check box is selected, this manager is also the commissioner and has the ability to interact with the game in many ways that managers can't.

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

When you are done, click Start Game. OOTPB will process all the information you have selected and drop you onto the Manager Home page described in Section 5.1. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Section 4.4.

3.3.2. Standard League Creation Wizard

OOTPB 2007 comes with a number of standard leagues, which are based closely on a professional baseball league that exists in the world today. In standard leagues, league details have been preconfigured to match the real-world details of those leagues as closely as possible, although the player and team names are different. Standard leagues are also configured by default with a number of minor leagues and subleagues, to match the real-world structure of those leagues.

See Section 3.2.2.1 for more detailed information on Standard Leagues.

The Create Standard League Wizard helps you create standard league quickly and easily. See Section 3.4.1.2, Adding Standard Leagues, for more information.

As with all the wizards, you can always drop into Advanced Mode, as described in Section 3.4.

3.3.2.1. Step 1 – Select Standard League

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

Figure 44 Standard League Creation Wizard Step 1

3.3.2.2. Step 2 – League Nation and Names

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

This is identical to Step 2 of the Fictional League Creation Wizard, described in Section 3.3.1.2.

When you are done, click Next Step.

3.3.2.3. Step 3 – Drafts and Player Settings

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

This is identical to Step 4 of the Fictional League Creation Wizard, described in Section 3.3.1.4.

When you are done, click Next Step.

3.3.2.4. Step 4 – FaceGen

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

This is identical to Step 6 of the Fictional League Creation Wizard, described in Section 3.3.1.6.

3.3.2.5. Step 5 – Manager Settings

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

This is identical to Step 7 of the Fictional League Creation Wizard, described in Section 3.3.1.7.

When you are done, click Next Step.

When you are done, click Start Game. OOTPB will process all the information you have selected and drop you onto the Manager Home page described in Section 5.1. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Section 4.4.

3.3.3. Historical League Creation Wizard

Historical Leagues are closely based on historical data. This option is most commonly used by players who prefer to do historical simulations. OOTPB does not include historical leagues, but it provides the ability for you to load historical data from a third-party database. If you have such a database, you can easily import it into OOTP using the Historical League Creation Wizard.

See Section 3.2.2.2 for more detailed information on Historical Leagues.

See Section 3.4.1.3, Adding Historical Leagues, for more information on historical leagues.

3.3.3.1. Step 1 – Historical Import Settings

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

Figure 45 Historical League Creation Wizard Step 1

First, browse to find the path where the **master.csv** file from your historical database is located.

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

Next, define what OOTPB should use to define potential ratings, and whether L/R splits should be randomized.

Finally, set the values to adjust pitchers and hitters.

For more details on these settings, please see Section 3.4.1.3 on adding historical leagues.

When you are done, click Next Step.

3.3.3.2. Step 2 – League Nation and Names

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

This is identical to Step 2 of the Fictional League Creation Wizard, described in Section 3.3.1.2.

When you are done, click Next Step.

3.3.3.3. Step 3 – Minor Leagues and Ghost Players

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

Figure 46 Historical League Creation Wizard Step 3

Just check the box for each level of minor leagues that you want to have in your league. If you choose not to have minor leagues, your league will use a reserve roster, described in more detail in Section 19.2.

If you want to have a more complicated minor league structure, such as one in which there are multiple leagues at Triple-A level, you can drop into Advanced Mode, as described in Section 3.4.

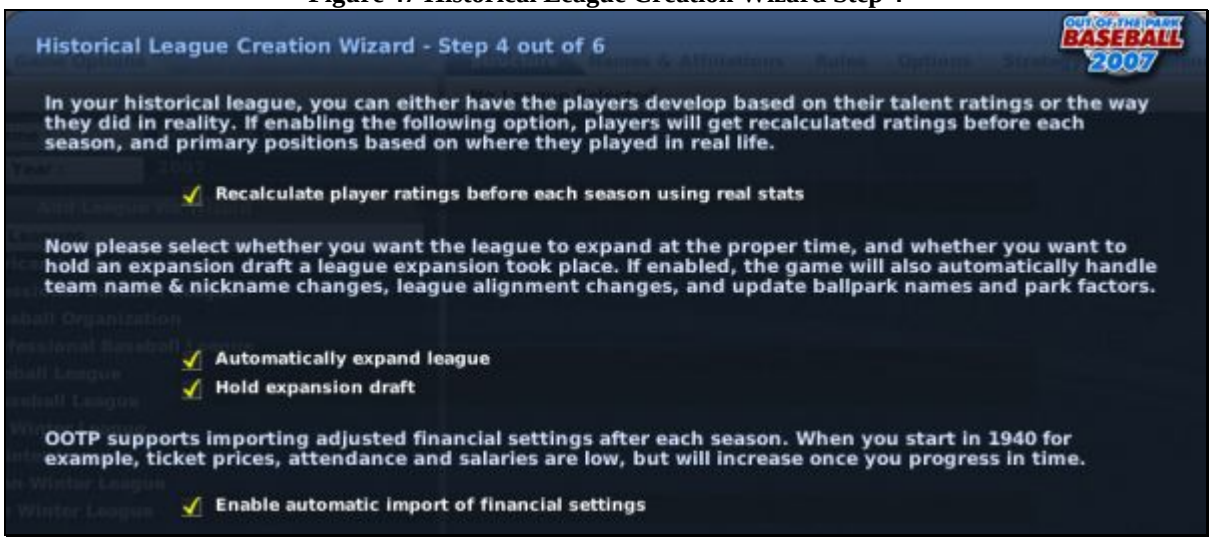
For the bottom part of the page, decide whether you would like to require full minor league rosters. If you do require full rosters, most historical databases do not have enough information about minor leaguers to fill all roster spots. Therefore, the game will create fictional players to fill those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

When you are done, click Next Step.

3.3.3.4. Step 4 – Recalculation and Expansion Settings

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

Figure 47 Historical League Creation Wizard Step 4



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

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

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

For more information on these settings, see the Options page described in Section 3.4.9.

When you are done, click Next Step.

3.3.3.5. Step 5 – FaceGen

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

This is identical to Step 6 of the Fictional League Creation Wizard, described in Section 3.3.1.6, except that the default in Historical leagues is to not use fictional pictures.

3.3.3.6. Step 6 – Manager Settings

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

This is identical to Step 7 of the Fictional League Creation Wizard, described in Section 3.3.1.7.

When you are done, click Next Step.

When you are done, click Start Game. OOTPB will process all the information you have selected and drop you onto the Manager Home page described in Section 5.1. If you want to add more leagues into this world, you can do so through the Game Setup option in the Game menu, described in Section 4.4.

3.3.4. Create League from Template

In OOTPB, you can save leagues as templates, which can subsequently be loaded into other games. The Create League from Template option in the wizard allows you to load an already created template into your game.

Figure 48 Loading a World Template from Wizard

Just click on a template from the list, and select Load Template.

For more information about world templates, see Section 3.4.1.6.

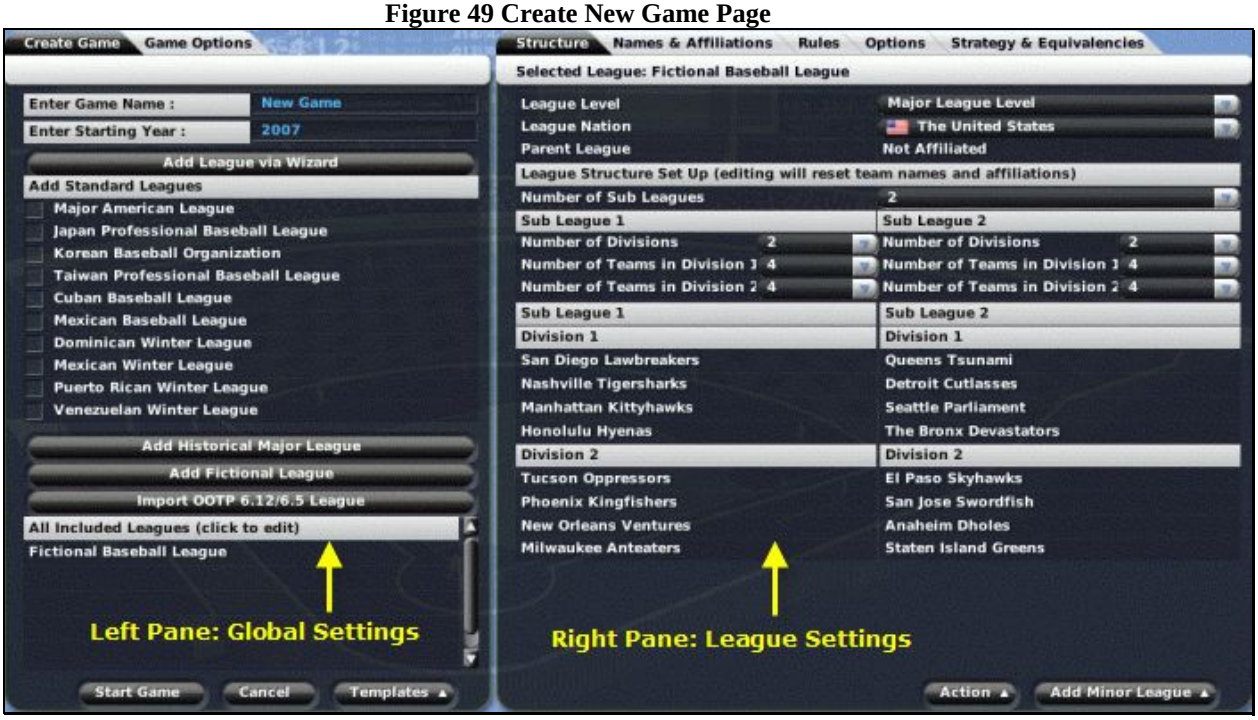
3.4. The Create New Game Page (Advanced Mode)

Quick-starts are the easiest way to get into a game. The League Creation Wizards are a little more complicated, but still touch on only some aspects of league creation. The Create New Game page, or Advanced Mode, is where you go if neither of those routes provides enough detail for your vision.

To make this page easier to grasp, think of the page as divided into two panes, left and right. The left pane holds global settings—qualities that affect your entire game universe. The right pane contains settings that affect one specific league within your universe.

Note: Games created are "solo" games by default. If you want to enable a game for online play, this is done after the game creation process. See Section 24.0 for more information on online leagues.

Figure 49 Create New Game Page



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

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

3.4.1. The Create Game Page

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

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

Figure 50 Create Game Page

This page has the following options.

Option	Description
Enter Game Name	Enter the name of your game here. The game name can be no longer than 49 characters. The name can contain spaces, but should not include special characters such as punctuation or the "\" and "/" characters. Game names must be unique. *Note: OOTP will automatically give your game a name of "New Game" plus a sequential number if you do not choose a name yourself.*
Enter Starting Year	Enter the starting year for your game. The year does not have any effect on the players, teams, or settings of your game. For example, the game does not automatically determine appropriate salary levels based on the year you select.
Add League via Wizard	Opens up the League Creation Wizard described in Section 3.3.
Select Standard League	Select a check box next to one of the listed standard leagues to include that league in your game universe. See Section 3.4.1.2, Adding Standard Leagues, for more information.
Add Historical Major League	Click on the Add Historical Major League button to add a historical league to your game. See Section 3.4.1.3, Adding Historical Leagues, for more information.
Add Fictional League	Click the Add Fictional League button to add a fictional league to your game. You can add multiple fictional leagues. See Section 3.4.1.4, Adding Fictional Leagues, for more information.

Import OOTP 6.12/6.5 League	Click the Import OOTP 6.12/6.15 League button to import a league from a previous version of OOTP. See Section 3.4.1.5 for more information on importing OOTP 6.12/6.5 leagues.
Cancel	Clicking Cancel cancels the game creation process and sends you to the Database Info page without saving your game. If you already had a game loaded previously, you will be returned to that game.
Templates	Allows you to load or save a world template. See Section 3.4.1.6 for more information on templates.
Start Game	Clicking Start Game creates your game with all the settings you have specified. Once your league is created, a directory will be created in your OOTPB directory, in the **data\saved_games** directory. The directory will be called "**yourgamename.lg**," where "yourgamename" is the name of the game you entered on this page. So, if you entered a name of "MyLeague," there would be a new directory called **data\saved_games\MyLeague.lg**. ***Warning!*** *Do not click Start Game until you have changed all the settings you want, on both panes of the page!*

3.4.1.1. The All Included Leagues Box

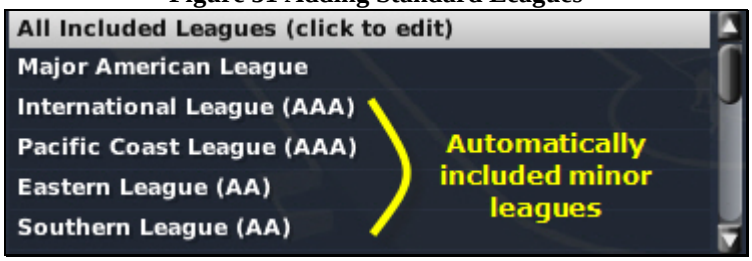
In the lower left corner of the page is the All Included Leagues box, which displays a running list of all the leagues you have selected for your game. When you add leagues to your universe, this list is updated automatically. Clicking on a league in this list enables you to edit the characteristics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

3.4.1.2. Adding Standard Leagues

To add a standard league in Advanced Mode, select a standard league using the appropriate check box. Standard leagues have predefined league structures. In selecting a standard league, you can actually add many leagues to your universe.

For example, if you select the check box for Major American League, the All Included Leagues box is populated with a major league and thirteen minor leagues, like this:

Figure 51 Adding Standard Leagues



If you're unclear on the definition of Standard Leagues, see Section 3.2.2.1.

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

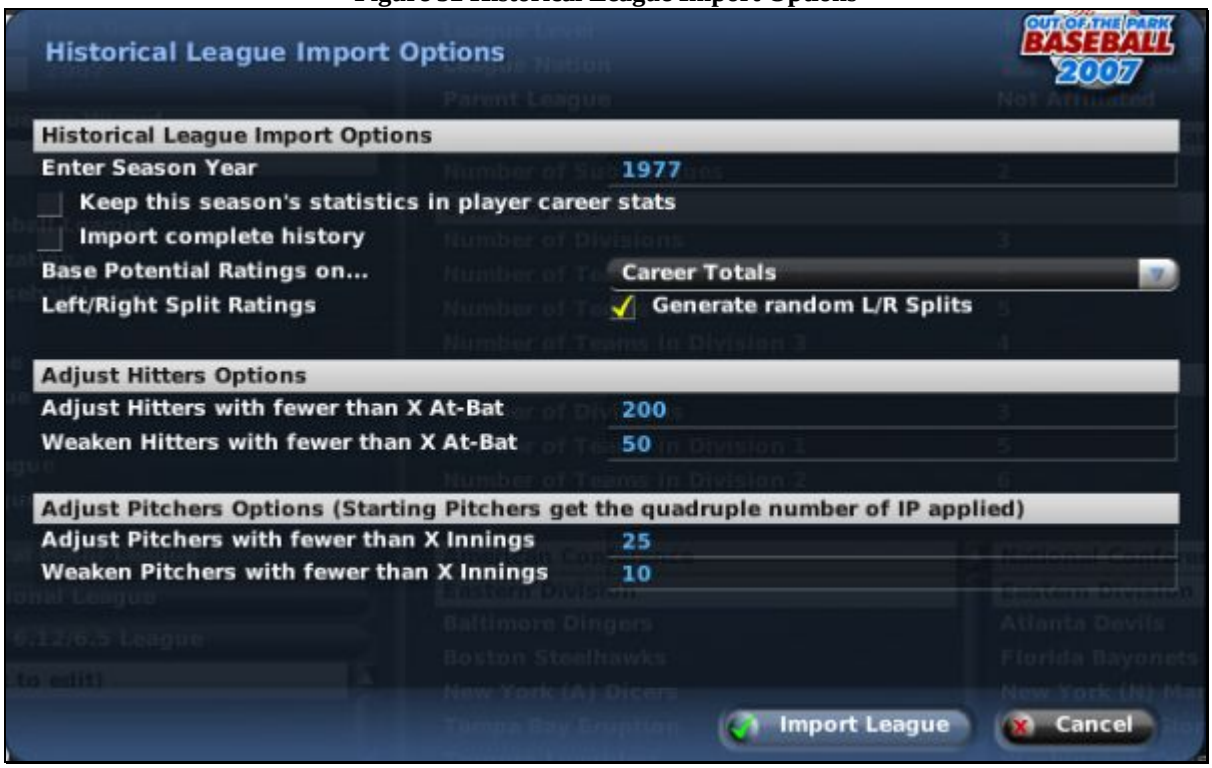
3.4.1.3. Adding Historical Leagues

The process for adding historical leagues is a little different. If you want to play an OOTPB league with real players from the past, you must first obtain a third-party historical database file. OOTPB has no affiliation with any third-party historical database makers. If you're unclear on the definition of Historical Leagues, see Section 3.2.2.2.

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

1. Download a third-party historical database and follow any instructions for installing the file(s). Typically, these databases consist of many comma-separated files, with one called "master.csv." The third-party database should be stored in a separate directory from OOTPB.
2. Start up OOTPB and select the New Game button on the main page.
3. Click on Advanced Mode to drop out of the League Creation Wizard.
4. Click on the Add Historical Major League button on the left side of the Create New Game page.
5. You will see a file browser window. Navigate to the directory where the master.csv file for your historical database is stored. OOTPB will highlight the file for you.
6. Select the master.csv file and click on Confirm.
7. The next page gives you several options for how to import your historical league:

Figure 52 Historical League Import Options



The options on this page are described below.

Option	Description
Enter Season Year	The season in which you want to have your historical league begin. You can enter any year between 1901 and 2006.
Keep this season's	If this box is checked, the real-life statistics from the season you are about to play will appear in each player's career statistics in OOTPB. For example, let's

statistics in player career stats	say you decide to import the year 1927. If you check this box, Babe Ruth will have 60 home runs (the number he hit in 1927) added to his career total. If you leave it unchecked, it will be as if you are beginning the 1927 season, and only homers Ruth hit prior to 1927 will be in his career total.
Import complete history	If this box is checked, all player history prior to the selected year will be imported. For example, if you start a game in 1977 with this option checked, all the leaderboards and record books in the game will be accurate as of the end of the 1976 season. If you leave this blank, there will be no history in your league when you first start. *Note: Importing complete history adds a significant amount of time to the initial league creation process.*
Base Potential Ratings on...	There are three options in this drop-down, used to determine the potential ratings assigned to imported players. • **Career Totals:** Player ratings will be assigned based on a player's entire career. • **Remaining Years of Career:** Perhaps the most accurate way to replay history. With this option, a player will be rated only on what he has not yet done in his career. For example, if you start a league in 1930, this option will base all players' ratings only on what they accomplished in 1930 and later. • **Peak Seasons of Career:** Player ratings will be assigned based on the best years of a player's career. *Note: See Section 13.0, The Player Rating Model, for more information about player ratings in OOTPB.*
Left / Right Split Ratings	Historical databases do not usually include data on how hitters performed specifically against right-handed or left-handed pitchers. If you select this option, a right-handed hitter will generally have better ratings against a left-handed pitcher. If you leave this unchecked, players will generally hit equally against all pitchers.
Adjust Hitters with Fewer than X At-Bats	This setting forces the game to adjust the batting ratings for players who did not play very much in the selected season. For example, this would prevent a player who hit .500, but in limited at-bats, from being rated very highly. By default, players with fewer than 200 at-bats will be adjusted.
Weaken Hitters with Fewer than X At-Bats	Similar to the prior setting, this setting forces the game to severely reduce the batting ratings for players who had a very low number of at-bats in the selected season. By default this is set to 50 at-bats.
Adjust Pitchers with Fewer than X Innings	This setting forces the game to adjust the pitching ratings for players who did not play very much in the selected season. For example, this would prevent a player who pitched well, but in just 5 innings of play, from being rated very highly. By default, players with fewer than 25 innings pitched will be adjusted.
Weaken Pitchers with Fewer than X Innings	Similar to the prior setting, this setting forces the game to severely reduce the pitching ratings for players who had a very low number of innings pitched in the selected season. By default this is set to 10 innings.

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

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

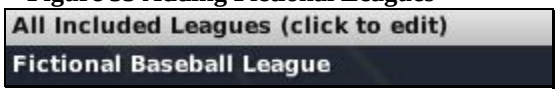
Note: Because OOTPB is not affiliated with any third-party historical database makers, we cannot provide you with precise instructions for the database of your choice. However, the forums for the OOTP community (http://www.ootpbaseball.net) are full of people who enjoy historical simulations using these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

You can import historical players individually. See Section 25.5.4 for more information. You can also import historical teams. See Section 25.4.6.1 for more information.

3.4.1.4. Adding Fictional Leagues

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

Figure 53 Adding Fictional Leagues



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

3.4.1.5. Importing OOTP 6.12/6.5 Leagues

Importing games from OOTP 6.12 or 6.5 is a little bit different from importing a game from OOTPB 2006. For information on importing an OOTPB 2006 game, see Section 3.1.3.

Use the following steps to import an OOTP 6.12 or 6.5 game:

1. Make sure that the date inside your OOTP 6.12 or 6.5 league is set to Opening Day. If it is not Opening Day, the import process will not complete successfully.
2. Make a backup of your OOTP 6.12 or 6.5 league.
3. Load OOTPB 2007 and click on the Import 6.12 / 6.5 Game button on the Main screen. Alternately, you can click New Game, enter Advanced Mode using the button at the bottom of the League Creation Wizard, and click on the Import OOTP 6.12/6.5 League button on the left side of the page:

Figure 54 Import OOTP 6.12 / 6.5 League Button

4. You will be presented with a browser window. Find the **league.dat** file for the league you want to import. It should be immediately inside your league directory (myleague.lg, for example).

5. Select your **league.dat** file by clicking on it, and then click the Confirm button in the lower right.
6. OOTPB will import your league. The import process might take some time, depending on the size and complexity of your league, as well as the memory and processing power of your computer.
7. Once the import is complete, you will be returned to the Create New Game page, and your league will have been added to the All Included Leagues Box in the lower left.

About Minor Leagues in Imported OOTP 6.12 and 6.5 Leagues

OOTP 6.12 and 6.5 had just three levels of minor leagues: AAA, AA, and A. Because minor leagues are handled differently in OOTPB 2007, your minor leagues and player assignments are not recreated automatically during the import process. To ensure that your minor leagues and players are imported, use the following steps:

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

Warning! *As part of the conversion process, OOTPB 2007's artificial intelligence might make some roster changes to your minor leagues. Also, if you attempt to import an OOTP 6.12/6.5 league into an OOTPB 2007 game with a different minor league configuration, such as multiple Triple-A leagues, your 6.12/6.5 league players might be reassigned to the most appropriate teams or levels automatically during the import process. You might have to go through some trial and error to get the results you like best.*

In addition, by default, new players will be created during the import process to fill out any unused roster spots. If you would like your league to import with no additional players created, turn on "ghost players" using the settings in Section 3.4.9.4.

Due to radical differences in data structures between OOTP 6.12/6.5 and OOTPB 2007, not all data can be successfully converted into the new version of the game. The following data will not be imported:

- Minor league cities and nicknames
- Player origins
- History records of any kind (team history, league history, player history, record books, etc.)
- Coaches (fictional coaches/scouts get generated and added instead)
- Lineups, depth charts and pitching roles
- Career minor league stats
- Team logos or player pictures (the game no longer supports the .BMP files that were used for logos or pictures previously)
- Manager mode (your manager persona)
- Passwords

Note: While it is not an SI product, Larry Anderson's AU6XHistory program can convert much of the historical data from your OOTP 6.12/6.5 league that OOTP 2007 does not convert. Visit Larry's site at http://www.planetootp.com/ for more information.

Additionally, although your imported league was on Opening Day, the date of the game after import will be reverted to January 1. To avoid duplication of spring training, there will be no spring training in

the first season of an imported league. You might need to consider changing the date of the first-year player draft if you have already held your draft.

3.4.1.6. Templates

Templates are a neat feature that can save you time when you create multiple worlds. If you create a template during the game creation process, a template creates a skeleton of the game structure you have created. You could use this template to create five different games with identical structures but different players.

A template created after the completion of the game creation process will also include all the players in that league.

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

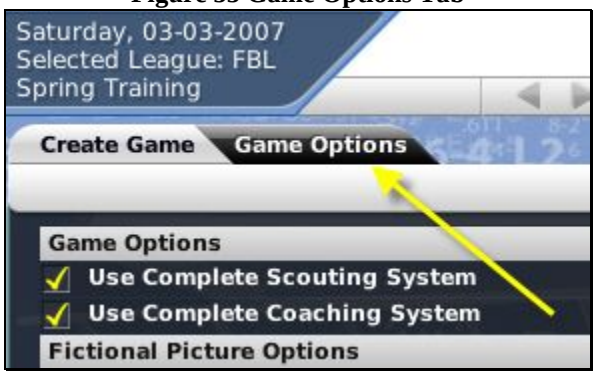
To load an already saved template, select Load World Template from the Templates action menu.

Templates are saved in the world_templates directory inside your OOTPB installation as files with a .wtp extension. You can share these templates with other users as well. Simply share the .wtp files and make sure they are saved in the world_templates directory. The next time you fire up OOTPB, you will be able to select the new template.

3.4.2. The Game Options Page

The second tab on the left side of the page displays the Game Options page:

Figure 55 Game Options Tab

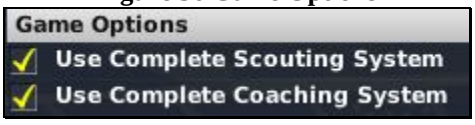


This page sets some important global variables for your baseball universe. The settings on this page affect every league in your world, although they do not affect other saved games. The Game Options page has eleven distinct sections, described below:

3.4.2.1. Game Options

There are two main game options:

Figure 56 Game Options



Option	Description
Use Complete Scouting System	If this box is checked, OOTPB's scouting system will be in use. See the section on scouting, described in Section 15.0, for further details. If scouts are turned off, all player ratings and potential values you see in the game will be the actual values.
Use Complete Coaching System	If this box is checked, OOTPB's coaching/personnel system will be in use. If coaches are turned off, all teams are treated as if they had an average coaching staff. "Coaching" in this case includes other team personnel such as team doctors. See the section on coaching/personnel, described in Section 14.0, for further details on these features.

3.4.2.2. Fictional Picture Options

OOTPB 2007 can create fictional pictures for your players and coaches. Fictional faces appear with their team's cap and jersey, and their logos as well. Faces are divided into several facial types. They can be displayed at multiple angles with multiple backgrounds, and change as players age or gain weight.

There are several global options regarding fictional pictures:

Figure 57 Fictional Picture Options

Option	Description
Player Pictures for	• All Players—All players in your game will receive fictional player pictures. • Major League Players Only—Players in the major leagues receive fictional pictures. All other players will not automatically receive pictures. • No Fictional Pictures—No players will receive fictional player pictures.
Create Player Pictures	• Upon Player Creation—Fictional pictures are created at the time players are newly created, such as when an first-year player draft pool is generated. • On Demand—Fictional pictures are created automatically whenever required to display the image on-page. For example, when you open a player's profile, the picture will be generated.
Update Player Pictures	• Yearly Only—Pictures are updated on January 1. Updates include changes based on age, weight, or team. • Always if Needed—Pictures are updated immediately. Updates include changes based on age, weight, or team.
Coach Pictures for	• All Coaches/Scouts/Managers—All coaches, scouts, and managers will have fictional pictures. • No Fictional Pictures—No coaches or other personnel will receive fictional pictures.

3.4.2.3. Player Options

There are several options that adjust the player model used by OOTPB 2007.

Figure 58 Player Options

The first several options in this section are *modifiers*. Modifiers are used in a number of places in OOTPB to give you greater flexibility. The default setting of 1.000 for modifiers is designed to produce results that are consistent with modern-day baseball. You can change these modifiers to suit your baseball universe. To decrease a modifier, enter a number less than 1. For example, a modifier of .500 should roughly halve the expected results. To increase a modifier, enter a number greater than 1.

The following are the modifiers in this section:

Option	Description
Batter Aging Speed	This modifier affects the speed with which players lose their hitting skills as they age. The lower this modifier is set, the more slowly players will lose their skills as they age. So, a modifier of .500 would result in players maintaining their hitting skills much later in their careers. A modifier of 1.500 would cause players' hitting skills to drop much earlier in their careers.
Batter Dev. Speed	This modifier affects the speed with which players' hitting skills develop. The lower this modifier is set, the more slowly players will develop their hitting skills. So, a modifier of .500 would result in players developing hitting skills much more slowly. A modifier of 1.500 would cause players to develop hitting skills much more quickly.
Pitcher Aging Speed	This modifier affects the speed with which players lose their pitching skills as they age. The lower this modifier is set, the more slowly players will lose their skills as they age. So, a modifier of .500 would result in players maintaining their pitching skills much later in their careers. A modifier of 1.500 would cause players' pitching skills to drop much earlier in their careers.
Pitcher Dev. Speed	This modifier affects the speed with which players' pitching skills develop. The lower this modifier is set, the more slowly players will develop their pitching skills. So, a modifier of .500 would result in players developing pitching skills much more slowly. A modifier of 1.500 would cause players to develop pitching skills much more quickly.

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

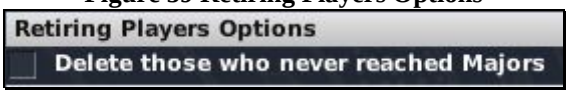
The rest of the player options are as follows:

Option	Description
Report all player talent changes	By default, OOTPB reports player talent changes sporadically, to introduce a level of uncertainty. After all, in the real world, managers don't know the instant a player improves. However, some online leagues might want to report all player talent changes in order to maintain a level of security.
Disable Player Development	Select the Disable Player Development check box if you do not want players to develop in your game world. This option is generally used by historical simulation fans who want the game to generate very specific statistical results, which could be thrown into disarray if player skill levels change during a season.
Create and Maintain Hidden Players	Select the Create and Maintain Hidden Players check box if you want the game to create hidden players in nations outside of the league nation. A hidden player is an unscouted player who does not appear in the game until a team has scouted a nation and found that player. See Section 15.8 for more information on scouting hidden players. If this option is not selected, no hidden players will be created, and the "scout nation" functionality will be disabled. Additionally, if you have turned scouting off, you will be unable to access hidden players, even if this check box is selected. *Note: You cannot change this value after the creation of a game.*
Show & use player personality ratings	Players in OOTPB have distinct personalities based on a number of personality ratings. If this option is checked, the game will display these player personalities in the player profile and use them in game decision-making. See Section 13.11 for more information on player personality.
Show & use player morale ratings	Players in OOTPB have morale, which affects how they play, and of course whether they are interested in signing a contract with your team. If this option is checked, the game will display player morale information and use it in game decision-making. See Section 13.13 for more information on player morale.
Keep career L/R splits	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • Keep All—Saves the player's career left/right splits (highest disk/memory usage). • Major League Stats Only—Saves only the player's major league left/right splits. • Keep None—Does not save career splits (lowest disk/memory usage).
Keep career fielding stats	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • Keep All—Saves the player's career fielding stats (highest disk/memory usage). • Major League Stats Only—Saves only the player's major league career fielding stats. • Keep None—Does not save career fielding stats (lowest disk/memory usage).
Keep career postseason stats	This setting has no effect on game play, but gives you some control over the game's usage of disk space and memory. • Keep All—Saves the player's career postseason stats (highest disk/memory usage). • Major League Stats Only—Saves only the player's major league postseason stats. • Keep None—Does not save career postseason stats (lowest disk/memory usage).

3.4.2.4. Retiring Players Options

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

Figure 59 Retiring Players Options



3.4.2.5. Financial Modifiers

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

Figure 60 Financial Modifiers

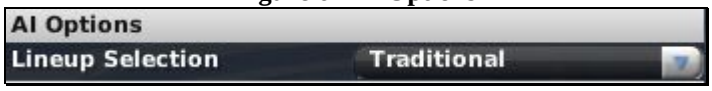
The financial coefficient is a strict multiplier. For example, lowering the financial coefficient might lower player salaries, but it would not change the curve of salary distributions. For more information on this topic, see Section 3.4.8.6, Financial Rules.

Note: When you change the financial coefficient, values such as the "typical salary" values in the league setup will change automatically. For example, if your typical coach salary was set to $200,000, and you change the financial coefficient to .500, the typical coach salary would become $100,000. However, you must switch tabs before the changes will become apparent. To make sure you are looking at the most recent information after changing the financial coefficient, click on any tab and then return to the tab that you want to view.

3.4.2.6. AI Options

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

Figure 61 AI Options



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

3.4.2.7. AI Player Evaluation Options

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

Figure 62 AI Player Evaluation Options

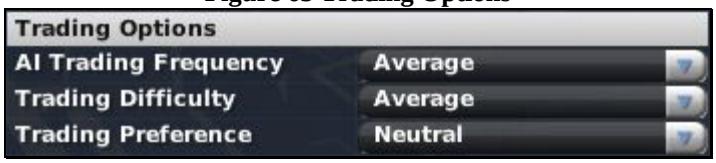
In OOTPB 2007, the computer considers both a player's ratings and his statistical performance over the past 3 years when evaluating players. By changing the values here, you can adjust the formula the computer uses to evaluate players.

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

3.4.2.8. Trading Options

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

Figure 63 Trading Options



Option	Description
AI Trading Frequency	This option determines how often computer general managers will make trades. The value can be set from Very Low to Very High.
Trading Difficulty	This option determines how difficult it is to trade. The harder the difficulty, the more computer general managers will ask for in trades, and the less likely they will be to fall for bad deals. The value can be set from Very Easy to Very Hard.
Trading Preference	This option determines whether computer general managers favor veteran players or young prospects in trades. The value can be set from Heavily Favor Veterans to Heavily Favor Prospects. In addition to this global setting, computer general managers also value players differently based on their preferences. See Section 14.2, Coach / Personnel Personalities and Strategies, for more information.

Also see Section 17.0, Trading, for more information on player trading.

3.4.2.9. Injury & Fatigue Options

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

Figure 64 Injury & Fatigue Options

Option	Description
Enable Injuries	When this check box is deselected, no players will experience injuries.
Injury Frequency	This option determines how frequently injuries occur in your universe. The higher the frequency, the more injuries will occur. The value can be set from Very Low to Very High. The default setting (Average) approximates the same frequency as in the real world.
Position Player Fatigue	This option controls how quickly position players become fatigued during the season. The value can be set from None to High.

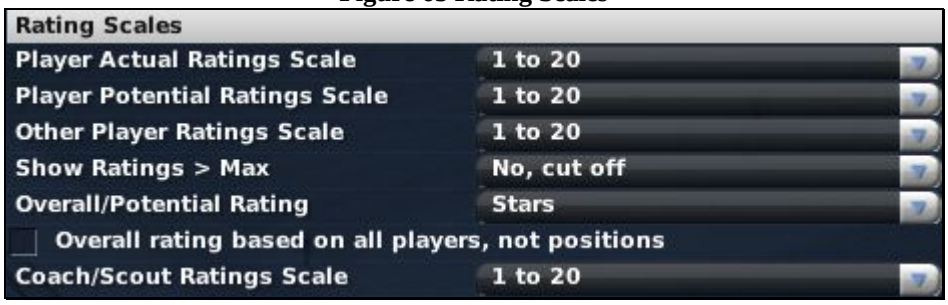
See Section 13.10, Injuries, Fatigue, and Aging, for more information on player injuries and fatigue.

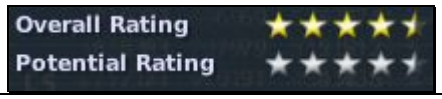
3.4.2.10. Rating Scales

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

Player ratings are defined in more detail in Section 13.2, but the numeric range you choose is strictly a matter of preference.

Figure 65 Rating Scales



Option	Description
Player Ratings	Defines the scale used to view current player ratings.
Player Potential	Defines the scale used to view player potential ratings.
Other Ratings	Defines the scale used to view other player ratings (such as speed and baserunning skills).
Show Ratings > Max	By default, OOTPB limits ratings to the scale defined. However, if this option is enabled, some exceptionally rare players might have ratings above the top end of the defined ratings scale. For example, on a scale of 1–100, there could be players with 120 ratings.
Overall/Potential Rating	Scouts in OOTPB give each player an overall rating. You can choose not to show these overall ratings, use a 20–80 scale, or use a star-based system. The star-based system displays player ratings from one to five stars, in half-star increments. 
Overall rating based on all players,	By default, OOTPB overall ratings compare players to other players at the same position. For example, shortstops are rated relative to all other shortstops. If you select this check box, the game will instead rate all players compared to all

notposition	players in the entire league, across positions.
Coach/Scout Ratings	Defines the scale used to view coach/scout ratings. See Section 14.0, Coaches and Personnel, for more information on coaches and scouts.

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

NONE displayed
1 to 5
2 to 8
1 to 10
1 to 20
20 to 80 (in increments of 5)
1 to 100

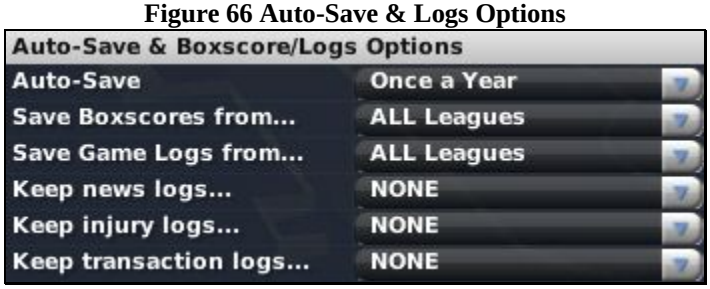
"NONE displayed" will prevent ratings from displaying. Even if ratings are not displayed, they still exist and are used by the computer in decision-making. They are simply not visible to the human player.

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

3.4.2.11. Auto-Save & Logs Options

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

Figure 66 Auto-Save & Logs Options



Option	Description
Auto-Save	The Auto-Save option tells the game how frequently to auto-save the progress in your game. You can choose never, once a year, once a month, once a week, or daily. The time frames given are in-game times, not real world times.
Save Box Scores from . . .	The Save Box Scores from . . . option allows you to choose which box scores will be saved. The more box scores you save, the more space is taken up on your computer. You can choose to save box scores from all leagues, human leagues, human organizations, human teams, or none.
Save Game Logs from . . .	The Save Game Logs from . . . option allows you to choose which game logs will be saved. The more game logs you save, the more space is taken up on your computer. You can choose to save game logs from all leagues, human leagues, human organizations, human teams, or none.
Keep news logs . . .	Allows you to define whether to discard old news log files to save disk space. By default, news logs are discarded on the first day of the preseason. You can choose to keep none, all, or just the logs from the last two or ten years.

	Note: Selecting “none” does not mean that news logs will not be generated at all. It just means that all news logs will be discarded on the first day of the preseason.
Keep injury logs . . .	Allows you to define whether to discard old injury log files to save disk space. By default, injury logs are discarded on the first day of the preseason. You can choose to keep none, all, or just the logs from the last two or ten years. Note: Selecting “none” does not mean that injury logs will not be generated at all. It just means that all injury logs will be discarded on the first day of the preseason.
Keep transaction logs . . .	Allows you to define whether to discard old transaction log files to save disk space. By default, transaction logs are discarded on the first day of the offseason. You can choose to keep none, all, or just the logs from the last two or ten years. Note: Selecting “none” does not mean that transaction logs will not be generated at all. It just means that all transaction logs will be discarded on the first day of the offseason.

Box scores and game logs are stored and overwritten each season. Each game in your universe is given an ID. For example, the first game on the schedule is game 1. The box scores and game logs for game 1 will be saved until the next season, when game 1 of that season is played. At that time, the old game 1 box score and game log will be overwritten. Therefore, if you want to save all your old box scores and game logs, be sure to back them up at the end of each season, or consider using OOTPB’s almanac option, described in Section 4.4.4.

Box scores are stored in the **\data\saved_games\your league.lg\news\html\box_scores** directory. See Section 11.44 for more information on box scores.

Game logs are stored in the **\data\saved_games\your league.lg\news\html\game_logs** directory. See Section 11.45 for more information on game logs.

3.4.3. League Settings Pane

The right side of the Create New Game/Advanced Mode page contains league-specific settings for the leagues you added to your game on the left side of the page.

Figure 67 League Settings Pane

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

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

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

3.4.4. The Action Menu

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

Option	Description
Delete This League	This option deletes the currently selected league from your game universe. ***Warning!*** *You have no chance to confirm this choice.*
Randomize Cities	This option randomly assigns new cities to all the teams in the selected league. All existing city settings for this league are replaced by this action. To do this, OOTPB uses its internal world database and selects cities based on the nation you have chosen for the league and the level of the league. Cities chosen for affiliated league teams will generally be chosen from cities with smaller populations than those of parent league teams. The world database is customizable. See Section 26.0 for more information on customization. *Note: It is possible to have duplicate city names. Since the game generates cities randomly, it is possible that the game will select the same city for two franchises.*
Randomize Team Nicknames	This option randomly assigns new nicknames to each team in the league, based on a set of 2,000 team nicknames. The list of nicknames used by OOTPB is customizable. See Section 26.0 for more information on customization.

3.4.5. The Add Minor League Menu

The Add Minor League menu allows you to add a minor league to your universe. Leagues added in this manner are automatically affiliated with the selected league. OOTPB supports five levels of minor league play: Triple A, Double A, Single A, Short Season A, and Rookie, plus two "feeder leagues," college and high school.

Figure 68 Add Minor League

A minor league cannot have a minor league underneath it, unless it is an independent league. Therefore, when you are editing an affiliated minor league, this option is not available.

Clicking the All Levels option creates five new minor leagues underneath the selected league, one at each level (Triple A, Double A, Single A, Short Season A, and Rookie). It does not create any feeder leagues. Clicking any of the other options creates one new minor league at the selected level. The new minor league is now shown in the All Included Leagues box on the left side of the page.

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

3.4.5.1. Feeder Leagues

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

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

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

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

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

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

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

Feeding First-year player drafts Completely through Feeder Leagues

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

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

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

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

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

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

3.4.5.2. Adding Independent Minor Leagues

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

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

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

3.4.6. The Structure Page

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

Figure 69 Structure Page

3.4.6.1. League Overview

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

Option	Description
League Level	You choose one of the following league levels for a league: • Major League Level • Triple A (AAA) • Double A (AA) • Single A (A) • Short Season A (S A) • Rookie League (R) • International (INT)

	• Winter League (WL) • College (COL) • High School (HS) League levels are used as classifications only. Each league level has slightly different default settings. Once you have selected a league level, the abbreviation for the league level will be added to the league name in the All Included Leagues box. **Figure 70 League Level Abbreviations** Additionally, player statistics are tracked separately for each league level, giving you the ability to view a player's statistics only for certain league levels, or for all combined. *Note: In the real world, teams send players to play in Winter Leagues. This does not happen in OOTPB. Winter Leagues are just a different classification of league. A Winter League behaves the same as any other league.* *Note: If you have selected a standard league, the league levels are set by default to the appropriate values.*
League Nation	Each league must have a home nation. OOTPB comes with a list of every nation in the world today. However, for those who want to create a totally fictional world, the nations used in the game are completely customizable. See Section 27.0 for more information on customizing nations. Nation selection affects the nationality of players and personnel in the league, but has no other impact. For example, creating a U.S. league won't automatically create "better players" because the level of baseball is higher in the U.S. than in other countries.
Parent League	This field identifies the league that is the parent of the selected league. If the selected league is a parent league, this display reads "Not Affiliated." See Section 3.2.1, Game Universe Terminology, for more information on parent and affiliated leagues.

3.4.6.2. League Structure Set Up

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

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

3.4.6.3. Subleagues

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

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

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

3.4.7. The Names & Affiliations Page

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

Figure 71 Names & Affiliations

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

3.4.7.1. League Name Setup

The League Name Setup section of the page allows you to customize all the names and abbreviations for your league, subleagues, divisions, teams, and their nicknames. Although names and abbreviations can be up to 49 characters in length, names longer than 30 characters often don't look very good on in-

game reports and in other messages, so it's best to keep names short when possible. Abbreviations should generally be 3 or fewer characters.

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

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

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

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

3.4.7.2. Award Names Setup

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

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

Name	Format	Example
Award	X Award	Perfect Pitching Award

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

Additionally, OOTPB 2007 allows one custom award. With some screen resolutions, you might need to scroll down to find this award. This custom award can be used for any purpose you choose—Relief Pitcher of the Year, Best Left-Handed Third Baseman, whatever you like. However, unlike the others, this award will not be granted automatically. This award, as well as others, can also be assigned to a player manually by a commissioner. See Section 25.6 for more information on manually assigning awards.

3.4.7.3. Affiliation Setup

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

When you add a minor league to your game using the Add Minor League menu, OOTPB automatically affiliates the teams in the new minor league with teams in the parent league. Minor leagues also have drop-downs for you to set their affiliations:

Figure 72 Affiliations

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

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

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

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

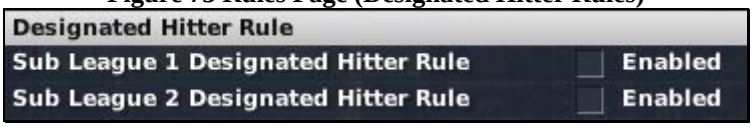
3.4.8. The Rules Page

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

3.4.8.1. Designated Hitter Rule

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

Figure 73 Rules Page (Designated Hitter Rules)



3.4.8.2. Roster Rules

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

Figure 74 Rules Page (Roster Rules)

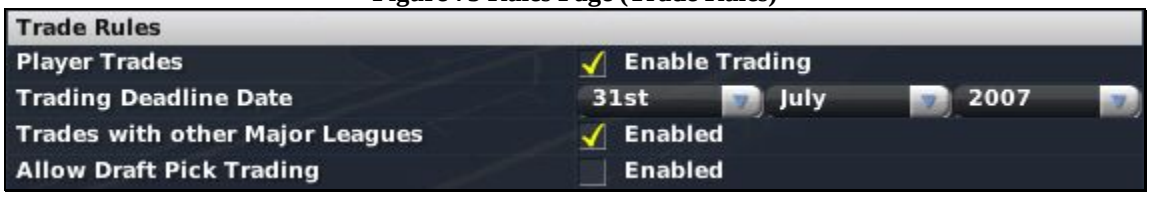
Option	Description
Age Minimum	The minimum age for players on this roster. Players under this age cannot be placed on rosters in this league. Set to 0 for no age minimum. *Note: Age limits are checked on the first day of the offseason.*
Age Maximum	The maximum age for players on this roster. Players over this age cannot be placed on rosters in this league. Set to 0 for no age maximum. *Note: Age limits are checked on the first day of the offseason. So, you could have a player who is over the age maximum for part of the season.*
Active Roster Size	The maximum number of players allowed on each team's active roster. Players who are not on the active roster are not eligible to play in the team's games. A league's active roster can have between 15 and 50 players. See Section 19.1, Active Rosters, for more information.
Foreign Players Limit	The maximum number of foreign players allowed on the active roster of each team. A foreign player is defined as any player not from the League Nation defined for the league. The foreign player limit can be between 0 and 10 players. Teams can have as many foreign players as desired on nonactive rosters.
Expanded Roster Size	The maximum number of players allowed on each team's active roster after the Roster Expansion Date. Typically, leagues will allow expanded rosters late in the season. Expanded Roster Size can be between 20 and 50 players. Expanded rosters can be disabled. See Section 19.4, Expanded Rosters, for more information.
Roster Expansion Date	The date on which expanded rosters become effective. Rosters return to normal size on the first day of the playoffs. See Section 19.4, Expanded Rosters, for more information.
Secondary (40-Man) Roster Size	The Secondary (40-Man) Roster Size defines the number of players allowed on each team's secondary roster, which can be between 20 and 50 players. Secondary rosters can be disabled. See Section 19.3, Secondary (40-Man) Rosters, for more information. *Note: Even if you set your secondary roster to a number other than 40, some pages might still refer to the "40-man roster."*
Minimum Days of Service for One Service	The number of calendar days a player must be on a team before he accumulates one "service year." Service Years impact free agency for players. See Section 18.4, Service Time, for more information.

Year	
Waiver Period Length	The number of days a player must remain on waivers before he "clears waivers." This time can be between 1 and 14 days, or waivers can be disabled. See Section 19.6, Waivers, for more information.
DFA Period Length	The number of days a player must be "designated for assignment" before the assignment is completed. This time can be between 2 and 21 days, or DFA can be disabled. See Section 19.8, Designated for Assignment (DFA), for more information.
Minor League Option Years	If this box is checked, the league will use minor league option years. See Section 19.7, Minor League Option Years, for more information.
Rule 5 Draft	If this box is checked, the league will have a Rule 5 Draft. See Section 19.5, The Rule 5 Draft, for more information.

3.4.8.3. Trade Rules

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

Figure 75 Rules Page (Trade Rules)



There are four options here:

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

See Section 17.0, Trading, for more information on trading in OOTPB.

3.4.8.4. Historical Rookies Options

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

Figure 76 Rules Page (Historical Rookies Options)

There is just one option in this section:

Option	Description

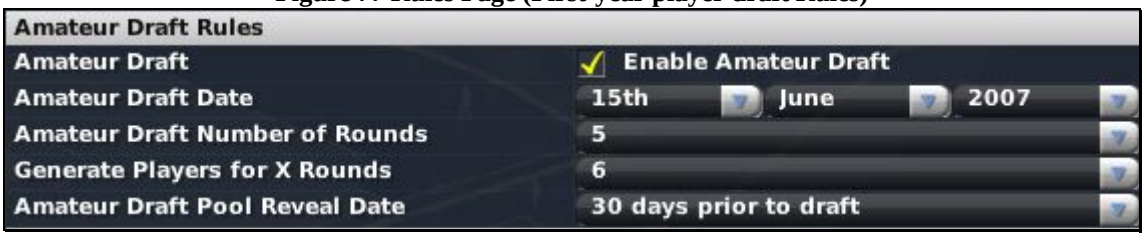
Automatically Import Historical Rookies	If this box is checked, each year the actual rookies from the historical database will be imported into your league automatically. *Note: If you want historical rookies to be assigned to the same teams they played for in real life, you must disable the first-year player draft, described in Section 3.4.8.5. The rookies will be imported on the first day of the preseason. If you do not do this, all historical rookies will be dumped into the first-year player draft pool.*
Database Path	During game creation, this area displays the text "Please set after game has been created!" When you access this page through the Game Setup option later, the database path will be set to whichever directory stores your historical database. If you have moved your historical database, or if you didn't use a historical database during game creation, you can enter a new path here. ***Warning!*** *If the historical database is moved or deleted without correcting this value, your game will be unable to continue!*

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

3.4.8.5. Amateur Draft Rules

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

Figure 77 Rules Page (First-year player draft Rules)



There are five options here:

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

	days. This option is most commonly used in online leagues, where first-year player drafts typically take place over a longer period of time.

See Section 16.2 for more information on first-year player drafts.

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

Note: Affiliated leagues never have first-year player drafts. Affiliated leagues receive players directly from their parent leagues. Any parent league might or might not have an first-year player draft.

3.4.8.6. Financial Rules

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

Figure 78 Rules Page (Financial Rules)

There are many options in this section.

Option	Description
Average Attendance	The average attendance per game in the league. This figure is used as a

per Game	baseline to determine attendance figures for each team.
Average Ticket Price	The average ticket price in the league. Some team owners might set prices higher or lower.
Away Team's Gate Share	Percentage of ticket sales revenue at the home team's ballpark that is paid to the away team.
Financial System	If this box is checked, the league has a financial system. If unchecked, the entire financial model will be disabled for this league.
Minimum Service Years for Free Agency	The number of service years a player must accumulate before becoming eligible for free agency. Can be between 1 and 12, or free agency can be disabled. See Section 18.5, Free Agency, for more information.
Free Agents from Other Leagues Can Be Signed	If this box is checked, free agents from other leagues can be signed to play in the selected league. If unchecked, players from other leagues cannot be signed. See Section 18.5, Free Agency, for more information.
Free Agents May Leave This League	If this box is checked, free agents from this league can sign with teams in other leagues. If unchecked, free agents cannot sign with teams from other leagues. See Section 18.5, Free Agency, for more information.
Draft Pick Compensation for Lost Free Agents	If this box is checked, teams get draft picks as compensation for players lost during free agency. See Section 18.5.2, Draft Pick Compensation for Lost Free Agents, for more information.
Minimum Service Years for Salary Arbitration	The number of service years a player must accumulate before becoming eligible for salary arbitration. Can be between 1 and 5, or salary arbitration can be disabled. See Section 18.6, Salary Arbitration, for more information.
Minimum Service Years for Minor League FA	The number of service years a player must accumulate before becoming eligible for minor league free agency. Can be between 1 and 12, or minor league free agency can be disabled. See Section 18.5.1, Minor League Free Agency, for more information.
Average Media Contract	The average media contract in the league, in dollars. Media contracts affect team income.
Media Contract Fixed?	This option determines whether media contracts in the league are fixed, or can change. Contracts can either be equal for each team, or they can vary based on team market size.
Salary Cap	Sets a cap on team salaries. Total team salaries must be below this figure. The computer will disallow any contract offer or trade if it would put a team over the salary cap during the current year or the following year. An entry of $0 means there is no salary cap. *Note: If you create a game with a salary cap already turned on, be aware that the initial salaries generated by the game will not necessarily fall under the cap. Since player salaries are generated based on the player salary averages in the league setup, it might be best to play with the player salary averages a bit before assigning a specific salary cap.*
Team Owner Controls Budget?	Determines whether or not the team owner controls the budget. Either the team owner controls the budget, and the general manager has limited use of money, or the team's entire revenue is available to the general manager.
Revenue Sharing	Determines whether or not the league uses revenue sharing. Either there is no revenue sharing, or any cash in a team's treasury above the Cash Maximum (see below) is shared between all teams. The revenue sharing calculation takes place on the first day of the offseason. Revenue sharing works as follows: At the end of the season, all profits that would put any team above the Cash Maximum are put into a pool. This pool is then divided evenly among all teams that had a financial loss.

Cash Maximum	The maximum amount of cash a team is allowed to have at the end of the season. If revenue sharing is turned on, surplus is shared between other teams. If revenue sharing is turned off, excess cash is lost. Cash Maximum is calculated on the day the offseason starts.
Average Coach Salary	The salary of an average coach or staff member in the league. (This is not the average salary, it's the salary for a coach who has average ratings.)
Minimum Player Salary	Minimum player salary in the league. All players who have a major league contract receive at least this amount.
Player Typical Salary (multiple)	These settings establish the typical salary figure for players of differing caliber. These values are used by the computer in a number of areas of the game, such as computer GMs determining contract offers and players assessing the value of an offer. The eight categories of players are superstar, star, good, above average, average, below average, fair, and poor.

3.4.9. The Options Page

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

3.4.9.1. Team Rosters / Draft

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

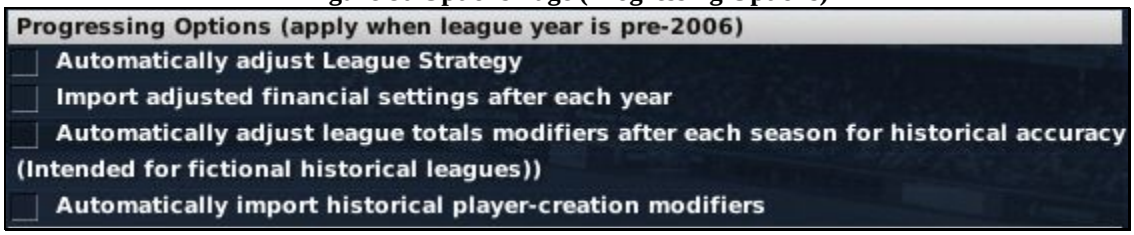
Figure 79 Options Page (Team Rosters/Draft)

If the box is unchecked, players will be distributed among teams automatically when the league is started. See Section 16.1 for more information on inaugural drafts.

3.4.9.2. Progressing Options

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

Figure 80 Options Page (Progressing Options)



Option	Description
Automatically adjust League Strategy	This option automatically changes leaguewide strategies according to the historical era. This includes things such as the frequency of stolen bases, etc. See Section 7.6 for more information on the different strategies this can effect.
Import adjusted financial settings after each year	This option uses a set of historical financial data stored in \OOTP Baseball 2007\data\database\financials.txt to realign your league finances after each season with actual historical numbers.

Automatically adjust league totals modifiers after each season for historical accuracy	This option will automatically adjust league totals after each season, based on the actual league totals in the upcoming year. This will result in your historical league producing league totals very similar to actual historical totals from that year.
Automatically import historical player-creation modifiers	Automatically adjusts player creation modifiers after each season, based on how real-world players actually performed in that calendar year. For example, this will cause players in the "dead ball era" to be generated with lower power ratings.

3.4.9.3. Historical Progressing Options

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

Figure 81 Options Page (Historical Progressing Options)

Option	Description
Automatically expand league	Automatically expands your historical league at the precise time that real-world leagues expanded. OOTP will automatically handle changes in team names, nicknames, league structure, etc.
Expansion Mode	Defines whether or not an expansion draft will be held if you have chosen automatic expansion. See Section 25.2 for more information about league expansion.
Protected Players per Team	Defines how many players are protected in the expansion draft.
Automatically adjust League Strategy	Automatically changes leaguewide strategies according to the historical era. This includes things such as the frequency of stolen bases, etc. See Section 7.6 for more information on the different strategies this can effect.
Import adjusted financial settings after each year	Uses a set of historical financial data stored in \OOTP Baseball 2007\data\database\financials.txt to realign your league finances after each season with actual historical numbers.
Recalc player ratings based on real stats after each year	Forces OOTP to recalculate player ratings after each season based on how the players performed in real life. For example, if in the next season in real life a player performed at a much higher level, his OOTP ratings will increase automatically. If this is not enabled, players will improve normally according to their OOTP potential ratings.
Ratings recalculation base	Determines the base to be used for player ratings recalculations. You can choose 1, 3, or 5 years. For example, choosing three years means that OOTP will recalculate ratings based on the next 3 years of the imported players' career.

Automatically adjust league totals modifiers after each season for historical accuracy	Automatically adjust league totals after each season, based on the actual league totals in the upcoming year. This will result in your historical league producing league totals very similar to actual historical totals from that year.

3.4.9.4. Player Options

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

Figure 82 Options Page (Player Options)

Option	Description
Foreigner Percentage	During the creation of your league, and subsequent first-year player drafts (if enabled), OOTPB generates players for your league. By default, the majority of these players will be from the league nation defined in the Structure page described in Section 3.4.6. The foreigner percentage setting determines what percent of the players in your league will not be from the League Nation. For example, if Foreigner Percentage is set to 10, then 90% of your players will be from your League Nation. The remaining 10% will be from other nations. The game uses its internal world database to determine the nationalities of any foreign players. Each nation in the world has a Baseball Quality level as described in Section 5.10, Explore World. Proportionally more foreign players will be generated from nations with high Baseball Quality ratings. Nation population is not a factor in this process. So, for example, if you create a league in the U.S., with 10% foreign players, you can expect most of the 10% to be from strong baseball nations such as the Dominican Republic and Japan.
Allow incomplete minor league rosters (ghost players)	By default, OOTPB requires players for every roster spot in each league in your game. However, some players, particularly those interested in historical play, prefer not to have fictional ballplayers in the minor leagues. When you select this check box, the game will fill empty roster spots with "ghost players." These players have no names or recorded statistics. This allows you to play a game with only a few real players on a minor league roster. So, when you look at the team's roster, you might see only four players.
Block fictional players from reaching majors	This option prevents any fictional players from ever reaching the major leagues. Historical players may use this if they want to ensure only true historical major leaguers ever play in the major leagues. *Note: This option is only available in historical leagues with minor leagues attached, and no ghost players enabled.*
Created Age Min	By default, OOTPB creates players with a mix of ages appropriate for

	baseball. You can use this setting to set a specific minimum age for players created in your league. Set to 0 for no age minimums.
Created Age Max	By default, OOTPB creates players with a mix of ages appropriate for baseball. You can use this setting to set a specific maximum age for players created in your league. Set to 0 for no age maximums.

3.4.9.5. Tracked Statistics Detail

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

Figure 83 Options Page (Tracked Statistics Detail)

You can choose from the following options:

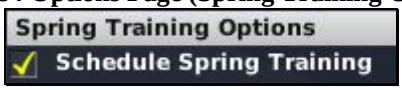
Option	Description
Low	Tracks the complete batting, pitching and fielding set for the career and the current season, including L / R splits, but excluding spring training statistics. *Note: You should use Low stats detail only if there is some specific need to do so. Using low detail can cause some areas of the game to behave differently. For example, news articles will not show correct statistics.*
Normal	Additionally tracks game-by-game stats, so all basic splits (L / R, monthly, weekly, home / away) are supported.
High	Tracks all info for every hitter, so all possible splits are supported, as well as opposing batter splits for pitchers.
Very High	Additionally tracks career matchup stats for batters and pitchers.

The default setting is Very High.

3.4.9.6. Spring Training Options

Select the Schedule Spring Training check box to conduct spring training each season. See Section 21.2 for more information on Spring Training.

Figure 84 Options Page (Spring Training Options)



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

3.4.9.7. Schedule Options

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

Figure 85 Options Page (Schedule Options)

Option	Description
Season Start Date	The date of the first game of the season (unless you change it by activating the next option).
Force Start on Certain Weekday	If this box is checked, you gain access to a drop-down menu that enables you to schedule the first game of the season to begin on a certain day of the week. If the Season Start Date does not correspond to this day of the week, the season will start on the next appropriate day after the Season Start Date. For example, if your Season Start Date is April 1, 2007 (a Saturday) and you force the schedule to start on Wednesday, then the season will start on April 5.
Auto-adjust date if matching XML schedule found	OOTPB comes with a number of predefined league schedules designed to match real world schedules. These are stored as XML files on your computer. This option allows the game to search for an XML-based schedule that matches your league configuration. If one is found, the schedule dates will be automatically adjusted to match the XML-based schedule.
Number of Games per Team	The number of games each team plays during the regular season, which does not include playoff games. *Note: If you change the number of games in a schedule, you should generate a new schedule. Otherwise, your league will continue to use the original setting. See the schedule editor in Section 25.4.7 for more information.*
Schedule Balance	If the Use Balanced Schedule Format box is checked, the league uses a balanced schedule format in which each team plays every other team in its subleague the same (or nearly the same) number of times during the season, regardless of the subleague structure. If this box is unchecked, the game will generate an unbalanced schedule in which each team plays every other team in its division more frequently than teams in other divisions. *Note: If a subleague is not separated into divisions, it will not have an unbalanced schedule, regardless of whether this box is checked.*
Select Typical Series Length	The length of a typical series between two teams. Typical series can be anywhere between 1 and 5 games.
Interleague Play	If this box is checked, teams in different subleagues will be scheduled for games against each other. If unchecked, teams will be scheduled only against other teams in their subleague. *Note: This option will not appear for leagues that have only one subleague.*

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

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

All of this allows for a more realistic scheduling process that can be seamless to you as a player. However, you can also customize individual schedules after the creation of the league. See Section 26.0 for more information on customization. Schedule files are stored, and can be downloaded from other sources and saved, in the **data\schedules** directory in your game directory, and end with an .lsdl file extension.

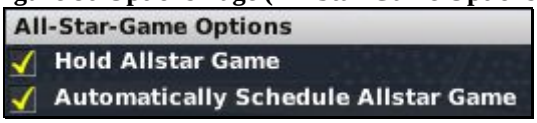
Also see the Schedule Editor in Section 25.4.7 for more information on editing schedules.

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

3.4.9.8. All-Star Game Options

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

Figure 86 Options Page (All-Star Game Options)



There are two options in this section:

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

3.4.9.9. Playoff Options

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

Figure 87 Options Page (Playoff Options)

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

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

When this format is enabled, the Playoff Mode and Number of Wildcard Teams options are disabled, and the number of playoff rounds is calculated by the game. A one-division league would have one

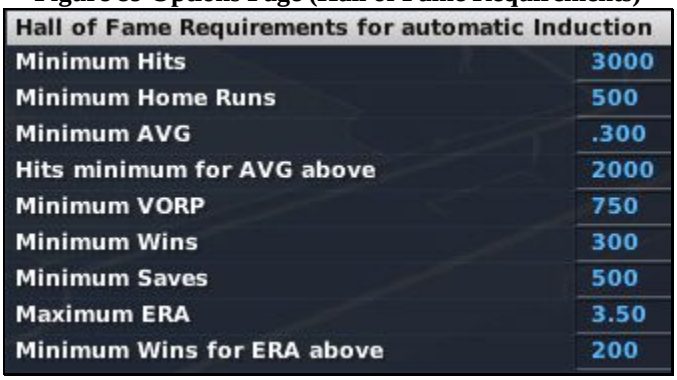
round of playoffs (first-half winner against second-half winner). A two-division league, or two subleagues each with a single division, would have two rounds (first-half winner against second-half winner in each division or subleague in the first round, with the winners of the first round meeting in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

Figure 88 Split Season Playoffs

3.4.9.10. Hall of Fame Requirements

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

Figure 89 Options Page (Hall of Fame Requirements)



Players who have retired and who meet the minimum requirements will be automatically inducted into this league's Hall of Fame. Commissioners can still manually induct players into the Hall of Fame. See Section 6.8.3 for more information on the Hall of Fame.

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

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

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

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

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

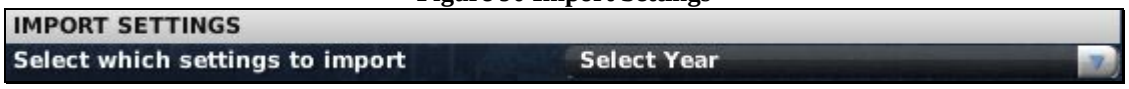
3.4.10. The Strategies & Equivalencies Page

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

3.4.10.1. Import Settings

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

Figure 90 Import Settings



Import Settings affect the following things:

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

3.4.10.2. General Strategic Tendencies

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

Figure 91 General Strategic Tendencies

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

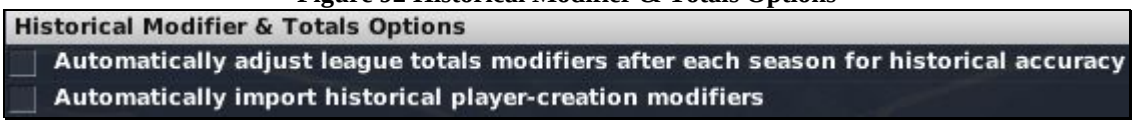
Option	Description
Use of Relievers	How frequently the computer will use relief pitchers.
Use of Closers	How frequently the computer will use closers.
Pitcher Endurance	A measure of how quickly pitchers tire in your league. Can be set to Very Low, Low, Normal, High, or Very High.
Typical Starting Rotation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

General strategic tendencies affect the entire league. Similar settings are available at the player or coach level to change the tendencies for individuals one at a time. See Section 14.2, Coach / Personnel Personalities and Strategies, and Section 7.6.2, Player Strategy, for more information.

3.4.10.3. Historical Modifiers & Totals Options

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

Figure 92 Historical Modifier & Totals Options



There are two options here.

Option	Description
Automatically adjust league totals modifiers after each season for historical accuracy	When you select this check box, the game will automatically make an adjustment to your league totals after each season, so that the results of the next season will be statistically close to the real-world historical ratio of that season. So, if your league overall hit .250 in 1980, and the real world league batting average for 1981 was .275, the game will automatically adjust your Hits league totals modifier to 1.100, because you need to get hits 10% more often than this past season to approximately match the real world values. See Section 3.4.10.6 for more information about league totals.
Automatically import historical player creation modifiers	When you select this check box, players created in the game will be automatically adjusted to have ratings similar to players of a given historical era. For example, if you start a fictional league in 1901 (the “Deadball Era”) with this setting checked, you will see many pitchers with high movement and low stuff and many hitters with very low home run power, to reflect the types of players who played at that time. These modifiers update every season to generate new rookie classes. So, as you move from the Deadball Era into the 1920s, you will start to see hitters developing higher home run power and contact ratings, since there was an offensive explosion in the 1920s.

	Essentially, this allows you to create a fictional baseball universe that mimics the history of baseball and will, in theory, evolve in a similar way. See Section 3.4.10.4 for more information about player creation modifiers.

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

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

3.4.10.4. Traditional OOTP Player Creation Modifiers

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

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

PCMs are set as percentages, with 1.000 being the default value. To change PCMs, increase or decrease a modifier. For example, setting Batting Contact to 1.500 will generate players who are significantly better than the default at making contact with the ball. Each modifier impacts one player rating. Player ratings are described in detail in Section 13.0, The Player Rating Model.

Figure 93 Traditional OOTP Player Creation Modifiers

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

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

Traditional OOTP PCMs cascade down through a league system, so that a parent league and all affiliated leagues rolling up to it share the same player creation modifiers.

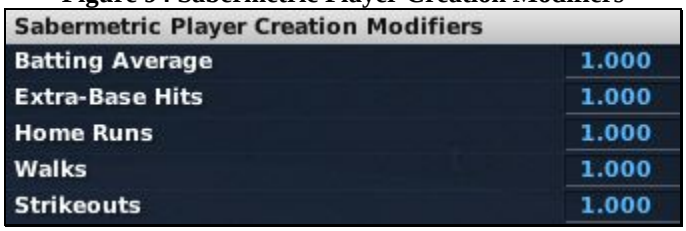
3.4.10.5. Sabermetric Player Creation Modifiers

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

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

PCMs are set as percentages, with 1.000 being the default value. To change PCMs, increase or decrease a modifier. For example, setting Batting Contact to 1.500 will generate players who are significantly better than the default at making contact with the ball. Each modifier impacts one player rating. Player ratings are described in detail in Section 13.0, The Player Rating Model.

Figure 94 Sabermetric Player Creation Modifiers



Sabermetric PCMs can be used for either major leagues or minor leagues, but they are recommended for minor league use only because of their more unpredictable results compared to Traditional OOTP PCMs. When used for minor leagues, Sabermetric PCMs affect only the quality of players generated when the league is first created. They do not affect the quality of new players created in subsequent years - that aspect is controlled solely by the PCM's used by the relevant major league. During initial league creation, the effects of minor league PCM's are cumulative with major league PCM's, so that players created for a AAA league affiliated to a major league with PCM's of 0.5 across the board will be about half as good as players created for a AAA league affiliated to a major league with PCM's of 1.0 across the board, assuming that both AAA leagues have the same minor league PCM's.
You can set major league equivalencies for the following areas:

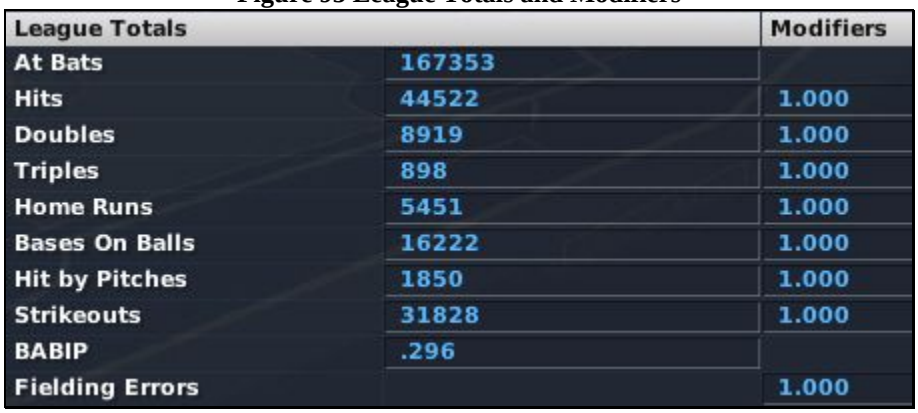
Batting Average
Extra-Base Hits
Home Runs
Walks
Strikeouts

3.4.10.6. League Totals and Modifiers

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

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

Figure 95 League Totals and Modifiers



League Totals		Modifiers
At Bats	167353	
Hits	44522	1.000
Doubles	8919	1.000
Triples	898	1.000
Home Runs	5451	1.000
Bases On Balls	16222	1.000
Hit by Pitches	1850	1.000
Strikeouts	31828	1.000
BABIP	.296	
Fielding Errors		1.000

Players can adjust the league totals for the following categories:

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

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

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

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

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

3.4.11. Completing Your League Setup

Whew! That was quite a lot of information. You've made your way through the league setup process. Now, let's get started with the rest of the game! Click on the Start Game button in the lower left of the page to complete your league configuration.

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

3.4.12. Playing a Game with Real Players

Many players of OOTPB are interested in playing with real-world players – the actual player names, teams, etc. OOTPB does not have a license with MLB or the MLBPA, and therefore we cannot provide an automatic way for you to enjoy OOTPB with real players and teams.

You do have a few options, however:

- You could play a historical league. This allows you to play with real players and teams for any year up to, but not including the current year.
- Since OOTPB is so customizable, many members of the OOTPB community create custom "roster sets" based on real-world players and provide them to the community. Often, complete roster sets for the current season appear within a few weeks of a new release of OOTPB. These rosters typically come with detailed instructions on how to download and use them. The so-called "modder" community also often releases packs of official team logos, jerseys, and so forth.

You can find more information about OOTPB mods in the OOTPB mods forum on the OOTPB community web site.

3.5. About Manager Identities (Add / Edit Human Managers Page)

Once you have clicked on the Start Game button, you will be prompted to create a new manager on the Add / Edit Managers page. This page can also be accessed at any time after league creation through the Game menu.

A manager is the identity of a human player within your game. OOTPB tracks the individual history of each human manager in the game. Each human player must have at least one manager identity, but one human player could control one, two, or ten manager identities.

Note: Managers of computer-controlled teams will never appear on this page. Do not create manager identities for your computer teams! If you want to create a manager for a computer-controlled team, you can do so by having the commissioner edit a coach using the coach editor described in Section 25.4.2.

Only one manager identity at a time can be active in OOTPB. This is similar to "logging in" on a computer. If you just have one human manager in your game, you need never worry about this. However, if you have more than one human manager, see Section 4.3 for more information on changing the currently active manager. Also, see Section 20.0, Manager Careers, for more information on the life of a manager in OOTPB.

Manager identities are unique to a saved game. That is, if you create a manager named Steve Jones in one game, that manager will not be available if you create a new game file. However, managers are not unique to leagues. If you have five leagues in your saved game, your human managers could be hired in any of the five leagues.

3.5.1. The Add / Edit Managers Page

The Add / Edit Managers page is where you create your initial manager identity. It is also where you can add additional identities later in the game.

Figure 96 Add Manager to Game Page

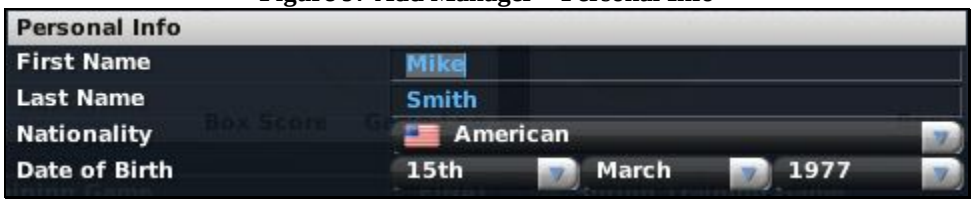
OOTPB starts with one default manager, "Joe Unknown." When you first start your game, you can edit Joe to your liking. For all subsequent games, OOTPB will remember the name of the last human manager that you created. The left side of the page has a number of options you can modify. The right side of the page contains a list of active managers in the game and which team each one manages.

Note: The manager identity that currently being edited is highlighted in the List of Active Managers on the right.

3.5.1.1. Personal Info

In the Personal Info section, you can edit the manager's name, nationality, and date of birth:

Figure 97 Add Manager—Personal Info



These values generally have no noticeable impact on the game. They are there just to give your manager identity more "life." In particular, note that human managers do not retire or die of old age.

However, the nationality of a manager can have a slight impact on the way a player perceives that manager's team. For example, a Dominican player is more likely to feel favorably toward an organization with a Dominican general manager than he would toward an organization with a manager from another country.

3.5.1.2. Team & Play Mode

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

Figure 98 Add Manager—Team & Play Mode

Option	Description
Play Mode	Check this box to make this manager identity into a commissioner. See the description below of the different manager roles. A player can be both a commissioner and the general manager or manager of a specific team.
Select Team	This drop-down menu shows a list of all the teams in your game file, including every league. By selecting a team from this menu, you are "hiring" this manager identity as the manager of the selected team. At the start of a game, you can hire yourself into any manager position in your game. You can also choose to have a manager identity start as unemployed. However, be forewarned: If you start the game unemployed, you are now at the mercy of the owners in your league. Many owners might not be interested in hiring a "rookie" manager like you, especially for higher-level jobs.

3.5.1.3. Play Modes in OOTPB

By default in OOTPB, you are simply a "manager." In OOTPB, human managers who manage parent league teams, as described in Section 3.2.1, are responsible for *everything* related to all teams in their organization. The most common example of this would be a person managing a major league team. Their responsibilities include business transactions (drafting players, trading, signing free agents, etc.), and day-to-day management of all teams in the organization (setting depth charts and lineups, pitching staff, game strategy, etc.). To use real-world terminology, an OOTPB manager has the roles of a "general manager" and the "managers" of each team in the organization rolled into one, although you can also use the Manager Options described in Section 5.5.2 to change your responsibilities to make yourself more of a general manager, or more of a tactical manager.

However, in OOTPB you can also choose to manage an affiliated team, for example as the manager of a Single-A team. In this case, you lose all transactional responsibility. Minor league managers cannot draft players, sign free agents, trade, etc. These functions are handled by the general manager of your parent team. Additionally, your team management responsibility will be limited to just your immediate team. That is, a Single-A manager cannot make changes to the lineup of the Double-A team.

Managers of either parent or affiliated teams also have some ability to edit information for their teams and players. They can edit team logos and colors, change player positions and uniform numbers, adjust fictional player pictures, and so on. Managers in solo leagues also have the ability to edit the setup and league configuration of their games. However, they cannot edit player ratings, ballpark information, etc.

In addition to these manager modes, there is another play mode called Commissioner Mode. A commissioner is the absolute ruler of a baseball universe. A commissioner can control every aspect of a league, including editing players, forcing trades, and changing the league configuration. A commissioner can temporarily take control over any team in the league, or he could sign up as the full-time manager of a team. In online leagues, the commissioner is the only one who is able to advance the game date and auto-play games.

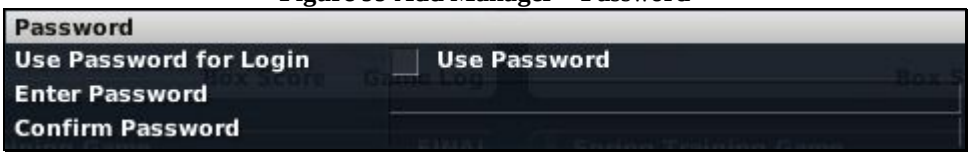
You can be both a commissioner and a manager simultaneously. Commissioner Mode can be turned on or off at any time on the Add / Edit Managers page, or in the Manager Options page described in Section 5.5. The only exception is that human managers in online leagues cannot turn on Commissioner Mode.

Some solo players like to manage a single team with Commissioner Mode turned on, so that they have quick access to all editing capability. Other solo players prefer to play with Commissioner Mode turned off, so they are not tempted by all that power. Either way, you can turn this mode on or off at will.

3.5.1.4. Password

The Password section allows you to provide a password for your manager identity:

Figure 99 Add Manager—Password



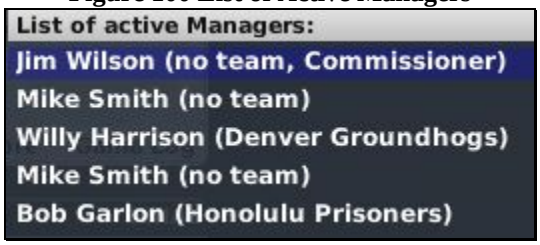
When you have set a password, you will be prompted to enter it any time you start the game or change manager identities. Typically, manager passwords are used in online leagues, not solo play.

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

3.5.1.5. List of Active Managers

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

Figure 100 List of Active Managers



3.5.1.6. Adding Managers

To add a new manager to the game, navigate to the Add / Edit Managers page. This happens automatically when you create a new game, or you can access this page by selecting Add / Edit Human Managers from the Game menu.

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

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

When you add a new manager, the manager is not automatically "logged in." That is, when you click OK, you will be returned to the game pages, but you will still be "logged in" as the previous manager identity. For more information on changing the active manager, see Section 4.3, Select Human Manager.

3.5.1.7. Deleting Managers

You can delete existing manager identities from the Add Edit Human Managers page. You can access the page by selecting Add / Edit Human Manager from the Game menu.

To delete an existing manager, click on the manager in the List of Active Managers on the right side of the page. Then click the Delete Selected Manager button. Be careful, though. You have no chance to confirm after you click this button, so make sure you really want to delete the manager before proceeding.

You cannot delete the manager who is currently active. If you wish to delete the currently selected maanger, you must first create a new manager. Then use the Select Human Manager option from the Game menu to "log in" the new manager. Once you have done this, you can return to this screen and delete the original manager identity.

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

3.5.1.8. Editing Existing Managers

You can edit existing manager identities on the Add Manager to Game page. You can access the page by selecting Add / Edit Human Manager from the Game menu.

Figure 101 Add/Edit Human Managers

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

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

3.5.2. I Created a Manager, Now What?

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

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

- If you elected to hold an inaugural draft, and you assigned your manager identity to a team, you will be taken straight to the inaugural draft page described in Section 16.1, with a game date of January 2 of the year you selected in your league setup.
- If you aren't holding an inaugural draft, or if you did not assign your manager identity to a team, you will arrive at the Manager Home Page described in Section 5.1, on January 1 of the year you selected in your league setup.

At this point, you are in control!

Chapter Three: Game Pages

This chapter covers all the pages in the main part of the game in detail.

Congratulations—you've made it through the game creation process! (Or perhaps you just skipped right to here.) Here's where the fun begins. It's time for you to take control! If this is a new game, you've probably arrived at the Manager Home Page described in Section 5.1. Or, depending on your game setup, you might have ended up instead on the inaugural draft page described in Section 16.1. If that's the case, go to the Manager menu and select Home Page, so you can follow along.

You're now in the main part of OOTPB. If you haven't done so already, take a few minutes to familiarize yourself with some of the features of the interface, which can be found in Section 1.6.

One of the main navigational features of OOTPB is the set of seven menus across the top of each page:

Figure 102 OOTPB Menus

The next few sections of the guide will walk you through each of these menus, with a detailed description of every page in that area of the game. The menus we will cover here are these:

- Game Menu
- Auto-Play Menu (baseball icon)
- Manager Menu
- League Menu (using the league's abbreviation)
- Team Menu (using the league's abbreviation)

We'll also cover these two areas, which are not accessible directly from menus, but are critical screens:

- Player Profile (all the pages and subpages that show individual player information)
- Person Profile (all the pages and subpages that show coach/team personnel information)

The three menus on the far right (Recent, Bookmark, and Help) were described earlier in the Game Guide, and will not be covered here. These are:

- Recent Menu (Section 1.6.2)
- Bookmark Menu (Section 1.6.2)
- Help Menu (Section 1.8)

As we go through each page, we'll define primarily what is available to players not using Commissioner Mode. Each section, when appropriate, will have a Commissioner Mode Options section that will define any special options that are available to commissioners on that page.

4.0 The Game Menu

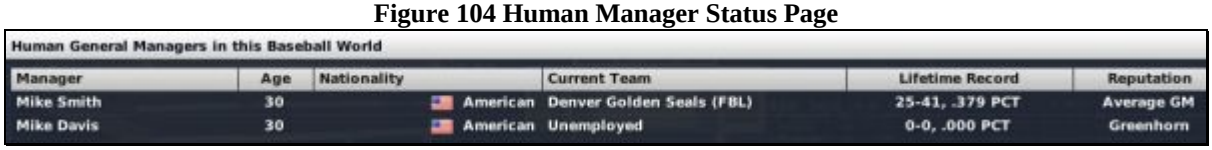
The Game menu is primarily used for the administration of your saved game. It's used for handling manager identities, league setup, and game functions such as loading or saving games.

Figure 103 Game Menu

4.1. The Human Manager Status Page

The Human Manager Status page displays a list of all the human managers in your game file.

Figure 104 Human Manager Status Page



This page shows the following information about each human manager.

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

There are no actions that can be taken on this page. However, the nationalities are hyperlinked to the Nation Profile Page described in Section 5.10.1, and the team names are hyperlinked to the Team Home page described in Section 7.1.

4.1.1. Manager Reputations

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

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

4.2. The Add / Edit General Manager Page

Selecting Add / Edit General Manager from the Game menu takes you to the Add / Edit Manager page described in Section 3.5.1.

4.3. The Select Manager Page

Although OOTPB games can have many human managers, only one manager identity can be "logged in" at any give time. Selecting Select Human Manager from the Game menu takes you to the Select Manager page, where you can change which manager identity is currently in control of the game.

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

Figure 105 Select Human Manager Page

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

If you are playing a game with multiple human identities, remember that if time advances for one manager, it advances for the other as well. Make sure you have made any necessary changes to all managers before proceeding. When you have multiple manager identities in a game, it's a good idea to password protect your manager identities to avoid mistakes.

4.4. Game Setup

Selecting Game Setup from the Game menu brings you to a series of pages separated by tabs, in which you can change game and league settings. Several of these pages function like the Create New Game page, described in Section 3.4. The primary difference is that the Game Setup page is accessible only after a game has started, while the Create New Game page is available only before a game has been started.

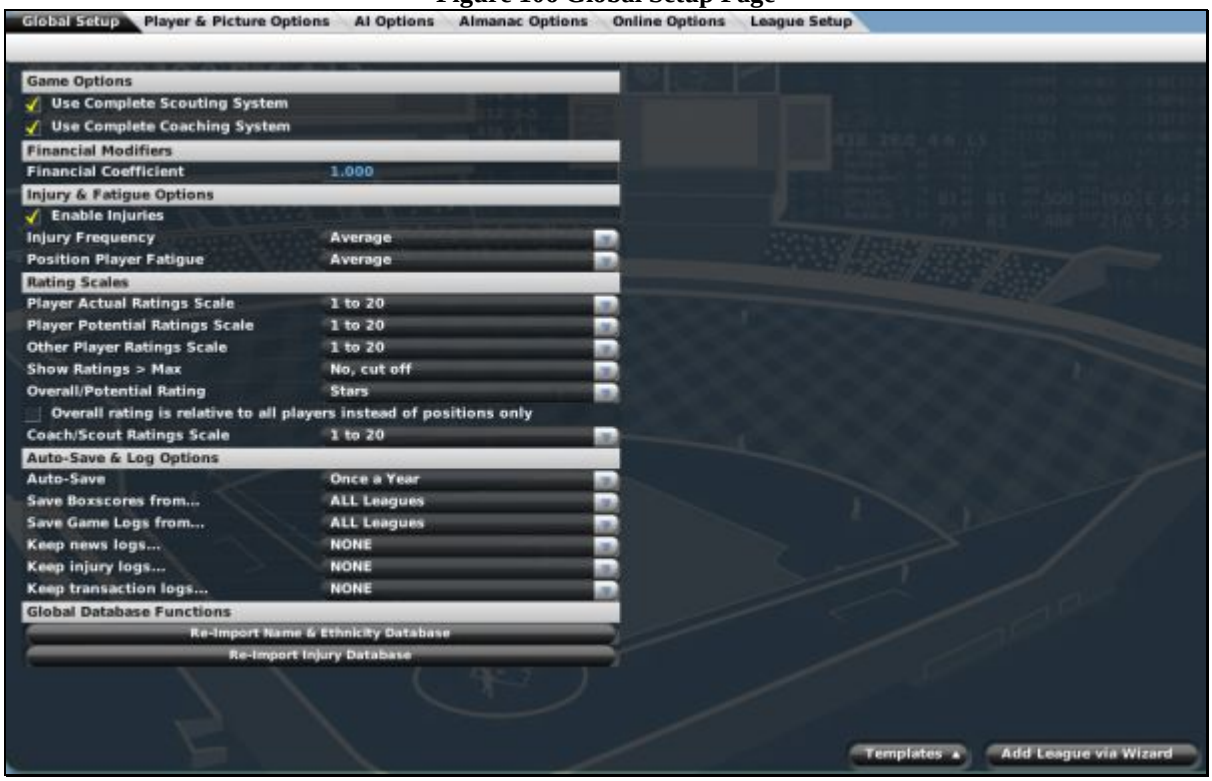
Not all game and league settings can be changed after the initial game creation, but some values can be changed at any point during a game's history. For example, you could have free agency turned off for the first 10 years of your game, and then turn it on at that point.

Like the Create New Game page, the Game Setup page has a Global Setup page and a League Setup page, but the Game Setup also has four additional pages to look at.

4.4.1. The Global Setup Page

The Global Setup page contains options that affect your entire game universe. Other than the Global Database Functions at the bottom left, and the action menus in the bottom right, all the options on this page are described in Section 3.4.2.1, the Game Options page.

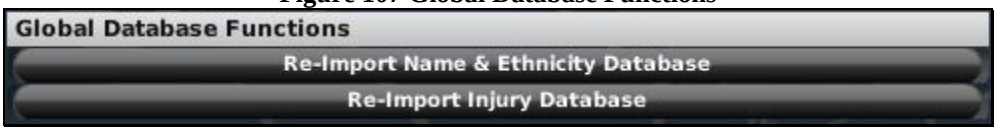
Figure 106 Global Setup Page



4.4.1.1. Global Database Functions

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

Figure 107 Global Database Functions



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

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

For more information on customizing names and injuries, see Section 26.0.

4.4.1.2. Template Action Menu

The Template action menu on this page performs exactly like the templates described in Section 3.4.1.6.

4.4.1.3. Add League via Wizard Action Menu

The Add League via Wizard action menu opens up the League Creation Wizard described in Section 3.3.

4.4.2. The Player & Picture Options Page

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

Figure 108 Player Options Page

The Player Options page is divided into eight different sections.

4.4.2.1. Player Options

The Player Options section is nearly identical to the Player Options described in Section 3.4.2.4.

There two main differences:

- You cannot change the “Create and maintain hidden players” setting once the game has started. Therefore this option is grayed out. This setting can be changed only at the time of game creation.
- There is an additional option called Talent Change Randomness, that allows you to adjust the frequency, not the severity, of talent changes. A setting of 200 is twice as many as the default 100; a setting of 50 is half as many as the default, and a setting of 1 will mean very, very few talent changes. 200 is the maximum value.

4.4.2.2. Retiring Players Options

The Retiring Player Options section is identical to the Retiring Player Options described in Section 3.4.2.3.

4.4.2.3. Fictional Picture Options

The Fictional Picture options are nearly identical to the Fictional Picture options described in Section 3.4.2.2, with one addition.

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

4.4.2.4. Player Picture Functions

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

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

4.4.2.5. Coach Picture Functions

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

4.4.2.6. Human Manager Picture Functions

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

4.4.2.7. Team Picture Functions

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

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

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

See Section 7.1.2.2 for more information on modifying team logos, caps, and jerseys.

4.4.2.8. Beard Frequency

The Beard Frequency section contains a list of the beard types used in the game, and a frequency number. You can edit these values to control how frequently fictional player pictures have beards, and what kinds of beards. The numbers here represent relative frequencies. They do not need to add up to 100.

4.4.3. The AI Options Page

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

Figure 109 AI Options

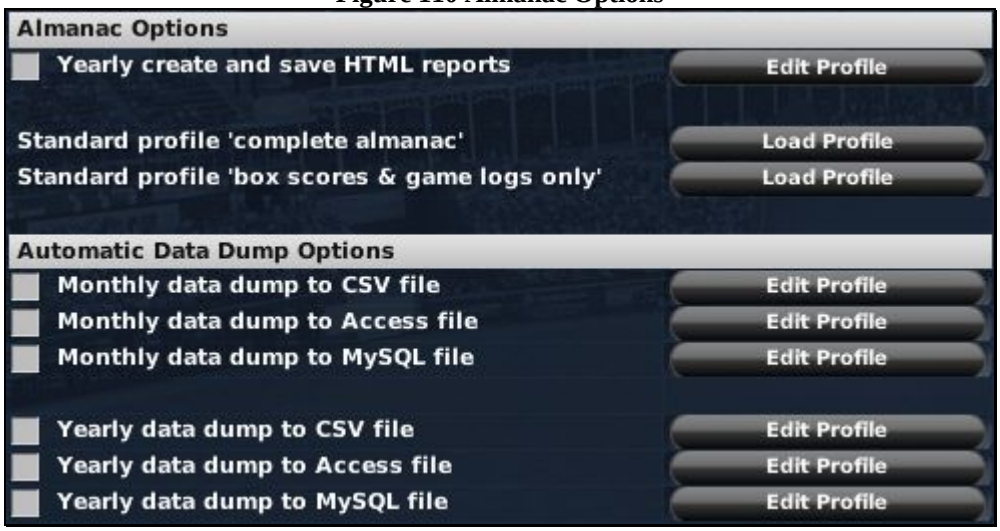
Threse options are all covered earlier in the Game Guide.

Lineup Selection is described in Section 3.4.2.6.
AI Player Evaluation Options are described in Section 3.4.2.7.
Trading Options are described in Section 3.4.2.8.

4.4.4. The Almanac Options Page

The Almanac is a new addition in OOTPB 2007 that allows you to “archive” some or all of your records from a specific season, or to automate the process of exporting league data to raw data formats. The Almanac is described along with other tools in Section 25.3.

Figure 110 Almanac Options



4.4.5. The Online Options Page

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

Figure 111 Online Options

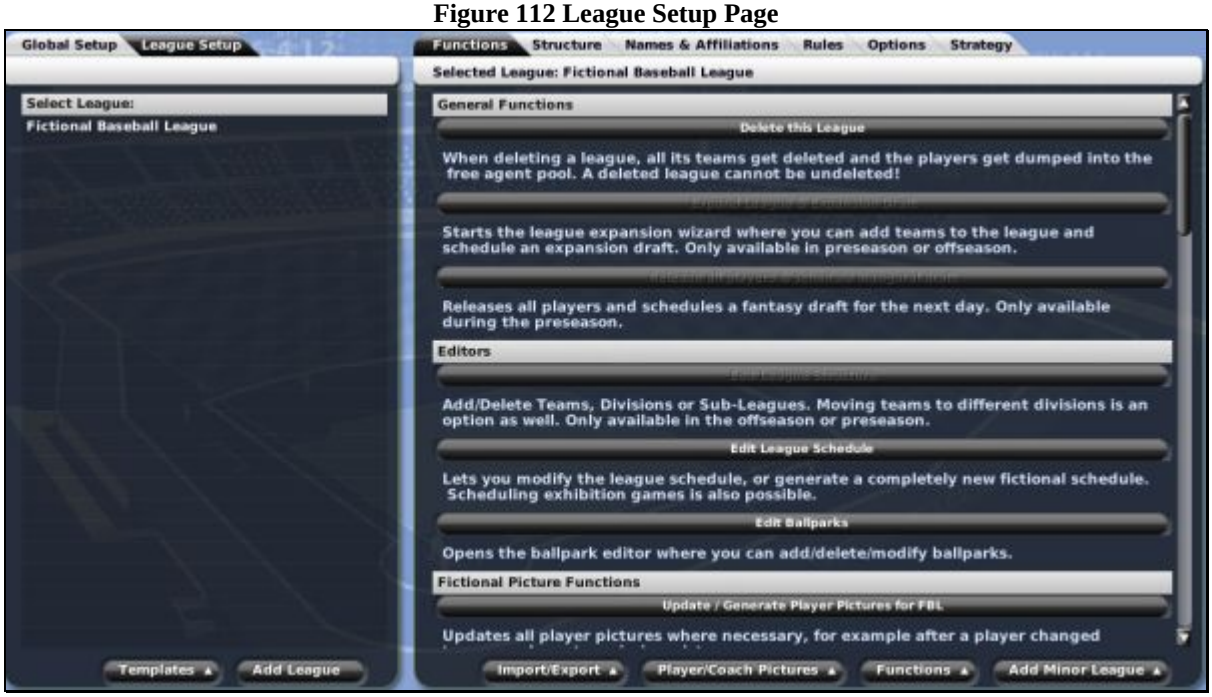
We will discuss online league setup, including these options, in Section 24.3.

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

4.4.6. The League Setup Page

The League Setup page contains six tabs that allow you change the configuration of the leagues in your game. It also gives you access to a large number of helpful functions. Most of the tabs on this page have already been defined in Section 3.4, The Create New Game Page.

Figure 112 League Setup Page



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

The left side of the League Setup page lists all the leagues in your game. You can add leagues to your world from here using the Add League button. This opens the League Creation Wizard described in Section 3.3.

You can also use the Templates action menu, which performs exactly like the templates described in Section 3.4.1.6.

You can also add minor leagues to any existing league by selecting the league on the left side of the screen, and then using the Add Minor Leagues action menu in the bottom right. This process is described in Section 3.4.1.

4.4.6.1. The Import/Export Action Menu

The Import/Export action menu is described in more detail in Section 25.1, League Functions.

4.4.6.2. The Player/Coach Pictures Action Menu

The options in the Player/Coach Pictures action menu are described in Section 4.4.2.4, Fictional Picture Functions.

4.4.6.3. The Functions Action Menu

The Functions action menu is described in more detail in Section 25.1, League Functions.

4.4.6.4. The Functions Page

The Functions page is described in more detail in Section 25.1, League Functions.

4.4.6.5. The Structure Page

The Structure page behaves similarly to the Structure Page defined in Section 3.4.6. However, you cannot change the structure of a league here. Editing a league's structure is described in Section 25.1, League Functions. You can change the League Level and League Nation at any time. Changing the League Nation will not change anything related to your current crop of players. However, during the next first-year player draft (if enabled), the player nationalities will reflect the new nation.

4.4.6.6. The Names & Affiliations Page

The Names & Affiliations page behaves similarly to the Names & Affiliation Page defined in Section 3.4.7. You can change the names and abbreviations of any entity or award in a league at any time. You can also change the affiliations of any minor league teams in affiliated leagues.

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

4.4.6.7. The Rules Page

The Rules page behaves similarly to the Rules Page defined in Section 3.4.8. Most league rules can be changed at any time. However, some financial rules can be changed only during the offseason. Specifically, you cannot enable or disable the overall financial system during the season, nor can you change free agency or salary arbitration settings.

4.4.6.8. The Options Page

The Options page behaves similarly to the Options Page defined in Section 3.4.9. You can change most league options at any time, with the following exceptions:

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

4.4.6.9. The Strategy & Equivalencies Page

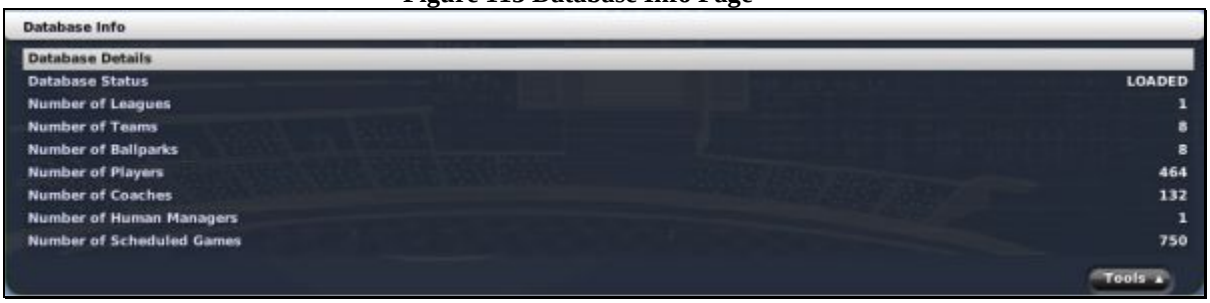
The Strategy & Equivalencies page behaves similarly to the Strategy & Equivalencies Page defined in Section 3.4.10. You can change your league strategy and equivalencies at any time.

This page has one option that is not available during game creation, the Restore Defaults button. This button will reset the League Totals and Modifiers to the default values.

4.5. The Database Info Page

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

Figure 113 Database Info Page



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

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

4.5.1. Tools Action Menu

The Database Info page has an action menu in the lower right, labeled "Tools." The options in this action menu are all described in Section 25.1, League Functions.

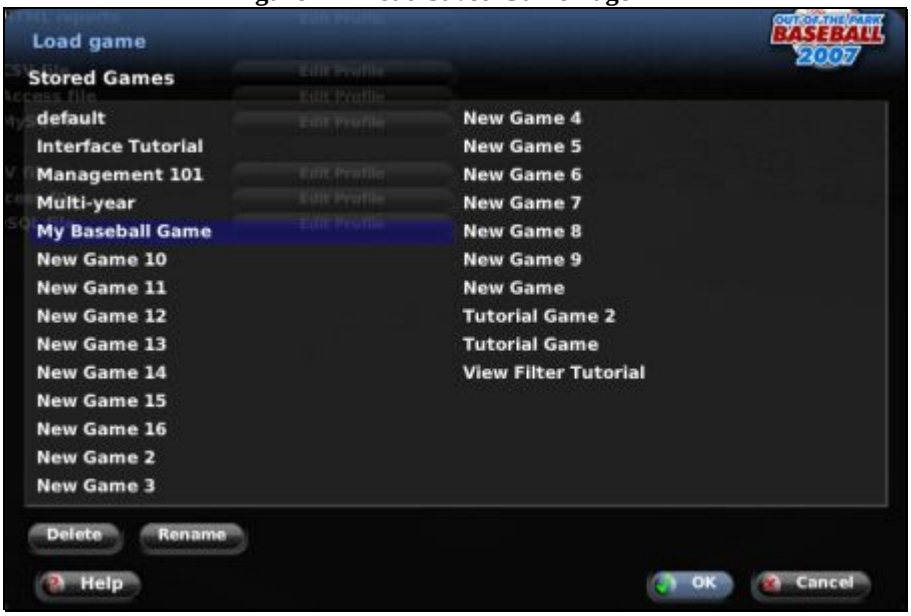
4.6. The Create New Game Page

This option returns you to the Create New Game Page described in Section 3.4. If you have not deactivated it, the League Creation Wizard described in Section 3.3 will appear.

4.7. The Load Saved Game Page

This option brings you to the Load Saved Game page, where you can see a list of all current saved games. To load a game, click on the game's name, and then click OK.

Figure 114 Load Saved Game Page



4.7.1. Deleting a Game

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

You can also delete a game directly from your hard drive. Game files are stored in the data\saved_games directory. Game files each have one full directory, ending in a .lg extension. For example, if your game is called MyGame, then there will be a directory called MyGame.lg. To delete this game, delete the entire MyGame.lg directory.

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

4.7.2. Renaming a Game

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

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

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

4.8. Save Game

This option immediately saves all progress in your game. By default, OOTPB saves games only when loading and quitting the game. In the interest of keeping your saved games safe, it is advisable to save your game at regular intervals. See Section 3.4.2.11 for information about OOTPB's auto-save options.

We also recommend that you make and keep regular backups of your saved games in both a different directory and on an external device in order to ensure the safety and longevity of your games. See Section 34.1 for more information on backing up OOTPB games.

4.9. Make Backup

This option immediately makes a backup of critical game files. This process creates a date-stamped folder inside your game directory (my_game.lg) and copies your main data files (*.dat) into this folder. See Section 34.1 for more information on backing up OOTPB games.

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

4.10. Load Online League File

This option is available only in online leagues, and is described in more detail in Section 24.6, Online Leagues.

4.11. Open Almanac

The Open Almanac option has two options by default:

Option	Description

Almanac options	This options the Almanac options page described in Section 25.3.
Generate almanac now	This executes the almanac process.

If you have enabled the Almanac feature, and you have archived at least one season of league history, this menu will also include one option for each season you have archived. See the Almanac options page described in Section 25.3 for more information about the Alamanac.

4.12. Load Quick-Start Game

This option brings you to a dialog box where you can load a quick-start game. Loading quick-start games is described in Section 3.1.2.1.

4.13. Save Game as Quick-Start

This option brings you to a dialog box where you can save a quick-start game. Saving quick-start games is described in Section 3.1.2.2.

4.14. OOTP Preferences

This option returns you to the Game Preferences Page described in detail in Section 3.1.4.

4.15. OOTP Main Page

This option returns you to the Main Page described in detail in Section 3.1.1.

4.16. Credits

This option will display a list of people who participated in the production of Out of the Park Baseball.

4.17. Check for Updates

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

4.18. Quit

This option will save your current league and then quit OOTPB. You will be prompted to confirm that you want to quit.

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

5.0 The Manager Menu

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

5.1. Home Page (Manager Home/Portal)

The Manager Home page is a "portal" for OOTP managers. It includes a large number of links that let you jump directly to many of the most common destinations for managers.

Figure 115 Manager Home Page

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

5.1.1. Daily Management

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

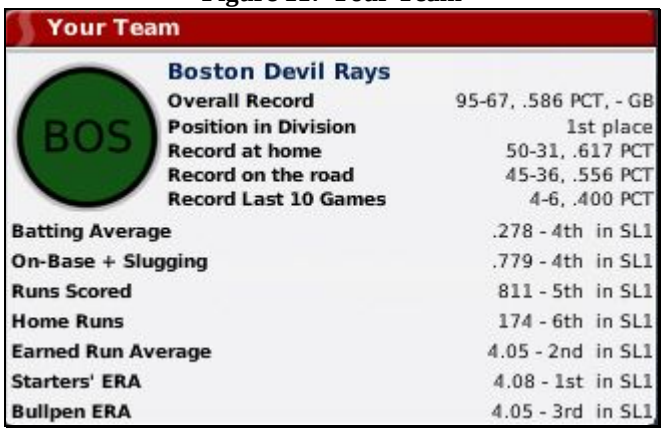
Figure 116 Daily Management

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

5.1.2. Your Team

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

Figure 117 Your Team



The team name at the top is hyperlinked to your Team Home page, described in Section 7.1.

5.1.3. Play Games

The Play Games pane in the bottom center of the page shows the next game on your schedule. If the next game is today, you will also have the option to play out the game, described in Section 23.0. There are also a number of auto-play options, described in Section 22.0.

Figure 118 Play Games

5.1.4. Information Center

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

Figure 119 Information Center

See Section 11.3 for more information about team-specific reports and Section 11.2 for more information about league-specific reports.

5.1.5. News Messages

The News Messages pane at the bottom of the screen shows a small portion of your mailbox. Click on any news article to go to the Manager News page described in Section 5.3.

Figure 120 News Messages

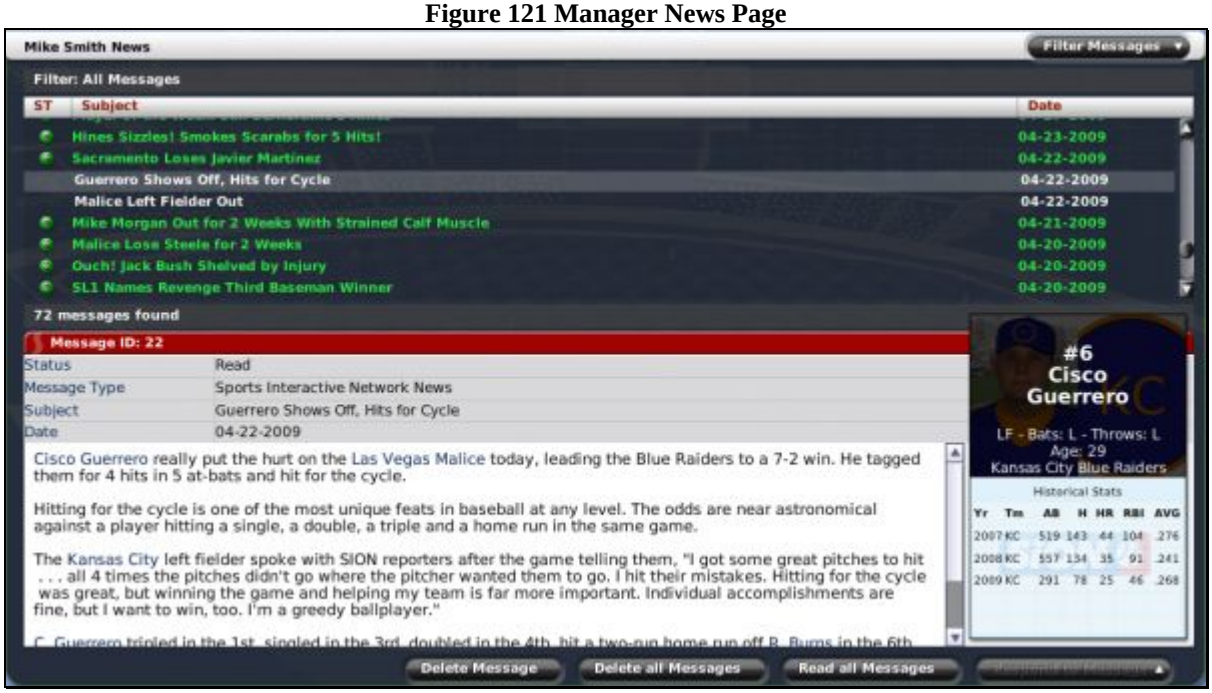
5.2. Commissioner Portal

The commissioner portal appears in the Manager menu only when the game is in online mode. The commissioner portal is described in detail in Section 24.10, Commissioner Portal.

5.3. Manager News

Selecting News from the Manager menu brings you to the Manager News page, your source for news about your team, league, or organization, or for personal communications from your owner and players. You can define what news you receive by changing the News Subscription Settings described in Section 5.5.5.

Figure 121 Manager News Page



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

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

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

5.3.1. Types of Messages

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

Public messages are visible to the whole world. All public messages are visible through the League News Page, described in Section 6.2.1. However, a manager typically receives only a small subset of the league news in his Manager News page, based on the News Subscription Settings described in Section 5.5.5. For example, there might be 100 league news articles, but if you elected to receive only news about your team, your Manager News page might show just 10 messages. Again, think of an assistant who clips out only the most relevant articles for you to read.

Public messages can include messages such as the following:

- SION (Sports Interactive Online Network) news articles about league awards
- League newsletters informing managers about key events
- SION rumors about contract negotiations around the league
- SION transaction news, such as completed trades
- SION news about important hirings and firings
- SION news articles about noteworthy game performances, such as shutouts or games with 3 or more home runs by a single hitter

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

Personal messages can include the following:

- Messages from your team's owner about your performance or the team's expectations
- Trade offers from other teams, or responses to trade offers
- Player responses to your contract offers
- Management job offers, if you are unemployed

Receiving a personal message can trigger auto-play to stop, depending on your Exit Auto-Play settings, described in Section 5.5.4.

5.3.2. The Manager News Icon

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

Figure 122 Manager News Icon

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

5.3.3. Player Card

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

Figure 123 Manager News: Player Card

The player card includes a player photo, if player photos are being used. It also shows some key biographical data and statistics for the player. See Section 26.0 for more information on customization and player photos.

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

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

5.3.4. Filter Messages

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

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

Filter	Messages Displayed
All Messages	Any and all messages will be displayed.
Unread Messages	Only unread messages, of any type, will be displayed.
General Messages	Only messages of a general nature will be displayed, including league newsletters, game news, and league news.
Transactions	Only messages pertaining to personnel transactions will be displayed. This includes trades, draft pick compensation for lost free agents, and the like.

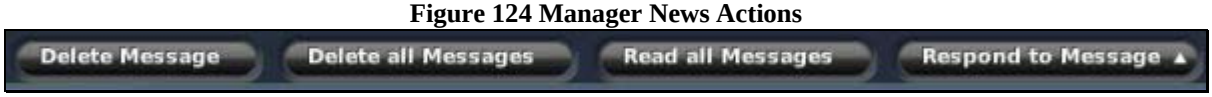
Contracts	Only messages pertaining to contract negotiations will be displayed. This includes public rumors of contract negotiations as well as personal negotiation messages.
SION News	Only official SION (Sports Interactive Online Network) news messages will be displayed. These typically include award articles and game performance articles.

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

5.3.5. Actions

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

Figure 124 Manager News Actions



Option	Description
Delete Message	Deletes the selected message, with no confirmation. After deleting the message, you will be taken to the next newest message automatically.
Delete all Messages	Deletes all messages. You will be asked for confirmation.
Read all Messages	Marks all messages as read.
Respond to Message	This action menu is available only when you have received a message that requires a response. This happens when you have received a trade proposal or a response to a trade proposal that you submitted, and also if you have been offered a job. The use of this option will be described in more detail in those sections.

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

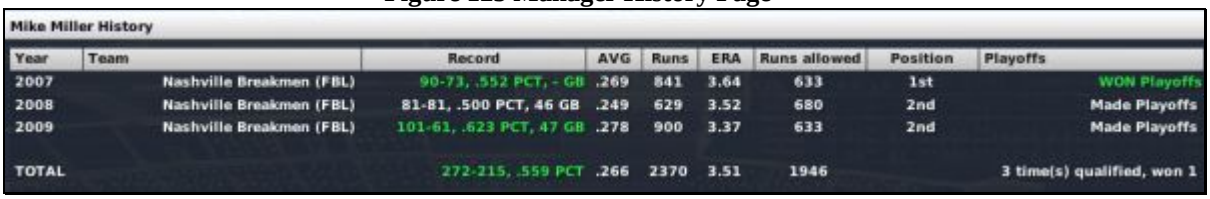
5.3.6. Customizable News Articles

Most news articles in OOTPB are customizable. See Section 26.0 for more information on customization.

5.4. History

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

Figure 125 Manager History Page


Mike Miller History

Year	Team	Record	AVG	Runs	ERA	Runs allowed	Position	Playoffs
2007	Nashville Breakmen (FBL)	90-73, .552 PCT, - GB	.269	841	3.64	633	1st	WON Playoffs
2008	Nashville Breakmen (FBL)	81-81, .500 PCT, 46 GB	.249	629	3.52	680	2nd	Made Playoffs
2009	Nashville Breakmen (FBL)	101-61, .623 PCT, 47 GB	.278	900	3.37	633	2nd	Made Playoffs
TOTAL		272-215, .559 PCT	.266	2370	3.51	1946		3 time(s) qualified, won 1

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

5.5. Manager Options

Selecting Home from the Manager menu brings you to the Manager Options page—your landing point when you start a new game, but also the hub of your managerial career. This page includes demographic information,

a wealth of statistical information about your manager identity for the current season, and a number of management settings to customize the way you manage your team or organization.

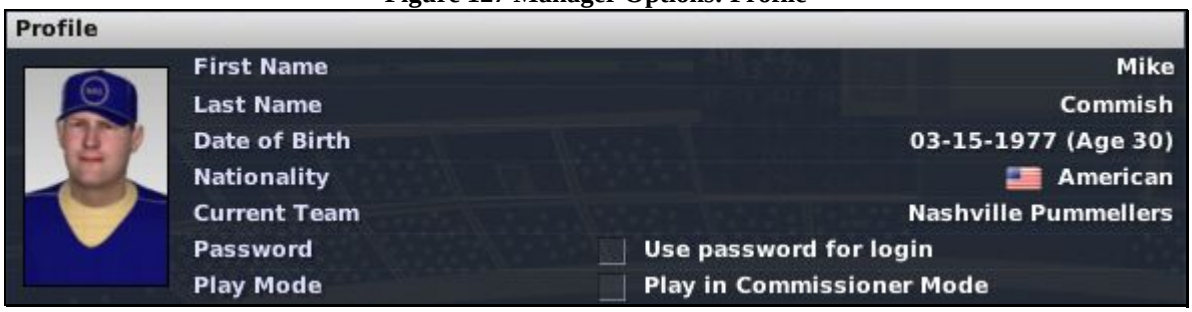
Figure 126 Manager Options Page

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

5.5.1. Profile

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

Figure 127 Manager Options: Profile



The Profile section includes the following information.

Option	Description
First Name	The manager's first name.
Last Name	The manager's last name.

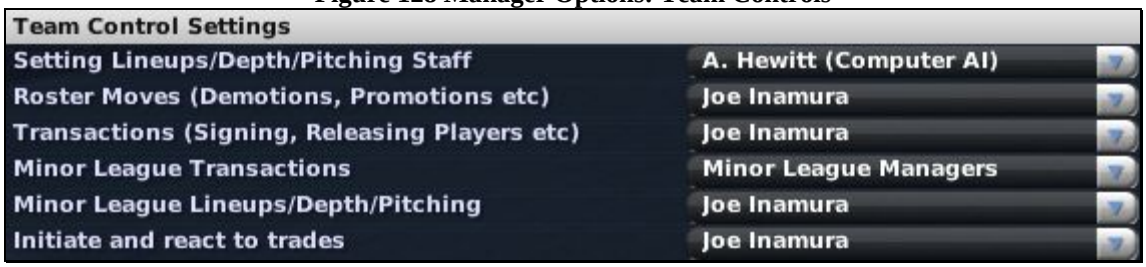
Date of Birth	The manager's date of birth. *Note: Your manager's age does not matter in-game. Your manager identity cannot die of old age.*
Nationality	The manager's nationality. The manager's nationality has a slight impact on how players view the manager. Players are more likely to be comfortable with a manager of the same nationality. This factor can impact contract negotiations.
Current Team	The manager's current team, if any.
Password	If the Use Password for Login check box is selected, the Set Password action button at the bottom of the page will be activated. When you have set a password, you will be prompted to enter it any time you start the game or change manager identities. Typically, manager passwords are most commonly used in online leagues. ***Warning!*** *There is no way to recover a lost password. If you lose your password, you will be forced to create a new identity. Passwords cannot be recovered by contacting technical support.*
Play Mode	If the Play in Commissioner Mode check box is selected, this manager is also the commissioner and has the ability to interact with the game in many ways that managers can't. See Section 25.0, Commissioner Functions, for more information. This option will also activate the Set Commish Password action button at the bottom of the page, described in Section 5.5.9.

This information can also be edited through the Add Manager to Game page. See Section 3.5.1.8, Editing Existing Managers, for more information.

5.5.2. Team Controls

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

Figure 128 Manager Options: Team Controls



The Team Controls section has five settings.

Option	Description
Setting Lineups / Depth / Pitching Staff	Defines who is responsible for setting lineups, depth charts, and the pitching staff for your team. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 14.0.
Roster Moves	Defines who is responsible for making roster moves (promotions, demotions, and so forth) for your team. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 14.0.

	See Section 19.0 for more information on Roster Rules and Management.
Transactions	Defines who is responsible for making transactions for your team. Transactions include signing and releasing players. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 14.0. See Section 19.0 for more information on Roster Rules and Management.
Minor League Transactions	Defines who is responsible for minor league transactions, such as player promotions and demotions. You can choose from your manager identity or the minor league managers from your team personnel as described in Section 14.0.
Minor League Lineups/Depth /Pitching	Defines who is responsible for managing the day-to-day affairs of minor league teams in your organization, including all settings, strategy, and roster moves for minor leagues. You can choose from your manager identity or the minor league managers from your team personnel as described in Section 14.0.
Initiate and React to Trades	Defines who is responsible for initiating and reacting to trades. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 14.0. See Section 17.0, Trading, for more information.

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

5.5.3. Vacation Settings

Even a manager needs a break sometime! The Vacation Settings section can be used to define how your team should be managed while you are on vacation, which is done through the Go on Vacation action button defined in Section 5.5.9, Actions. As with the Team Control section, you can choose to delegate some or all of these responsibilities.

Figure 129 Manager Options: Vacation Settings

There are six Vacation Settings that match the Team Control settings: setting lineups, roster moves, and so on.

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

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

5.5.3.1. Effective Delegation

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

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

5.5.3.2. Why Would I Go on Vacation?

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

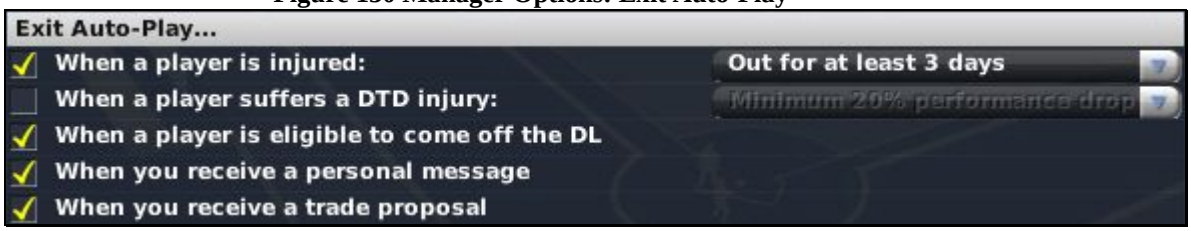
5.5.4. Exit Auto-Play

The Exit Auto-Play section defines events that will cause the auto-play engine to stop immediately to allow you to react. (See Section 22.0, Auto-Play (Simulating Games), for more information on auto-play.)

For example, you can use these settings to instruct OOTPB to stop auto-play if one of your players gets injured, giving you a chance to shift your depth charts and lineups around, sign a free agent replacement, or work a trade.

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

Figure 130 Manager Options: Exit Auto-Play



There are five Exit Auto-Play options.

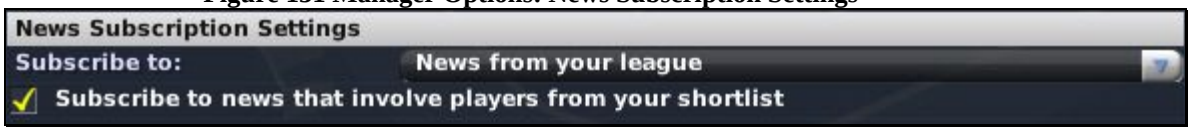
Option	Description
When a player is injured:	If this box is checked, auto-play will stop any time a player on a team that you are directly managing suffers an injury that will keep him out for a certain amount of time. Use the drop-down box to specify the severity of injury that will cause auto-

	play to stop. You can choose a number of options, ranging from No Injury Limit (any injury that puts a player out of action causes auto-play to stop) to Out 2 months or more (auto-play is not stopped unless a player is out for 2 months or more.) See Section 13.10 for more information on player injuries.
When a player suffers a DTD injury:	If this box is checked, auto-play will stop any time a player on a team that you are directly managing suffers a DTD (day-to-day) injury. A day-to-day injury is one that does not prevent a player from playing, but the player will perform at a lower level and with a greater risk of further injury. Use the drop-down menu to specify the severity of injury that will cause auto-play to stop. You can choose a number of options, ranging from No Limit (any day-to-day injury causes auto-play to stop) to 30% or more performance drop (auto-play is not stopped unless a player has a day-to-day injury that will reduce his performance by at least 30%). See Section 13.10 for more information on player injuries.
When a player is eligible to come off the DL	If this box is checked, auto-play will stop any time a player on your disabled list is ready to be removed from the list. This prevents you from simming days or weeks while forgetting to reactivate a key player. See Section 19.9 for more information on the disabled list.
When you receive a personal message	If this box is checked, auto-play will stop any time you receive a personal message. This does not include news articles specific to your team, but rather specific messages to your manager identity, such as a note from your owner. See Section 5.3.1, Types of Messages, for more information.
When you have received a trade proposal message	If this box is checked, auto-play will stop any time you receive a trade proposal message. See Section 17.0, Trading, for more information. *Note: If you have given control of trades to your staff, you will not receive trade proposal messages even if you have selected this option.*

5.5.5. News Subscription Settings

The News Subscription Settings allow you to specify what types of news articles you would like to receive in your mailbox, the Manager News Page, described in Section 5.3.

Figure 131 Manager Options: News Subscription Settings



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

Option	Description
No news, only personal messages	You will receive no news other than personal messages, such as messages from your owner and trade proposals.
News from your team only	You will receive only news involving the team that you manage. If you are a general manager in a parent league, you will not receive any news regarding affiliated leagues in your organization.
News from your entire organization	You will receive news involving any team in your organization. *Note: With this selection, you will not receive league news. You will receive only news about your organization.*
News from your league	You will receive only news that pertains to the league of the team that you manage, as well as news from your team. You will not receive any news from affiliated

	leagues.
News from your league & organization	You will receive news involving any team in your organization, as well as news from the league of the team that you manage. *Note: You will not receive league news for leagues other than your own with this setting. For example, if you manage a major league team, you will receive major league news, plus team news for your team and all minor league teams in your organization.*
News from the entire world	You will receive all news from all leagues throughout the world.

See Section 5.3.1 for more information on the types of messages.

The second News Subscription Setting is a check box that, if checked, allows you to receive any news articles that involve players on your shortlist, described in Section 5.9.

5.5.6. Team Information

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

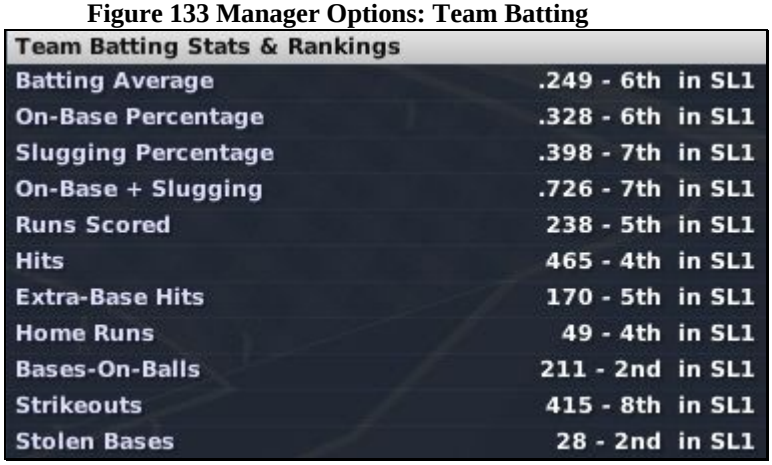
Figure 132 Manager Options: Team Information

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

5.5.7. Team Batting Stats & Rankings

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

Figure 133 Manager Options: Team Batting



Team Batting Stats & Rankings	
Batting Average	.249 - 6th in SL1
On-Base Percentage	.328 - 6th in SL1
Slugging Percentage	.398 - 7th in SL1
On-Base + Slugging	.726 - 7th in SL1
Runs Scored	238 - 5th in SL1
Hits	465 - 4th in SL1
Extra-Base Hits	170 - 5th in SL1
Home Runs	49 - 4th in SL1
Bases-On-Balls	211 - 2nd in SL1
Strikeouts	415 - 8th in SL1
Stolen Bases	28 - 2nd in SL1

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

5.5.8. Team Pitching Stats & Rankings

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

Figure 134 Manager Options: Team Pitching

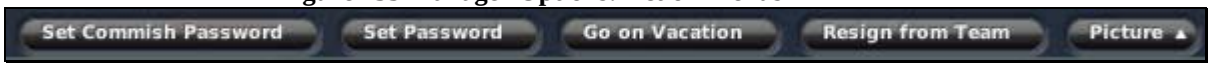
Team Pitching Stats & Rankings	
Earned Run Average	4.18 - 5th in SL1
Starters' ERA	4.06 - 3rd in SL1
Bullpen ERA	4.42 - 6th in SL1
Runs allowed	256 - 6th in SL1
Hits allowed	460 - 4th in SL1
Opponents AVG	.246 - 2nd in SL1
BABIP	.272 - 1st in SL1
Home Runs allowed	51 - 5th in SL1
Bases-On-Balls	190 - 5th in SL1
Strikeouts	316 - 8th in SL1

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

5.5.9. Actions

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

Figure 135 Manager Options: Action Menus



Action	Result

Set Commish Password	Sets the commissioner's password. *Note: You must be logged in as a manager identity that has the Play in Commissioner Mode check box selected in order for this button to be available.*
Set Password	Sets the manager's password. *Note: You must be logged in as a manager identity that has the Use Password for Login check box selected in order for this button to be available.*
Go on Vacation / Return from Vacation	Sends your manager on a well-deserved vacation. While you are on vacation, your team will be managed according to the settings you established in the Vacation Settings in Section 5.5.3. When you are on vacation, the Go on Vacation button becomes a Return from Vacation button. Click on Return from Vacation to immediately return to work.
Resign from Team	Causes you to resign from your post as manager, effective immediately. You will be asked to confirm before you are released from your duties. Once you have resigned, you are eligible to sign with any team in the game. See Section 5.7, The Available Jobs Page, and Section 20.0, Manager Careers, for more information about resigning and finding a new job.
Picture	The Picture action menu is described in the Common Action Menus in Section 1.10.5.

5.6. Manager Team

If you are employed as a manager, there will be a link in the Manager menu to your Team Home page, described in Section 7.1.

5.7. Available Jobs

Selecting Available Jobs from the Manager menu brings you to the Available Jobs page, the place to go if you find yourself unemployed. This situation can happen if you started a manager career without a team, or if you find yourself jobless after a subpar management performance. You can also apply for a new job even if you are currently employed.

The manager contract system is fairly basic. Human managers do not have a salary or a fixed-length contract. You're either employed or not. See Section 20.0 for more information on manager careers.

Figure 136 Available Jobs

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

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

5.7.1. Applying for a Job

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

It's quite possible that no positions are being offered to you at this time. If this is the case, often new positions will open up at the end of the season.

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

If you are not playing as a commissioner, and no jobs are being offered to you, you will have the option of switching into commissioner mode so that you can take a job right away.

5.8. Resign from Team

Choose Resign From Team from the Manager menu if you no longer want to work for your current team. You will be asked to confirm your choice. Once you have resigned, you are now unemployed. You can check for available jobs on the Available Jobs page described in Section 5.7.

5.9. Player / Staff Search & Shortlist

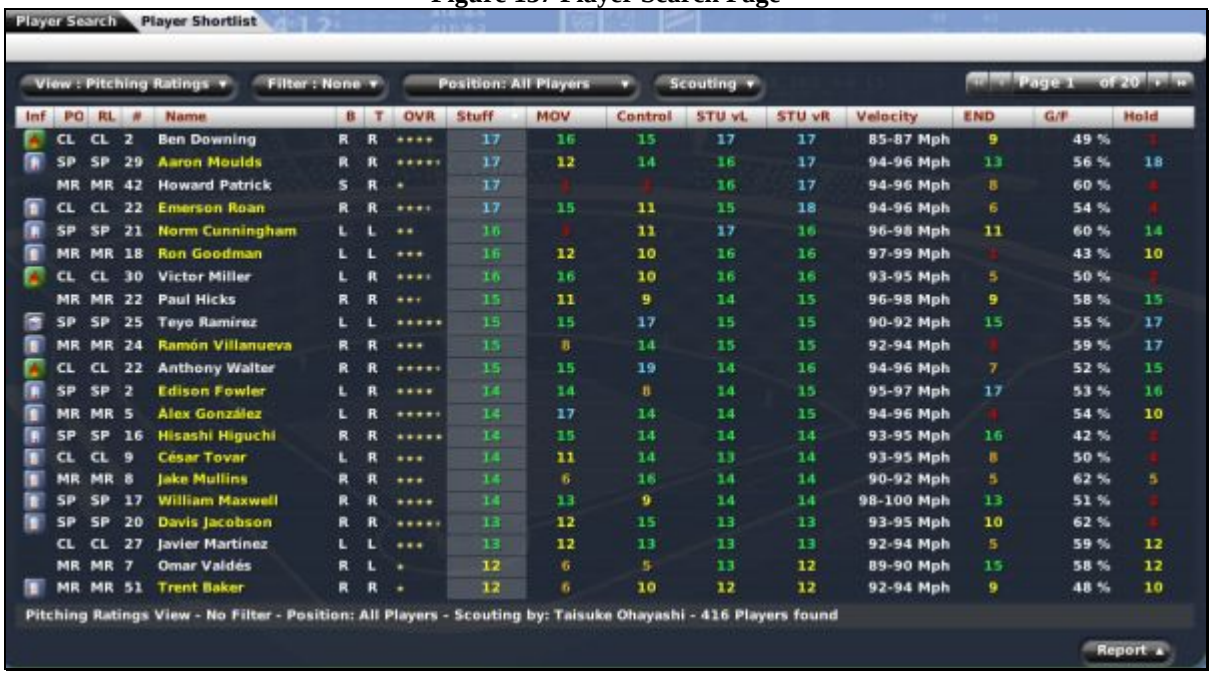
A manager needs to have quick access to data on players and staff throughout the game world, as well as the ability to keep track of people of interest. The Player / Staff Search and Player / Staff Shortlist pages provide just that. There are separate menu options for player and staff searches. However,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

5.9.1. Player / Staff Search Page

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

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

Figure 137 Player Search Page

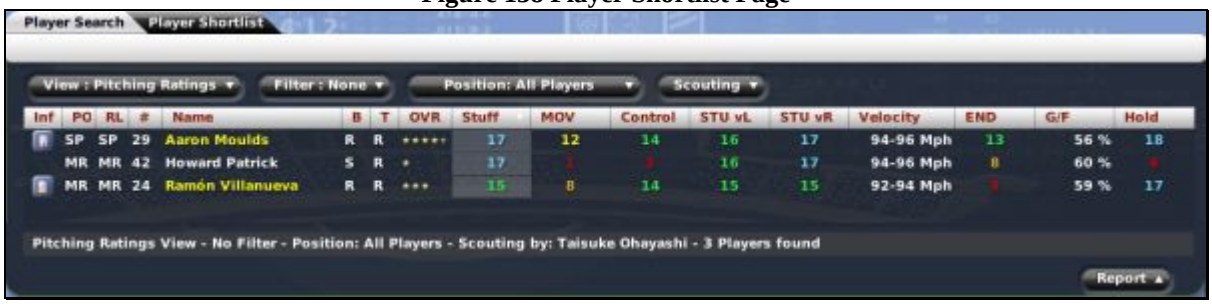


On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

5.9.2. Player / Staff Shortlist Pages

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

Figure 138 Player Shortlist Page



Each manager has two separate shortlists: one for players and one for staff. On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as some of the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

You can also elect to receive news about players and personnel that you have shortlisted by changing your News Subscription Settings, described in Section 5.5.5.

5.9.2.1. Shortlisting People

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

Figure 139 Shortlist Action Button

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

Figure 140 Right-Click Menu Shortlist Option

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

5.9.2.2. Removing People from Shortlists

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

5.10. Explore World

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

Figure 141 Explore World Page

Nation	Abbreviation	Continent	Population	Leagues	Teams	Players	Baseball Quality
Afghanistan	AFG	Asia	7,679,470	0	0	0	Non-Existent
Albania	ALB	Europe	1,589,264	0	0	0	Non-Existent
Algeria	ALG	Africa	22,124,773	0	0	0	Non-Existent
American Samoa	ASA	Oceania	46,630	0	0	0	Non-Existent
Andorra	AND	Europe	72,013	0	0	0	Non-Existent
Angola	ANG	Africa	4,629,062	0	0	0	Non-Existent
Anguilla	AIA	North America	5,554	0	0	0	Non-Existent
Antigua & Barbuda	ATG	North America	33,991	0	0	0	Non-Existent
Argentina	ARG	South America	27,386,045	0	0	1	Average
Armenia	ARM	Europe	2,892,078	0	0	0	Fair
Aruba	ARU	North America	49,443	0	0	0	Average
Australia	AUS	Oceania	19,880,285	0	0	3	Good
Austria	AUT	Europe	5,077,849	0	0	0	Fair
Azerbaijan	AZE	Europe	4,406,978	0	0	0	Non-Existent
Bahamas	BAH	North America	320,752	0	0	0	Poor
Bahrain	BHR	Asia	659,343	0	0	0	Non-Existent
Bangladesh	BAN	Asia	25,716,749	0	0	0	Non-Existent
Barbados	BRB	North America	114,121	0	0	0	Non-Existent
Belarus	BLR	Europe	6,871,697	0	0	0	Poor
Belgium	BEL	Europe	10,966,259	0	0	0	Fair
Belize	BLZ	North America	154,310	0	0	0	Non-Existent
Benin	BEN	Africa	3,075,699	0	0	0	Non-Existent
Bermuda	BER	North America	1,892	0	0	0	Non-Existent
Bhutan	BHU	Asia	165,687	0	0	0	Non-Existent
Bolivia	BOL	South America	6,180,743	0	0	0	Poor
Bosnia and Herzegovina	BIH	Europe	3,156,230	0	0	0	Non-Existent
Botswana	BOT	Africa	1,536,130	0	0	0	Non-Existent

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

Option	Description
Nation	The name of the nation, hyperlinked to the Nation Profile page described in Section 5.10.1.
Abbreviation / Flag	The abbreviation of the nation, along with a graphic of the nation's flag.
Continent	The nation's continent. In the case of nations that are not strictly part of one of the continents, the closest continent is used.
Population	The approximate population of the nation. This value is static—it will not change over time.
Leagues	The number of leagues that have this nation as the League Nation. See Section 3.4.6.1 for more information about League Nations.
Teams	The number of teams based in this nation. Teams count toward the nation in which the league is based. For example, if Toronto, Canada, has a team in a U.S.-based league, then that team counts as a U.S. team.
Players	The number of active players whose origin is this nation. See the Player Profile described in Section 8.3 for more information about player origins.
Baseball Quality	A rating of the quality of baseball in the nation, ranging from "nonexistent" to "excellent." Baseball quality comes into play when determining the nationalities of foreign players in an inaugural or first-year player draft class. Generally speaking, more players will be generated from nations with high levels of play.

5.10.1. The Nation Profile Page

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

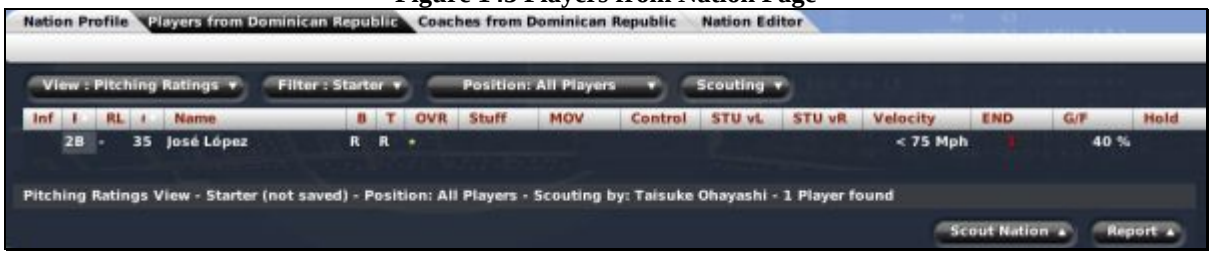
Figure 142 Nation Profile Page

This page also has a Scout action menu available, as described in Section 1.9.3.

5.10.2. Players / Coaches from Nation Page

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

Figure 143 Players from Nation Page



On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

5.10.3. Nation Editor

The Nation Editor page enables you to edit nation data. Editing nations is described in more detail in Section 25.4.4.

While OOTPB comes with a complete world database, cities, nations, and continents in OOTPB are entirely customizable, meaning that you can customize the game to include your own cities and nations, or even create an entirely fictional world. While nations are handled through an in-game editor, details of how to modify other world data files are described in Section 26.0 on customization.

6.0 The League Menu

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

Figure 144 League Menu

In addition to the menu options described below, occasionally special league events (All-Star voting, spring training, etc.) will occur, and these will appear at the top of the league menu.

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

6.1. The League Home Page

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

We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about the League Home page.

6.2. League News

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

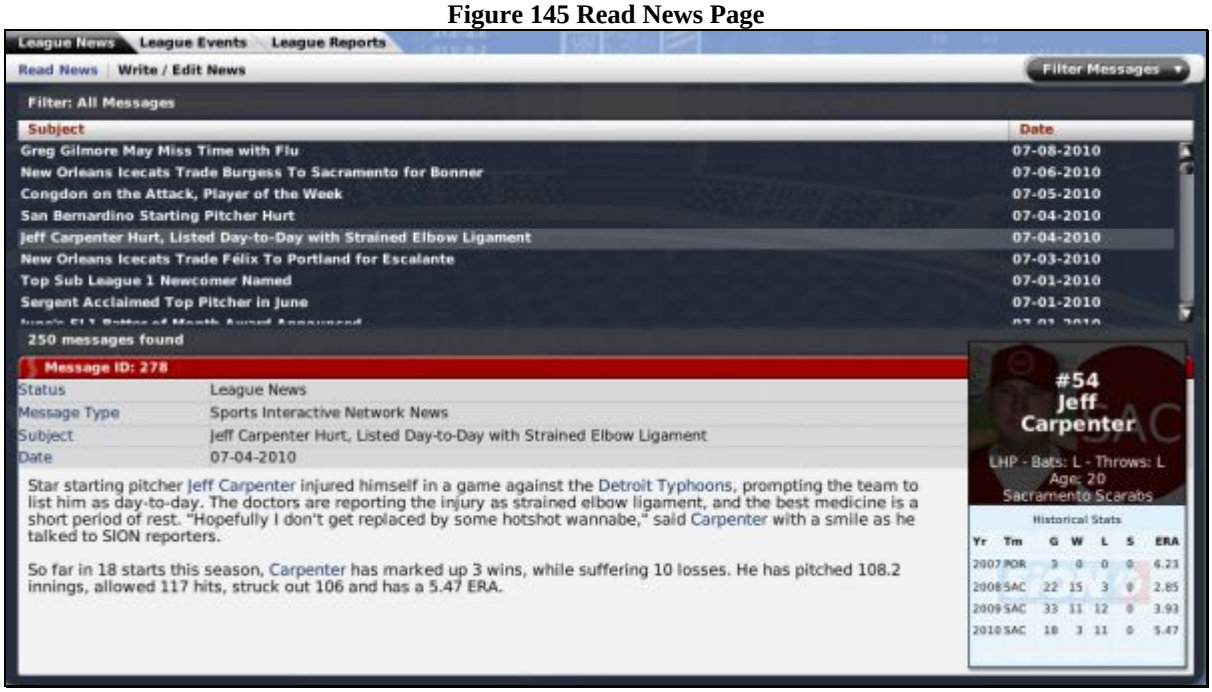
6.2.1. The League News Page

The League News page is split into two subpages – one for reading news, and one for writing news.

6.2.1.1. The Read News Page

The Read News page is very similar in nature to the Manager News page described in Section 5.3. The main difference is that while the Manager News page contains customized data for each manager identity, the Read News page is the same for all managers.

Figure 145 Read News Page



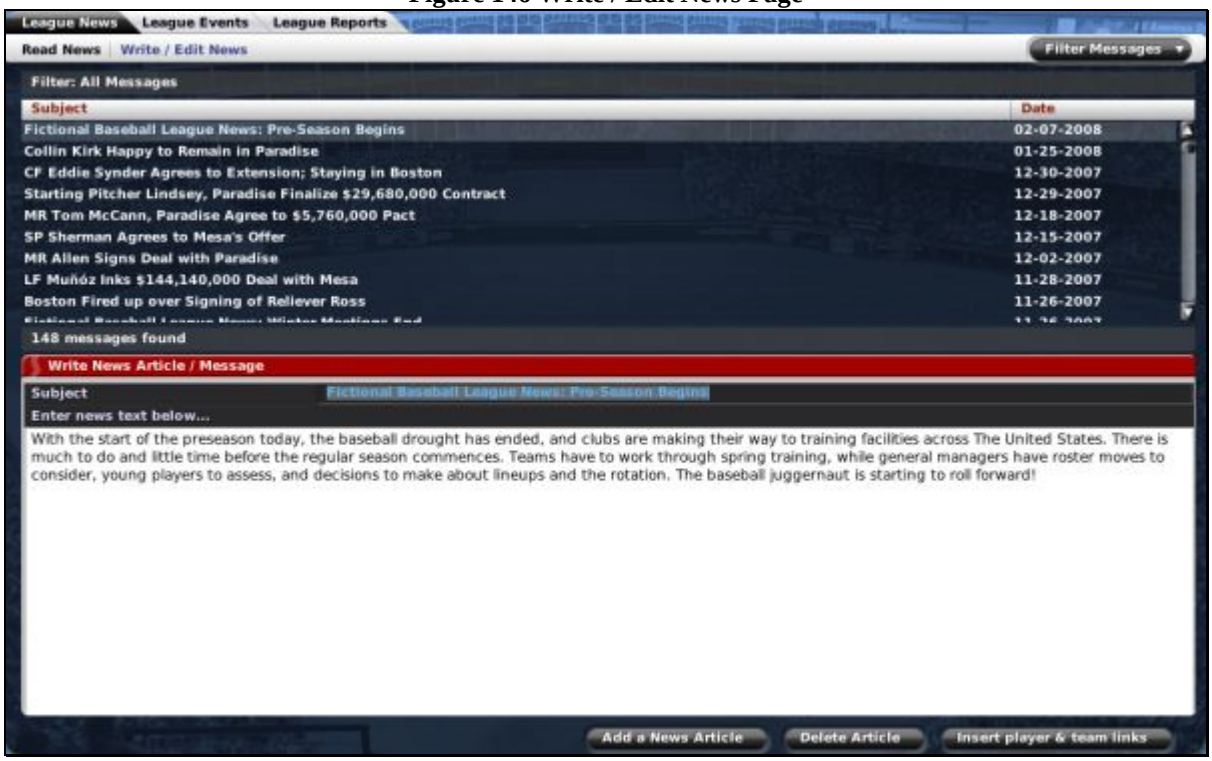
The Read News page displays all the public news for the selected league. As on the Manager News page, articles involving a player will display a player card. You can also use the Filter Messages drop-down. See the Manager News page described in Section 5.3 for more details on how these work.

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

6.2.1.2. The Write/Edit News Page

In OOTPB 2007, you can also write or edit your own news articles. These articles will appear in your news pages just like any of the computer-generated messages. If created by an online league commissioner, these messages will appear in the league files your general managers download, and they will also appear in any HTML files you create. (However, online league GMs cannot write articles and have them automatically uploaded to the commissioner.)

Figure 146 Write / Edit News Page



6.2.1.3. Adding / Editing an Article

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

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

Figure 147 Adding a New Article

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

<Kelly Allen:player#54>

Once you save your article, this will become a hyperlink to the player's profile in the game. However, the game cannot create the links correctly if there are multiple players with the same name. You can manually create hyperlinks if you know the Player ID, which can be found in the Player Editor described in Section 25.4.1.

The in-game news article also supports cut-and-paste, too, so you can always write your articles in your favorite editor and paste them into OOTP. However, OOTP's editor does not support all characters. In particular, it doesn't like Microsoft Word's "curly quotations."

6.2.1.4. Deleting an Article

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

6.2.2. The League Events Page

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

Figure 148 League Events Page

Date	Scheduled Event
Tuesday, January 2nd, 2007	FBL Inaugural Draft
Sunday, October 11th, 2009	Playoffs are over, the Offseason starts
Wednesday, October 21st, 2009	Glove Wizard Award winners are announced
Thursday, October 22nd, 2009	Newcomer of the Year Award winners are announced
Friday, October 23rd, 2009	Outstanding Pitcher Award winners are announced
Saturday, October 24th, 2009	Outstanding Hitter Award winners are announced
Saturday, October 31st, 2009	Salary Arbitration Hearings
Tuesday, November 3rd, 2009	Eligible Players file for free agency
Monday, November 23rd, 2009	Winter Meetings start
Friday, November 27th, 2009	Winter Meetings end
Thursday, February 4th, 2010	2010 Preseason begins
Saturday, March 6th, 2010	2010 Spring Training begins
Monday, April 5th, 2010	2010 OPENING DAY
Sunday, May 16th, 2010	FBL First Year Player Draft Pool Is Published
Tuesday, June 15th, 2010	2010 FBL First Year Player Draft
Sunday, July 11th, 2010	2010 All-Star Teams are announced
Tuesday, July 13th, 2010	2010 All-Star Game
Saturday, July 31st, 2010	Trading Deadline
Wednesday, September 1st, 2010	FBL Roster Expansion
Sunday, October 3rd, 2010	2010 Regular Season Ends
Tuesday, October 5th, 2010	2010 PLAYOFFS BEGIN

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

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

See Section 21.0 for more information on league events.

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

6.2.3. League Reports

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

We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about League Reports.

6.3. League Reports

The Reports option in the League menu takes you directly to a number of league-related reports. These reports are the same ones that are accessible from the League Reports tab on the League Home page. We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about League Reports.

6.4. The Standings Page

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

Figure 149 Standings Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

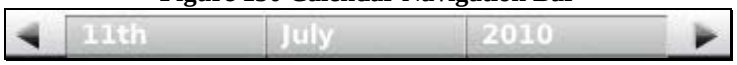
6.5. The Scores & Schedule Page

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

6.5.1. Calendar Navigation Bar

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

Figure 150 Calendar Navigation Bar



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

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

6.5.2. Jump to Current Date Button

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

Figure 151 Jump to Current Date Button

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

6.5.3. Auto-Play Action Menus

The two action menus at the bottom right of the page, Auto-Play and Auto-Play until Event, are described in Section 22.0, Auto-Play (Simulating Games).

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

6.5.4. Schedules

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

Figure 152 League Schedule Page

6.5.4.1. Manage / Quick-Play Buttons

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

Figure 153 Manager and Quick-Play Buttons

These buttons allow you to enter the Play-by-Play portion of OOTPB and play out the game in detail. There is also a third option “Watch Game,” that appears if you are the commissioner. See Section 23.0, Play-by-Play (Playing out Games), for more detail about these options.

6.5.5. Scores

Scores, displayed when games have been completed, display any completed game results. They include an inning-by-inning scoreboard, the winning and losing pitchers, and any home runs hit in that game. Each completed game also has a box score and a game log.

The box score and game log are in-game reports. We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about box scores and game logs.

Figure 154 League Scores Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.5.6. Writing or Editing Game Recaps

You also have the ability to write or edit game recaps of completed games from this screen:

Figure 155 Edit or Write Recaps

Click on the Edit Recap link for a game that already has a recap, or the Write Recap link for a game without a recap. See Section 23.6.9 for more information on writing recaps.

6.6. Statistics

The Statistics page is the place to come to view league leaders in all statistical categories. You can also analyze team and individual statistical data across your entire league. Statistics are divided into two pages, for players and teams, each of which is further divided into several subpages.

6.6.1. The Player Statistics Page

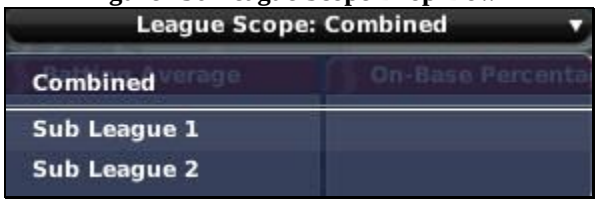
The Player Statistics page includes four subpages that cover all individual league leaders, plus a sortable player statistics page wherein you can play with numbers to your heart's content. On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

In addition, many of the statistics include two additional drop-down menus to help you sift through the data. These are the League Scope drop-down and the Player Qualification drop-down.

6.6.1.1. League Scope Drop-Down

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

Figure 156 League Scope Drop-Down



6.6.1.2. Player Qualification Drop-Down

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

Figure 157 Player Qualification Drop-Down

Option	Description
Qualified Players	Displays players who meet certain criteria. To qualify, a hitter must have at least 3.1 plate appearances per game that his team has played. A pitcher must have at least 1 inning pitched per game that his team has played. The purpose of this option is to prevent skewed results. For example, in a list of all players, someone with a .500 average in just 2 at-bats could be

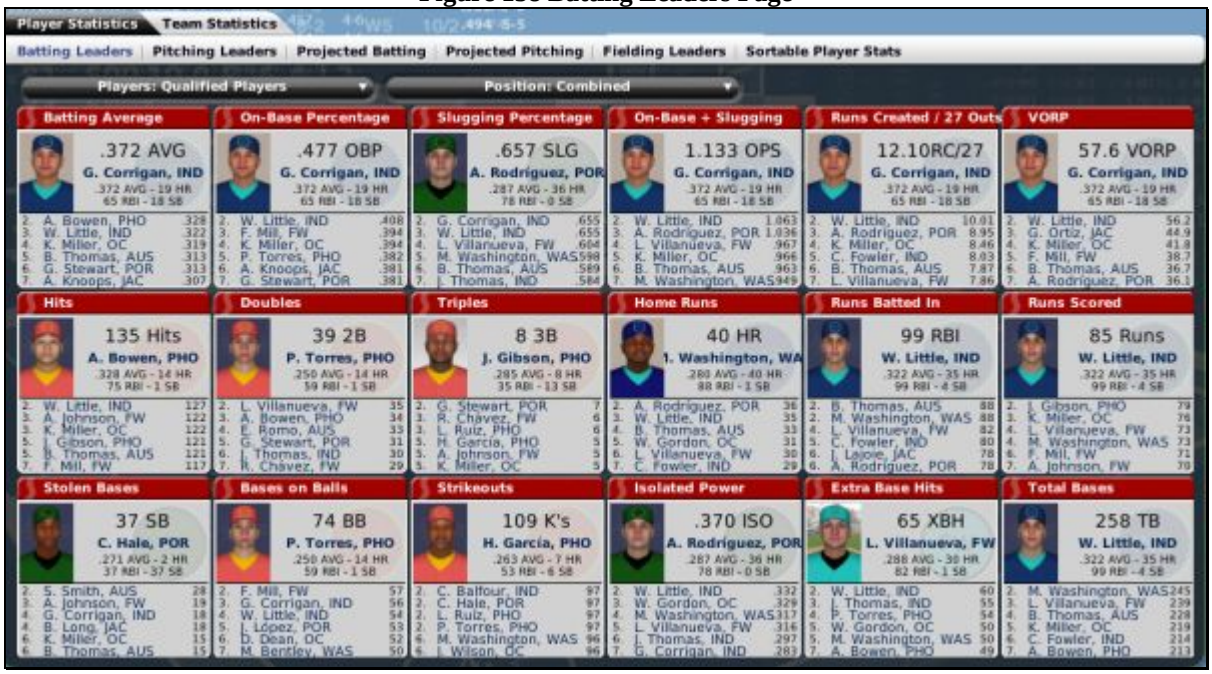
	listed at the top of the Batting Average leaderboard, ahead of a player who is hitting .330 in 400 at-bats.
Qualified Rookies	Similar to Qualified Players, except that only first-year players are displayed. Any player who had fewer than 130 at-bats or 25 innings pitched in his career before the start of the season is considered to be a rookie.
All Players	Displays all players, regardless of how much or how little each has played so far.

6.6.1.3. Batting Leaders Page

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

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

Figure 158 Batting Leaders Page



If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.6.1.4. Pitching Leaders Page

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

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

Figure 159 Pitching Leaders Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.6.1.5. Projected Batting Leaders Page

The Projected Batting Leaders is almost identical to the Batting Leaders page described in Section 6.6.1.3. However, this page shows the projected leaders in each category. That is, if the players continued for the rest of the season at their current performance levels, this is what the leaders would look like at the end of the season.

6.6.1.6. Projected Pitching Leaders Page

The Projected Pitching Leaders is almost identical to the Pitching Leaders page described in Section 6.6.1.4. However, this page shows the projected leaders in each category. That is, if the players continued for the rest of the season at their current performance levels, this is what the leaders would look like at the end of the season.

6.6.1.7. Fielding Leaders Page

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

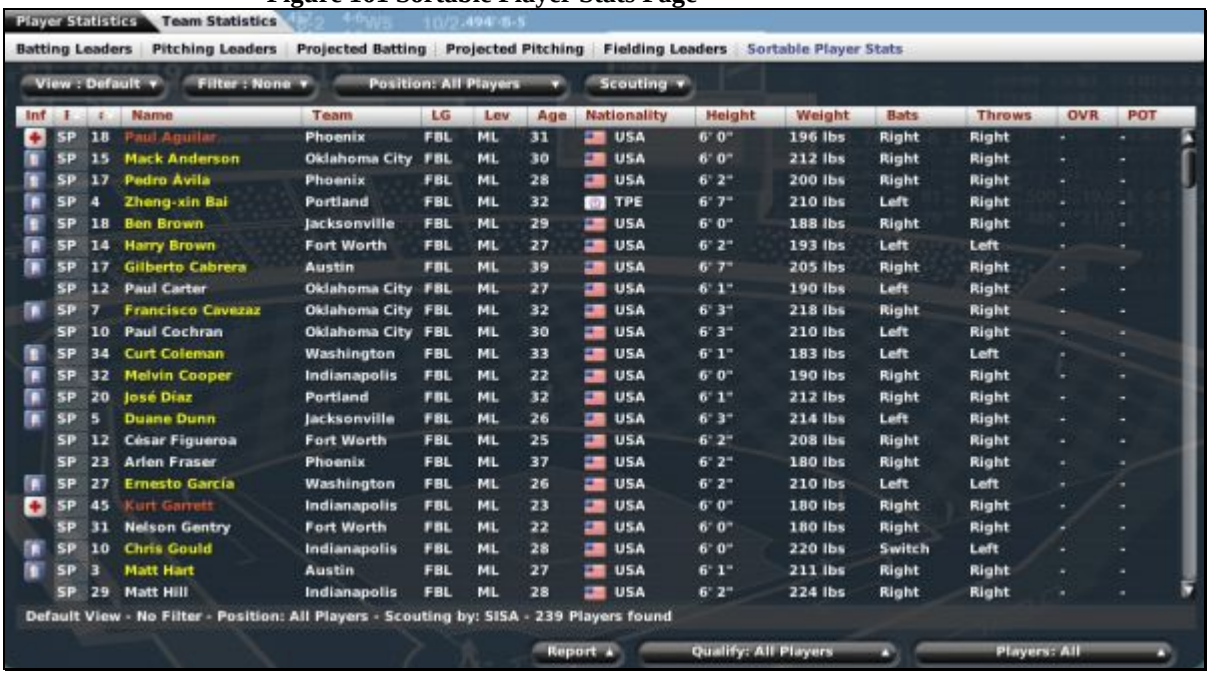
Figure 160 Fielding Leaders Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.6.1.8. Sortable Player Stats Page

The Sortable Player Stats page is a list of all players in the league. On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Figure 161 Sortable Player Stats Page



See the Roster page, described in Section 7.2, for more information on how to use the usual drop-downs on the top of the page, such as the Stats Scope, Stats Split, and Stats Double Split drop-downs.

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

6.6.2. The Team Statistics Page

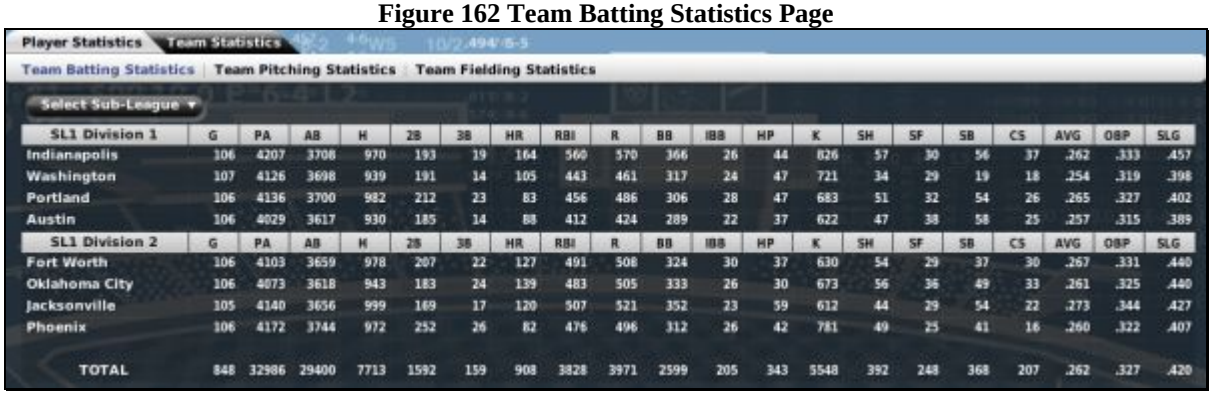
The Team Statistics page includes three subpages that cover batting, pitching, and fielding statistics on a team-by-team basis. Each subpage in the Team Statistics page has a Subleague drop-down that allows you to select one subleague or the other.

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

6.6.2.1. Team Batting Statistics Page

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

Figure 162 Team Batting Statistics Page



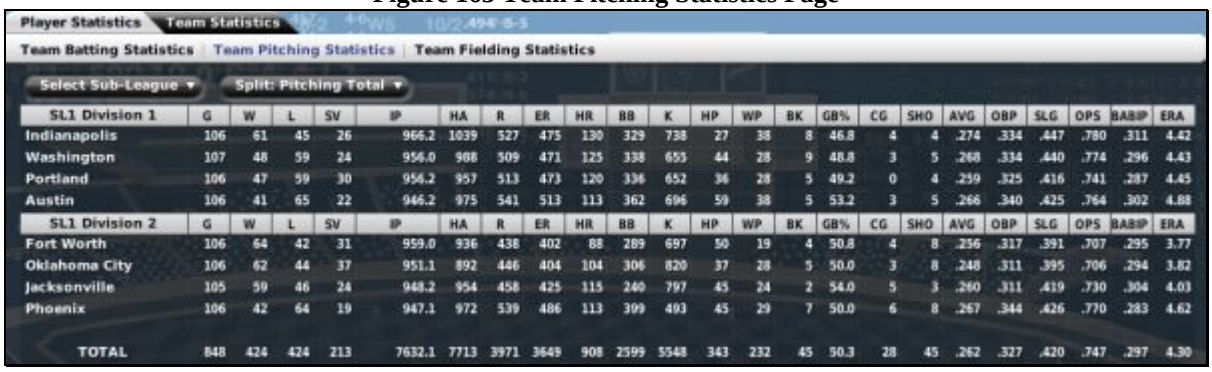
SL1 Division 1	G	PA	AB	H	2B	3B	HR	RBI	R	BB	IBB	HP	K	SH	SF	SB	CS	AVG	OBP	SLG
Indianapolis	106	4207	3708	970	193	19	164	560	570	366	26	44	826	57	30	56	37	.262	.333	.457
Washington	107	4126	3698	939	191	14	105	443	461	317	24	47	721	34	29	19	18	.254	.319	.398
Portland	106	4136	3700	982	212	23	83	456	486	306	28	47	683	51	32	54	26	.265	.327	.402
Austin	106	4029	3617	930	185	14	88	412	424	289	22	37	622	47	38	58	25	.257	.315	.389
SL1 Division 2	**G**	**PA**	**AB**	**H**	**2B**	**3B**	**HR**	**RBI**	**R**	**BB**	**IBB**	**HP**	**K**	**SH**	**SF**	**SB**	**CS**	**AVG**	**OBP**	**SLG**
Fort Worth	106	4103	3659	978	207	22	127	491	508	324	30	37	630	54	29	37	30	.267	.331	.440
Oklahoma City	106	4073	3618	943	183	24	139	483	505	333	26	30	673	56	36	49	33	.261	.325	.440
Jacksonville	105	4140	3656	999	169	17	120	507	521	352	23	59	612	44	29	54	22	.273	.344	.427
Phoenix	106	4172	3744	972	252	26	82	476	496	312	26	42	781	49	25	41	16	.260	.322	.407
TOTAL	848	32986	29400	7713	1592	159	908	3828	3971	2599	205	343	5548	392	248	368	207	.262	.327	.420

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

6.6.2.2. Team Pitching Statistics Page

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

Figure 163 Team Pitching Statistics Page



SL1 Division 1	G	W	L	SV	IP	HA	R	ER	HR	BB	K	HP	WP	BK	GB%	CG	SHO	AVG	OBP	SLG	OPS	BABIP	ERA
Indianapolis	106	61	45	26	966.2	1039	527	475	130	329	738	27	38	8	46.8	4	4	.274	.334	.447	.780	.311	4.42
Washington	107	48	59	24	956.0	988	509	471	125	338	655	44	28	9	48.8	3	5	.268	.334	.440	.774	.296	4.43
Portland	106	47	59	30	956.2	957	513	473	120	336	652	36	28	5	49.2	0	4	.259	.325	.416	.741	.287	4.45
Austin	106	41	65	22	946.2	975	541	513	113	362	696	59	38	5	53.2	3	5	.266	.340	.425	.764	.302	4.88
SL1 Division 2	**G**	**W**	**L**	**SV**	**IP**	**HA**	**R**	**ER**	**HR**	**BB**	**K**	**HP**	**WP**	**BK**	**GB%**	**CG**	**SHO**	**AVG**	**OBP**	**SLG**	**OPS**	**BABIP**	**ERA**
Fort Worth	106	64	42	31	959.0	936	438	402	88	289	697	50	19	4	50.8	4	8	.256	.317	.391	.707	.295	3.77
Oklahoma City	106	62	44	37	951.1	892	446	404	104	306	820	37	28	5	50.0	3	8	.248	.311	.395	.706	.294	3.82
Jacksonville	105	59	46	24	948.2	954	458	425	115	240	797	45	24	2	54.0	5	3	.260	.311	.419	.730	.304	4.03
Phoenix	106	42	64	19	947.1	972	539	486	113	399	493	45	29	7	50.0	6	8	.267	.344	.426	.770	.283	4.62
TOTAL	848	424	424	213	7632.1	7713	3971	3649	908	2599	5548	343	232	45	50.3	28	45	.262	.327	.420	.747	.297	4.30

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

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

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

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

6.6.2.3. Team Fielding Statistics Page

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

Figure 164 Team Fielding Statistics Page

SL1 Division 1	G	IP	PO	A	DP	TP	E	PCT	RNG	SB Attempts	CS	CS%	PB
Indianapolis	106	8700.0	2888	997	80	1	68	.983	4.02	50	20	40.0	4
Washington	107	8604.0	2864	1055	80	0	70	.982	4.10	113	39	34.5	7
Portland	106	8610.0	2866	1066	78	0	72	.982	4.11	64	22	34.4	3
Austin	106	8520.0	2837	1108	79	0	58	.986	4.17	79	22	27.8	10
SL1 Division 2	**G**	**IP**	**PO**	**A**	**DP**	**TP**	**E**	**PCT**	**RNG**	**SB Attempts**	**CS**	**CS%**	**PB**
Fort Worth	106	8631.0	2876	1083	73	0	62	.985	4.13	75	30	40.0	8
Oklahoma City	106	8562.0	2848	1005	85	0	57	.985	4.05	57	20	35.1	6
Jacksonville	105	8538.0	2839	1047	71	0	61	.985	4.10	56	24	42.9	9
Phoenix	106	8526.0	2838	1129	99	0	76	.981	4.19	81	30	37.0	8
TOTAL	848	68691.0	22856	8490	645	1	524	.984	4.11	575	207	36.0	55

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

6.7. Transactions

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

6.7.1. The Draft Pool Page

The Draft Pool page is a list of all amateur players who will be available to be selected in the upcoming first-year player draft. The Draft Pool page becomes available whenever you have set the draft pool to be generated, by default one month before the scheduled first-year player draft. It disappears as soon as the draft has been completed.

Figure 165 Draft Pool Page

Inf	PO	#	Name	Age	B	T	POT	CON P	Gap Pot.	POW P	Eye Pot.	K's Pot.	Speed	Stealing	RUN
	C	14	Jonas Bouchard	19	R	R	★★★★★	18	13	9	11	12	8	7	10
	RF	22	Damon Anderson	18	L	L	★★★	15	19	11	11	9	14	18	14
	LF	2	Dennis Smith	18	S	R	★★★	15	14	12	12	13	11	16	14
	3B	58	Greg Bunch	19	L	R	★★★★	14	9	12	11	13	8	8	7
	3B	15	Steve Robinson	19	R	R	★★★★★	14	16	11	12	13	4	5	5
	1B	25	Marcos Solano	22	R	L	★★★★	14	11	14	12	11	6	5	5
	C	7	Craig Anthony	20	L	R	★★★	13	11	6	11	12	4	3	4
	RF	31	Zach Hale	22	L	L	★★★	12	10	16	14	11	9	12	13
	2B	14	Brian Jackson	19	R	R	★★★	12	9	9	13	8	10	13	12
	C	4	Fernando Sánchez	22	S	R	★★★	11	6	13	12	12	3	3	3
	3B	19	Mark Fitzpatrick	21	L	R	★★★	10	4	10	11	9	11	11	13
	2B	5	Francisco Castro	22	R	R	★★	9	14	4	8	6	13	18	17
	RF	22	António Moreno	22	L	L	★	9	4	3	5	4	13	16	17
	CF	9	Clint Daniels	20	L	L	★	9	14	5	7	7	12	14	12
	3B	30	Adrian Carpenter	18	R	R	★★★	9	13	11	9	7	11	18	15
	1B	45	Josh Hayes	18	R	R	★	9	9	13	8	6	6	5	7
	LF	8	Norm Payne	19	R	R	★	9	11	3	6	6	12	12	11
	CF	13	Phillip Whitfield	20	R	R	★	9	8	4	6	6	12	19	16
	RF	47	José Durán	18	L	L	★	8	20	9	6	6	4	5	8
	SP	16	David Johnston	22	R	R	★	8	6	3	3	5	6	4	6
	MR	31	Pablo Márquez	20	L	L	★	8	8	8	8	7	3	3	4
	SS	7	Al Thompson	18	R	R	★	8	12	7	7	8	7	3	3

On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

There might not be much information available on the players in a draft pool. Use the Scout Draft Pool action menu in the lower right to send one or more of your scouts to scout the draft. See Section 15.7 for more information on scouting a draft pool.

See Section 16.0, Player Drafts, for more information on first-year player drafts in OOTPB.

Commissioner Options

Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See Section 25.5.2 for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See Section 25.5.4 for more information on importing historical players.

6.7.2. The Free Agents Page

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

See Section 18.5, Free Agency, for more information on free agency.

See Section 3.4.8.6, Financial Rules, for more information on enabling or disabling free agency in your league.

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

6.7.2.1. The Free Agents Subpage

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

Figure 166 The Free Agents Subpage

On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

See Section 18.5, Free Agents, for more information.

Commissioner Options

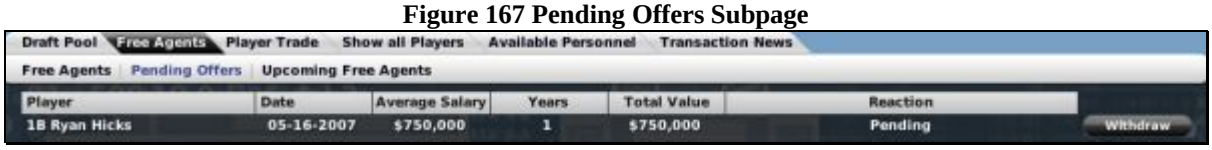
Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See Section 25.5.2 for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See Section 25.5.4 for more information on importing historical players.
Delete all free agents	Deletes all free agents in the free agent pool

6.7.2.2. The Pending Offers Subpage

The Pending Offers subpage shows a list of any outstanding offers you have made to free agents.

Figure 167 Pending Offers Subpage



This page will not show offers than other teams have made. As soon as an offer has been completed (accepted or rejected finally), it will no longer appear on this screen.

6.7.2.3. The Upcoming Free Agents Subpage

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

Figure 168 Upcoming Free Agents Subpage

The Upcoming Free Agents subpage behaves identically to the Free Agents subpage. See Section 18.5, Free Agents, for more information.

Warning! *Do not assume that a player on this list will be available for you to sign at the end of the season. Teams can and will re-sign players to extensions before they reach free agency.*

6.7.3. The Player Trade Page

The Player Trade page is where managers come to execute trades. It consists of five separate subpages.

Figure 169 Player Trade Page

This page, along with the trading process, is described in more detail in Section 17.0, Trading.

6.7.4. The Waiver Wire Page

The Waiver Wire page is where waiver players can be claimed. Players who are on waivers will be displayed here until their waiver period has ended.

Figure 170 Waiver Wire Page

On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

See Section 19.6, Waivers, for more information on waivers and how they are used.

6.7.5. The Show All Players Page

The Show All Players page is a list of all players in the selected league. This page is nearly identical to the Player / Staff Search page described in Section 5.9.1, except that the Player / Staff Search page shows all players in the game universe, while the Show All Players page shows only players in the current league.

Figure 171 Show All Players Page

On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

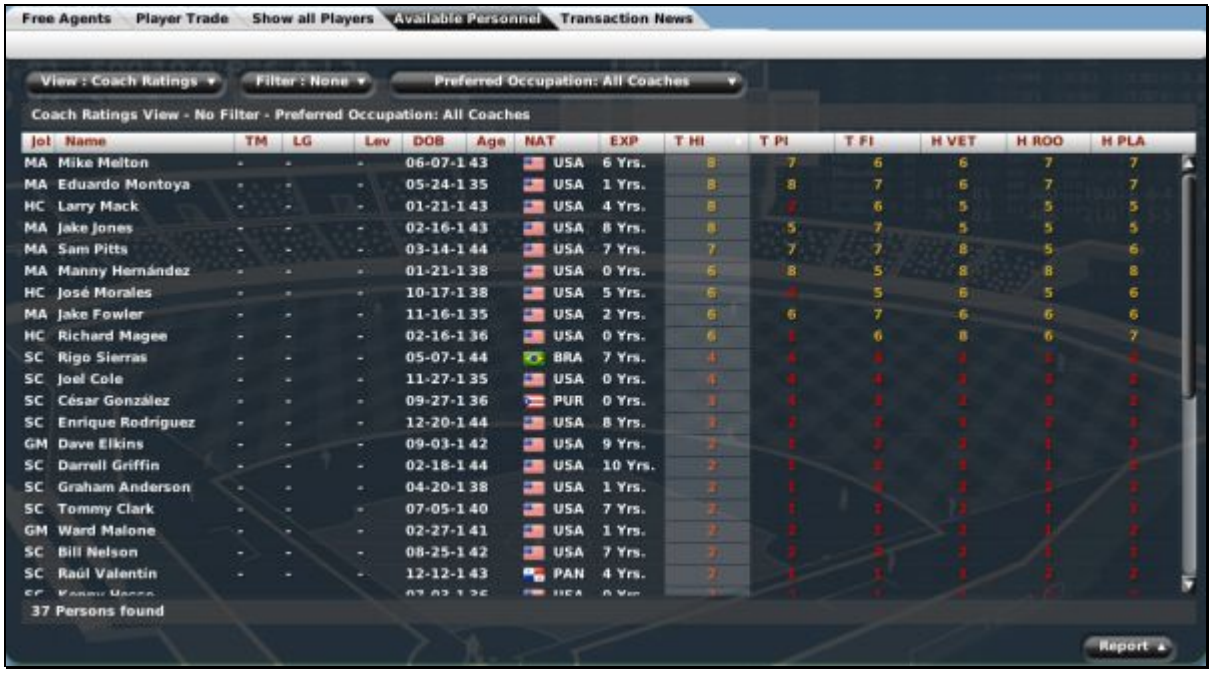
Commissioner Options

Commissioners have several additional options on this page:

Option	Description
Create Fictional Player	Allows you to create one or more fictional players. See Section 25.5.2 for more information on creating fictional players.
Import Historical Player	Allows you to import actual historical players from a historical database, one by one. See Section 25.5.4 for more information on importing historical players.

6.7.6. The Available Personnel Page

The Available Personnel page is where general managers come to look for new personnel to round out their team staffs. This page shows all personnel: coaches, scouts, and team doctors. Additionally, this page displays only available personnel. All personnel who are currently under contract are not displayed here.



On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

See Section 14.0, Coaches and Personnel, for more information on team personnel.

Commissioner Options

Commissioners have one additional option on this page:

Option	Description
Create Fictional…	Allows you to create one or more fictional personnel. See Section 25.5.3 for more information on creating fictional personnel.

6.7.7. The Transaction News Page

The Transaction News page is a source for information about transactions that have occurred throughout the selected league. This page is divided into three subpages: a News page, a Major Transactions log, and a Complete Transactions log.

The News subpage is nearly identical to the League News page described in Section 6.2.1. The difference is that this page uses the transaction filter. This means that, by default, this page will initially show only transaction-related messages.

The Major Transactions log and Complete Transactions log are in-game reports. We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about these transaction logs.

6.8. The History Page

The History page contains an almanac of sorts, tracking the full history of your league. There are two game pages here, showing the Hall of Fame and a list of retired players. These are described below. But the bulk of the History area consists of over twenty in-game HTML reports that provide a wealth of data on the history of your league.

6.8.1. The History Page

We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about the History page.

6.8.2. The Champions Page

The Champions page displays a graphic of the most recent team to win the league championship.

Figure 172 The Champions Page

All members of the championship team's 25-man roster are displayed on the right in alphabetical order. You can also use the Select Year drop-down in the upper right to view the champions for past years.

Note: Player pictures will continue to age on this screen, so if you look at the champions from 10 years ago, they will have aged 10 years. Think of it as a "reunion photo."

6.8.3. The Hall of Fame Page

The Hall of Fame page displays a list of all players who have been inducted into the Hall of Fame in the selected league. There are two subpages, one for position players and one for pitchers.

6.8.3.1. Hall of Fame Inductions

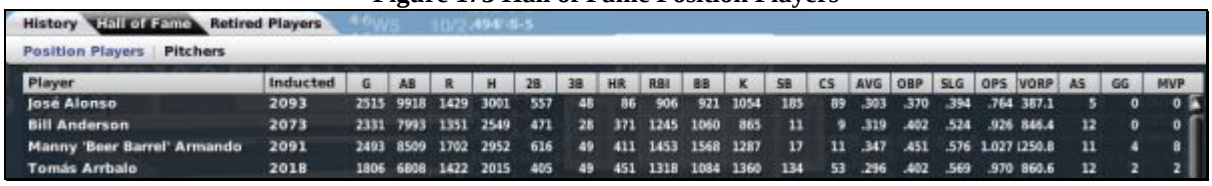
Only retired players can be inducted into the Hall of Fame. Players can be inducted into the Hall of Fame in two ways. First, a commissioner can manually induct a player. This is described in Section 25.5.7. Second, players can be automatically inducted based on thresholds set in the league setup. The Hall of Fame requirements are described in Section 3.4.9.10.

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

6.8.3.2. Position Players

The Hall of Fame Position Players subpage displays a list of all nonpitchers who have been inducted into the Hall of Fame in the selected league. Some statistical data is also displayed.

Figure 173 Hall of Fame Position Players



Player	Inducted	G	AB	R	H	2B	3B	HR	RBI	BB	K	SB	CS	AVG	OBP	SLG	OPS	VORP	AS	GG	MVP
José Alonso	2093	2515	9918	1429	3001	557	48	86	906	921	1054	185	89	.303	.370	.394	.764	387.1	5	0	0
Bill Anderson	2073	2331	7993	1351	2549	471	28	371	1245	1060	865	11	9	.319	.402	.524	.926	846.4	12	0	0
Manny 'Beer Barrel' Armando	2091	2493	8509	1702	2952	616	49	411	1453	1568	1287	17	11	.347	.451	.576	1.027	1250.8	11	4	8
Tomás Arrbalo	2018	1806	6808	1422	2015	405	49	451	1318	1084	1360	134	53	.296	.402	.569	.970	860.6	12	2	2

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.8.3.3. Pitchers

The Hall of Fame Pitchers subpage displays a list of all pitchers who have been inducted into the Hall of Fame in the selected league. Some statistical data is also displayed.

Figure 174 Hall of Fame Pitchers

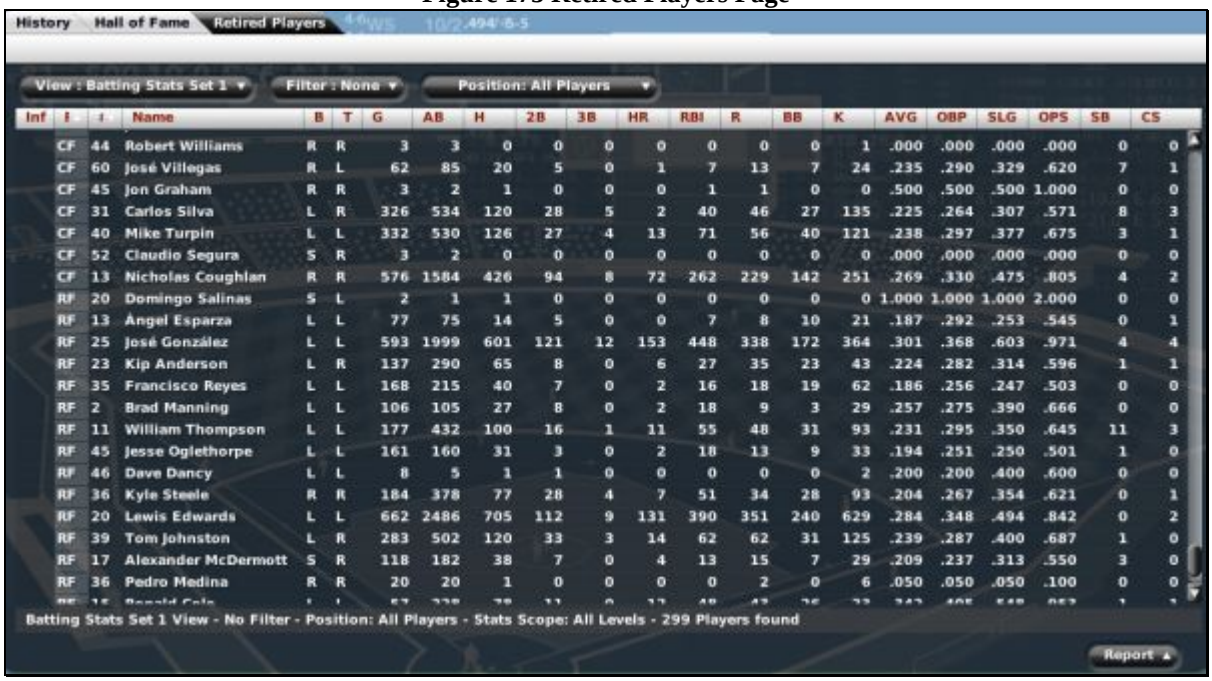
Player	Inducted	G	GS	W	L	SV	IP	HA	HRA	BB	K	CG	SHO	K/9	BB/9	WHIP	VORP	WIN%	ERA	AS	CYY
Rusty Alexander	2153	628	561	261	161	0	3914.0	3800	254	844	2676	43	17	6.15	1.94	1.19	878.4	.618	3.27	7	5
Alberto 'Cactus' Álvarez	2119	698	698	334	165	0	4554.0	3944	334	901	4031	28	10	7.97	1.78	1.06	1171.7	.669	2.85	14	7
George Austin	2068	554	549	248	140	0	3566.1	2910	271	916	3517	27	12	8.88	2.31	1.07	914.8	.639	2.92	9	1
Roberto 'Bow Wow' Balderas	2123	828	692	265	237	0	4624.0	4451	486	1228	2820	42	15	5.49	2.39	1.23	835.0	.528	3.72	7	2
Phil Bannatyne	2086	723	716	300	202	0	4405.2	4100	480	890	3630	18	7	7.42	1.82	1.13	905.7	.598	3.45	10	1

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

6.8.4. The Retired Players Page

The Retired Players page lists all players who have retired in the current league. This page behaves like most player lists in the game. On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as some of the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Figure 175 Retired Players Page



Inf	#	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
CF	44	Robert Williams	R	R	3	3	0	0	0	0	0	0	0	1	.000	.000	.000	.000	0	0
CF	60	José Villegas	R	L	62	85	20	5	0	1	7	13	7	24	.235	.290	.329	.620	7	1
CF	45	Jon Graham	R	R	3	2	1	0	0	0	1	1	0	0	.500	.500	.500	1.000	0	0
CF	31	Carlos Silva	L	R	326	534	120	28	5	2	40	46	27	135	.225	.264	.307	.571	8	3
CF	40	Mike Turpin	L	L	332	530	126	27	4	13	71	56	40	121	.238	.297	.377	.675	3	1
CF	52	Claudio Segura	S	R	3	2	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
CF	13	Nicholas Coughlan	R	R	576	1584	426	94	8	72	262	229	142	251	.269	.330	.475	.805	4	2
RF	20	Domingo Salinas	S	L	2	1	1	0	0	0	0	0	0	0	1.000	1.000	1.000	2.000	0	0
RF	13	Ángel Esparza	L	L	77	75	14	5	0	0	7	8	10	21	.187	.292	.253	.545	0	1
RF	25	José González	L	L	593	1999	601	121	12	153	448	338	172	364	.301	.368	.603	.971	4	4
RF	23	Kip Anderson	L	R	137	290	65	8	0	6	27	35	23	43	.224	.282	.314	.596	1	1
RF	35	Francisco Reyes	L	L	168	215	40	7	0	2	16	18	19	62	.186	.256	.247	.503	0	0
RF	2	Brad Manning	L	L	106	105	27	8	0	2	18	9	3	29	.257	.275	.390	.666	0	0
RF	11	William Thompson	L	L	177	432	100	16	1	11	55	48	31	93	.231	.295	.350	.645	11	3
RF	45	Jesse Oglethorpe	L	L	161	160	31	3	0	2	18	13	9	33	.194	.251	.250	.501	1	0
RF	46	Dave Dancy	L	L	8	5	1	1	0	0	0	0	0	2	.200	.200	.400	.600	0	0
RF	36	Kyle Steele	R	R	184	378	77	28	4	7	51	34	28	93	.204	.267	.354	.621	0	1
RF	20	Lewis Edwards	L	L	662	2486	705	112	9	131	390	351	240	629	.284	.348	.494	.842	0	2
RF	39	Tom Johnston	L	R	283	502	120	33	3	14	62	62	31	125	.239	.287	.400	.687	1	0
RF	17	Alexander McDermott	S	R	118	182	38	7	0	4	13	15	7	29	.209	.237	.313	.550	3	0
RF	36	Pedro Medina	R	R	20	20	1	0	0	0	0	2	0	6	.050	.050	.050	.100	0	0

Note: Players who retire are listed on the Retired Players page for any league that they have ever played in.

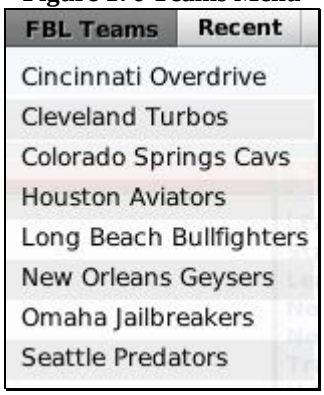
6.8.5. The Retired and Active Players Page

The Retired and Active Players page is essentially identical to the Retired Players page described in Section 6.8.4, except that it lists all players who have ever played in this league, active or retired. This is primarily designed to give you access to sortable statistics for the entire history of your league.

7.0 The Teams Menu

The Teams menu is your source for all information about a specific team. Team rosters, lineups, pitching staff, and more are stored within the Teams menu. The Teams menu includes a dynamically created drop-down list of all the teams in the selected league.

Figure 176 Teams Menu



Practically every task you perform as a general manager or manager will be done from within the Teams menu. This is especially true for minor league managers. As a general manager or manager, you can also look at the information for teams other than your own. However, you cannot make any changes, of course.

Note: If you don't see the teams you expect in the Teams menu, you've probably selected the wrong league. Use the League Drop-Down described in Section 1.6.2 to change the selected league.

7.1. The Team Home Page

The Team Home page is the landing point for visitors to a team. It is divided into two subpages that give access to in-game HTML reports about the team, information about the team's stadium, and additional options. It also includes links to web reports for a number of other team-specific areas.

7.1.1. The Team Home Page

We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about the Team Home page.

7.1.2. The Options & Ballpark Page

The Options & Ballpark page is where players can specify details about a team and its ballpark. The left side of the page has team editor functionality. The right side has ballpark information. This page also has a Scout action menu available, as described in Section 1.9.3.

Figure 177 Options & Ballpark Page

7.1.2.1. Team Editor

The left side of the page has limited team editor information for managers. There are a number of options available on this page.

Figure 178 Team Editor

Option	Description
City / Name	Allows you to edit the city name of the selected team.
Abbreviation	Allows you to edit the abbreviation of the selected team.
Nickname	Allows you to edit the nickname of the selected team.
Historical Team ID	For historical leagues, this is the unique team identifier used in the historical league data files. This number is not generated or maintained by OOTPB; it is controlled by the historical database you use.
Nation	Allows you to change the nation for the selected league. This has no effect on the league's nation setting, but this enables you to create teams that are not located in the league nation—for example, placing a team located in Toronto, Canada, in a U.S.-based league.
City Search / Select Exact City	Allows you to search for a specific city in the world database. To search for a city, type a city name in the text box, and then press Enter. All cities with matching names will appear in the Search Exact City drop-down. For example, if you type Springfield, all cities with the name Springfield will be available in the drop-down. Select the desired city from the drop-down. The cities available in the drop-down are based on the team's nation listed above. *Note: The search function is not extremely advanced. You cannot do partial matches. If your city name does not produce an exact match, it will not be found. For example, you cannot type "S" and find all cities beginning with that letter.*
Manage colors, logos, and textures	This button opens a separate window, described below, in which you can edit your team's colors, logos, and the textures of your ballcaps and jerseys.

Warning! *After making changes to any field on this page, you must hit the Enter key on your keyboard in order for the change to take effect.*

Commissioner Options

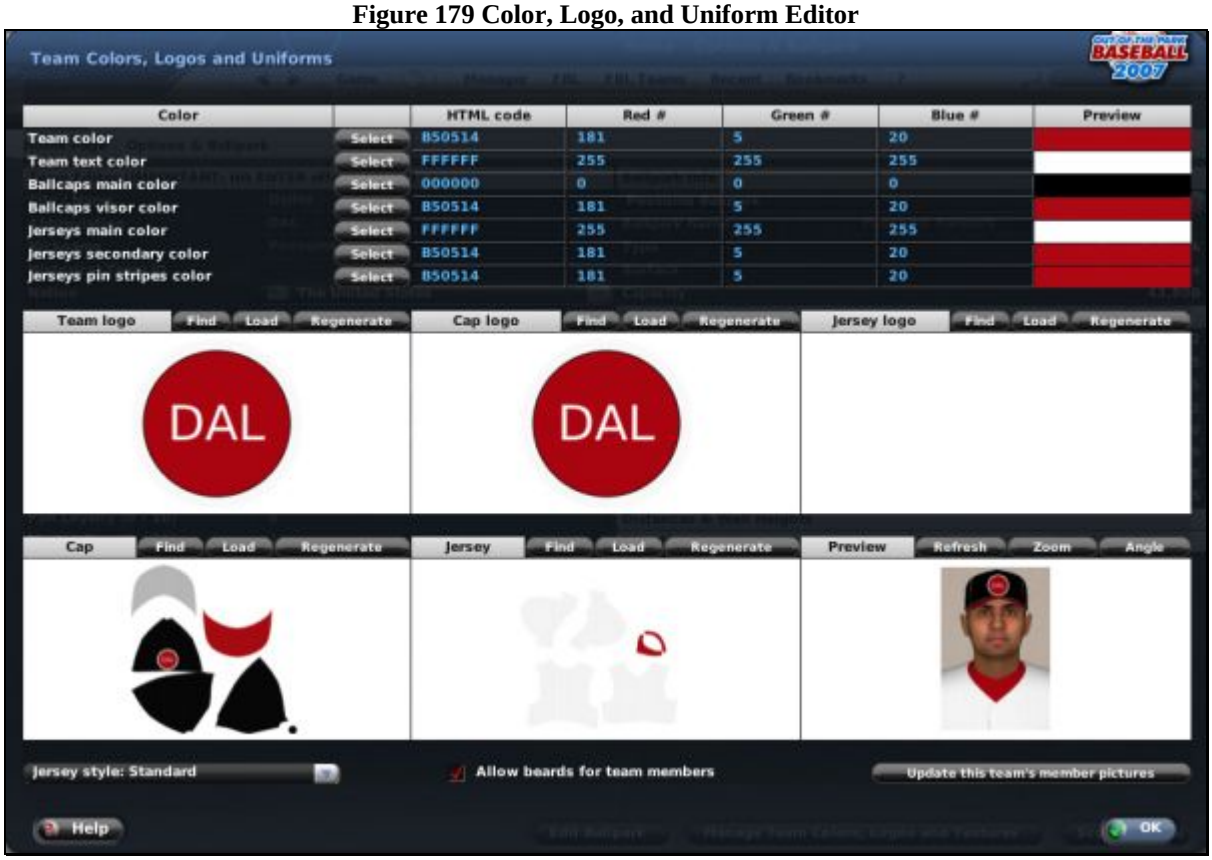
Commissioners also have access to more advanced team editing options on this page. Those aspects of the team editor are described in more detail in Section 25.4.3.

7.1.2.2. Team Colors, Logos and Uniforms

OOTPB 2007 features a built-in editor that allows you great flexibility in customizing your team's colors, as well as their caps and jerseys.

Note: Beyond the customization allowed here, you can also create your own custom logos, and cap and jersey textures in OOTP. See Section 26.0 for more information on customization.

Figure 179 Color, Logo, and Uniform Editor



The top half of the screen consists of seven different teams colors that are all customizable.

Color	Description
Team color	Used for the bulk of the logo color, if using an auto-created logo. Also the main color in the team's banner on reports, etc.
Team text color	Used for the text of the team's initials, if using an auto-created logo. Also used for text on various team reports.
Ballcaps main color	The color used for player caps
Ballcaps visor color	The color of the cap visor
Jerseys main color	The color of the main part of the jersey
Jerseys secondary color	The secondary color for the jersey, used in the undershirt
Jerseys pin stripe color	The color of the jersey pinstripes

Each of these colors has a "color picker" that can be accessed using the Select button.

Figure 180 Color Picker

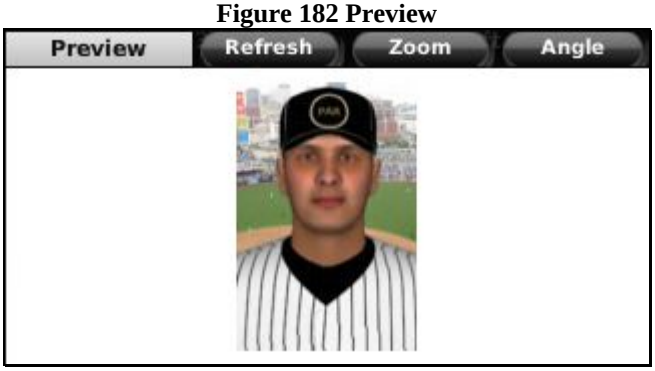
You can choose any color from the squares on the left, and fine-tune your choice with the two boxes on the right. If you are familiar with image terminology, you can define the specific weight of red, blue, and green, as well as control the amount of hue, saturation, and level.

In addition to the color picker, if you know the HTML "hex code" for your desired color, you can enter it directly into the HTML code box. When you are done choosing a value, it will be displayed in the Preview column.

OOTPB automatically generates team colors and logos for your team. However, you can also create your own custom logos. You can have separate logos for your team, your caps, and your jerseys. The bottom half of the screen consists of six separate editing windows.

Figure 181 Team Logo Editor

Figure 182 Preview



The six different editors are as follows:

Editor	Location	Description
Team logo	Top left	Edits the team logo, used in the game interface and on team reports.
Cap logo	Top middle	Edits the cap logo, used only on player caps
Jersey logo	Top right	Edits the jersey logo, used only on player jerseys
Cap	Bottom left	Edits the cap texture, the model FaceGen uses to apply the cap to fictional pictures
Jersey	Bottom middle	Edits the jersey texture, the model FaceGen uses to apply the jersey to fictional pictures
Preview	Bottom right	A sample to show you how fictional pictures will look with your current settings

Each editor window except for the Preview has several buttons.

Option	Description
Find	Looks for a logo file in your league folder, or the global logos folder matching your team's name. If one is found, it will be used. If not, a default logo will be used.
Load	Opens a file browser logo where you can select a custom logo of your choice. OOTPB will automatically resize your logo.
Regenerate	Deletes the current logo and redraws a new one based on your settings.
Zoom (Preview only)	Changes the zoom level for the sample.
Angle (Preview only)	Changes the angle of the sample.

There are also two menus at the bottom of the screen: Jersey Style and Update this team's member pictures.

Jersey Style defines the style of the team's jerseys. There are four default styles: Standard, Single-lined, Double-lined, and Stripes. If you choose to customize your jersey styles, the text "uses custom jersey" will be displayed.

There is also a checkbox that allows you to enable or disable player beards for this team.

The "Update this team's member pictures" button will immediately apply any changes you have made to your team logos, caps, or jerseys, to all of the fictional faces of players on this team. If you do not do this, changes you make here will not immediately be apparent on your player pictures, until the game has some reason to change their pictures, such as a change in weight or age.

7.1.2.3. Ballpark Info

The right side of the page has information about the selected team's ballpark. A team's ballpark can have a profound impact on a team's performance. Different parks have different strengths and weaknesses: You might not want to pay top dollar for that stud pitcher if he gives up a lot of fly balls and you play in a very shallow park that gives up a lot of home runs. Commissioners also have access to more advanced ballpark editing options on this page. Those aspects of the ballpark editor are described in more detail in Section 25.4.5.

There are three sections of ballpark information. The Ballpark Info section contains basic information about your team's ballpark.

Figure 183 Ballpark Info Section

Option	Description
Ballpark drop-down	This drop-down is enabled only if you are the commissioner. It allows you to change the ballpark used by the selected team.
Ballpark Name	The name of the ballpark used by the selected team. You can change the ballpark name here, if you want. *Note: Ballpark names are occasionally used in play-by-play commentary and in-game news. If your park name uses the word "The," then you should include this in the name here, or news articles might flow strangely. For example, if you want your park called "The Ballpark at Winona," then you should type exactly that in the Ballpark Name field.*
Type	The type of ballpark: Open, Retractable Roof, or Dome. Dome and retractable roof parks are less susceptible to the effects of weather. See Section 23.11 for more information on weather in OOTPB.
Surface	The playing surface of the selected ballpark. The surface can be grass or artificial turf. *Note: Artificial turf results in a slightly higher injury frequency, as well as slightly higher doubles totals.*
Capacity	The seating capacity of the ballpark.

The Ballpark Factors section contains information about hitting performance in the selected ballpark. Ballpark factors define how likely players are to get certain hits in a given ballpark, compared to the average. A ballpark factor of 1.000 is normal performance. If a factor is lower than 1.000, you can expect to see fewer of that type of hit. If a factor is over 1.000, you can expect to see more of that type of hit.

Figure 184 Ballpark Factors Section

Ballpark Factors	
AVG Overall	1.022
AVG LHB	1.035
AVG RHB	1.015
Doubles	1.052
Triples	1.100
Home Runs Overall	1.059
Home Runs LHB	1.065
Home Runs RHB	1.055

For example, in the above graphic, you can see that the triples factors is 10% above normal. This means that you can expect to see more triples in this ballpark. Ballpark factors do actually affect game calculations—they are not merely cosmetic!

The Distances & Wall Heights section describes how far it is from home plate to each part of the wall, and how high the wall is in those locations.

Figure 185 Ballpark Distances & Wall Heights

Distances & Wall Heights		
Direction	Distance	Wall Height
Left Line	321 ft	9 ft
Left Field	351 ft	9 ft
Left-Center	385 ft	9 ft
Center Field	416 ft	9 ft
Right-Center	377 ft	9 ft
Right Field	346 ft	9 ft
Right Line	314 ft	9 ft

These figures also impact the outcomes of plays in this park, such as judging whether or not a long ball will be a home run.

7.2. The Roster Page

The Roster page gives you a complete overview of your team's rosters of players. This page contains many options that allow you to customize the information in the manner that suits you best.

Figure 186 Roster Page

The bulk of the page is displayed in a spreadsheet format. Most columns on this page can be sorted by clicking on a column heading. Click on any player to view his Player Profile, described in Section 8.0.

On this page, you can also take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Right-click menus are also enabled on this page, meaning that you can right-click on any player and see a list of options and actions that pertain to that player.

The color of the player names in the roster and similar player lists changes depending on the player's fatigue or injury status.

Color	Fatigue Level
White	Not fatigued
Yellow	Tired
Orange	Injured (day-to-day)
Red	Injured (out)

See Section 13.10, Injuries, Fatigue, and Aging, for more information about injuries.

7.2.1. The Listed Players Drop-Down

By default, the Roster page shows only the players on your active roster. However, in the upper right corner is a Listed Players drop-down menu.

Figure 187 Listed Players Drop-Down

The Listed Players drop-down allows you to choose which players in your organization should be displayed on the Roster page. You can choose to view players on the active roster, the secondary roster, or all players in your organization. If you are looking at a affiliated league team, this drop-down is not available, and you can see only the active roster.

See Section 19.0, Roster Rules and Management, for more information on rosters.

Note: Even if you have changed the number of players on your secondary roster in your league configuration, this drop-down will still read "40-Man Roster."

Note: If your league does not have any affiliated leagues, then you will have only the option of viewing the active roster or the reserve roster.

7.2.2. The Info Column

One of the default columns in the data view is called Inf. It has small graphics that give player status information. Here are the graphics that can appear, and what they mean.

Graphic	Meaning
	Red Cross: Player is injured (out).
	Yellow Cross: Player is injured (day-to-day).
	Yellow Battery: Player is fatigued.
	Red Battery: Player is exhausted.
	Flame: Player is on a hot streak.
	Ice cube: Player is on a cold streak.

See Section 13.10, Injuries, Fatigue, and Aging, for more information about injuries and fatigue.

7.2.3. The Action Menu

The Action menu at the bottom of the page has two options.

Action	Description
Ask AI to set up complete Organization (or Team), Lineups, etc.	Instructs the members of your staff to reconfigure your entire organization (all levels) as they think best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades. ***Warning!*** *You have no chance to confirm this, so be careful.*
Ask AI to set up complete Minor League System	Instructs your staff to reconfigure just your minor leagues (all levels) in the same manner as above. Your major league team (parent league) will be left unchanged.

	Warning! *You have no chance to confirm this, so be careful.*
Fill team with fictional players (**Commissioner only**)	Automatically generates enough fictional players to fill out the entire roster of the team.

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

7.3. The Transactions Page

The Transactions page is a launching pad for several subpages that cover all sorts of roster transactions that a manager or general manager needs to master. It defaults to an overview subpage, but also includes subpages that address your disabled list, minor leagues, waivers / DFA, and a log of all transactions. Some or all of these might not be needed, depending on the configuration of your league.

This section refers to many different in-game transactions. While this part of the guide will cover the different in-game pages, please see Section 19.0, Roster Rules and Management, for more information on roster management.

To complete a transaction, just drag a player from one place to another. You can also use right-click menus to execute transactions on this page.

Additionally, on all transaction subpages except for the Transactions Log, a player name is sometimes followed by one or more symbols that provide important information about the player, usually regarding his roster status. A legend appears across the bottom of these pages. The symbols are defined below.

Symbol	Meaning
*	Player is on the secondary roster (see Section 19.3)
+	Player is out of minor league options (see Section 19.7)
#	Player is eligible for the Rule 5 Draft (see Section 19.5)
§	Player has the right to refuse minors assignments (see Section 19.8.2)

7.3.1. The Action Menu

The Action menu at the bottom of the page is identical throughout all the transaction subpages.

Action	Description
Minor League System Report	This button opens the Minor League System Report described in Section 11.43.
Ask AI to set up complete Organization (or Team), Lineups, etc.	Instructs the members of your staff to reconfigure your entire organization (all levels) as they think best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades. ***Warning!*** *You have no chance to confirm this, so be careful.*

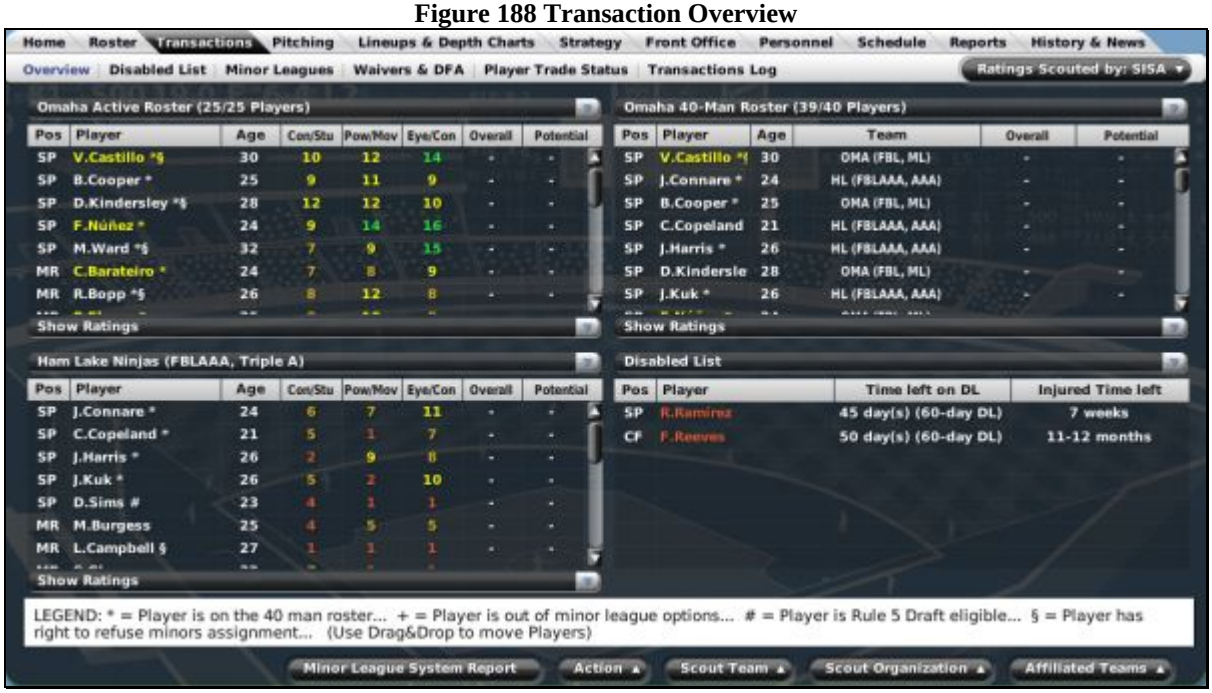
Ask AI to set up complete Minor League System	Instructs your staff to reconfigure just your minor leagues (all levels) in the same manner as above. Your major league team (parent league) will be left unchanged. ***Warning!*** *You have no chance to confirm this, so be careful.*
Fill team with fictional players (**Commissioner only**)	Automatically generates enough fictional players to fill out the entire roster of the team.

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

7.3.2. The Overview Subpage

The Overview subpage is a customizable page divided into four panes that gives you great flexibility to make roster moves.

Figure 188 Transaction Overview



Each of the four panes has a drop-down that lets you display one of the following lists:

- Any active, secondary, or reserve roster in the organization
- Your disabled list
- Your waiver list
- Your designated for assignment list

Any of these can be selected in any of the four panes.

Additionally, each pane has a drop-down that defines whether you want to view ratings or statistics for the players in that pane. If you choose to view player ratings, you can choose which scout's ratings you want to view from the Ratings Scouted by drop-down in the upper right.

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu.

See Section 19.0, Roster Rules and Management, for more information on rosters and transactions.

7.3.3. The Disabled List Subpage

The Disabled List subpage is very similar to the Overview subpage, but it has just two customizable panes. By default, these display your active roster on the left and your disabled list on the right.

Figure 189 Disabled List

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu.

See Section 19.9 for more information on the disabled list.

7.3.4. The Minor Leagues Subpage

The Minor Leagues subpage is very similar to the Overview subpage, but the four panes default to the top four minor leagues in your team's organization.

Figure 190 Transactions: Minor Leagues

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu. The Action menu on this page behaves identically to the one on the Overview subpage described Section 7.3.2.

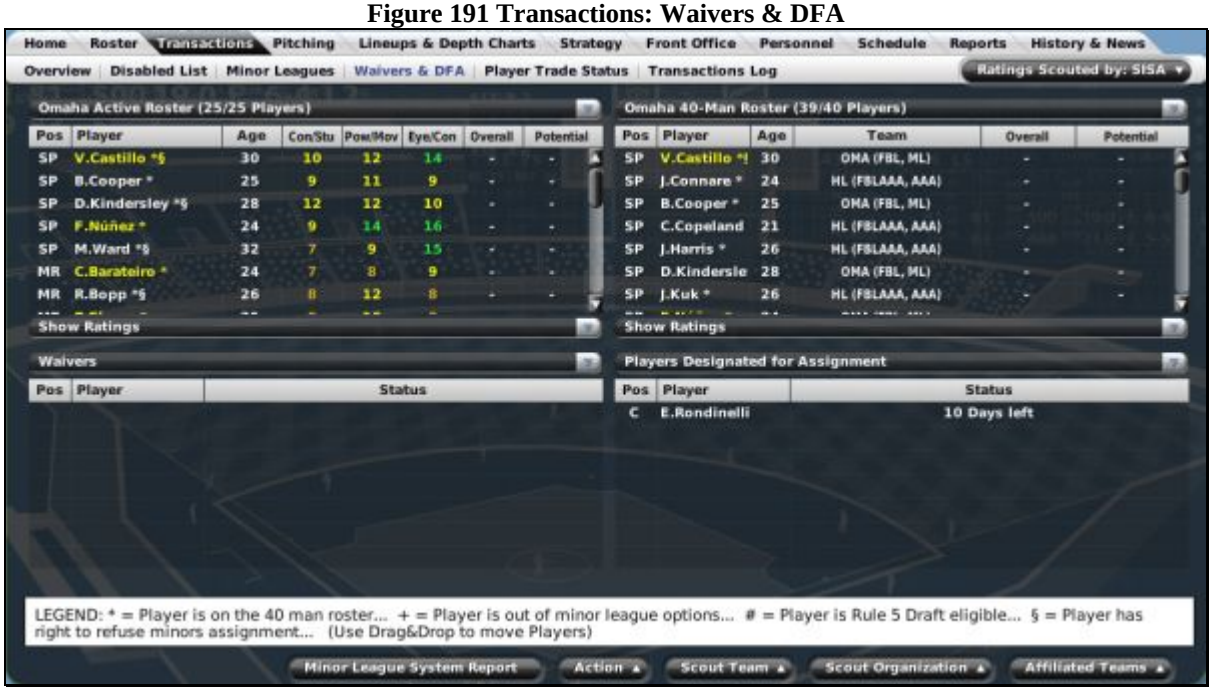
See Section 19.0, Roster Rules and Management, for more information on rosters and transactions.

Note: This subpage is not available if you do not have minor leagues.

7.3.5. The Waivers & DFA Subpage

The Waivers & DFA subpage is very similar to the Overview subpage, with four customizable panes. By default, the waivers list and DFA list are displayed in the two lower panes.

Figure 191 Transactions: Waivers & DFA



To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu.

See Section 19.0, Roster Rules and Management, for more information on rosters and transactions.

Note: This subpage is not available if you do not have minor leagues.

7.3.6. The Player Trade Status Subpage

OOTPB allows you to assign players to one of three different trade statuses: available, untouchable, or on the block. The Player Trade Status subpage is used primarily to view these different statuses, with untouchable players and your trading block shown in separate panes at the bottom of the screen by default.

Figure 192 Transactions: Player Trade Status

Trade statuses are covered in more detail in Section 17.4.

7.3.7. The Transactions Log

The Transactions Log is an in-game report described in detail in Section 11.10.

7.4. The Pitching Page

The Pitching page is where you can define pitching roles for the selected team. The Pitching page is divided into two panes, top and bottom. The top pane is a player list that functions very much the Roster page, with limited space. In the top pane, you can also take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Figure 193 Pitching Page

To complete a transaction on the Pitching page, just drag a player from one place to another. You can also use right-click menus to make moves on this page.

The bottom pane shows how your pitching staff is currently configured. If you choose to auto-play games (described in Section 22.0), the computer will use your pitching staff settings to determine when to use certain pitchers. Of course, if you actively manage your own games, you can make your own decisions.

The bottom pane is divided into six sections.

Section	Location	Description
Starting Rotation	Top left	Defines your team's starting pitchers. If auto-play is being used, the computer will rotate your starting pitchers in the order listed, based on the Rotation Settings (see below). *Note: The number of the pitcher scheduled to start next is highlighted by a white box.*
Rotation Settings	Bottom left	There are several Rotation Settings that help define how you want to use your starting rotation. • Click on Rotation Size to change the number of pitchers in your rotation. You can have between 3 and 6 pitchers in your rotation. As you click, the numbers will cycle. Keep clicking until you find the value you want. • Click on Next Starter to change which starter will pitch next. • There are two rotation modes to choose from. o Start Highest Rested Starter uses pitchers according to the order you have established. However, any time there is a rested starter with a higher rotation slot (lower number) than the currently planned starter, the higher pitcher will start. For example, if it is your #4 pitcher's turn to start, but the #1 pitcher is completely

		rested, the #1 pitcher will start instead, disregarding the order. o Strict Order starts pitchers in the specified order, regardless of fatigue level.
Spot Starters	Top middle	Spot starters are used a specific percentage of the time in place of the last person in your starting rotation. Edit the PCT box to specify a percentage. For example, if your spot starter #1 is set to 20%, then the Spot Starter will replace your last starter 20% of the time.
Middle Reliever	Middle	Middle relievers are used, unsurprisingly, in the middle of a game, after the starter is removed. Typically, they will not be used very late or very early in a game.
Mop-up Reliever	Bottom middle	Mop-up relievers are used primarily when the run differential in a game is very large, one way or another, or if the starting pitcher leaves a game very early, for example due to injury.
Set-up Reliever	Top right	Set-up relievers are used primarily in the 7th and 8th innings, as a "bridge" between middle reliever and the closer.
Closer	Bottom right	The closer is used primarily in the 9th inning of games that your team is winning.

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

Note: When using auto-play, your staff will also factor matchups, in-game situations, and the fatigue level of the pitcher into pitching decisions.

7.4.1. Making Pitching Staff Changes

To make changes to your pitching staff, drag pitchers from the top pane to the desired slot on the bottom pane. Pitchers can be placed in multiple sections at once, with the exception of the Starting Rotation. A pitcher in the Starting Rotation cannot be added to another section.

Alternatively, you can use right-click menus to make pitching assignments. The right-click menus on the page have a number of additional options.

Figure 194 Pitching Right-Click Menu

Note: Pitchers can be placed in any section regardless of their defined "role." For example, you can have a MR (middle reliever) in the Starting Rotation, or a CL (closer) in the Mop-Up Reliever section.

7.4.2. The Action Menu

The Action menu at the bottom of the page has three options.

Action	Description
Ask Bench Coach for Staff	Asks your bench coach to fill out your pitching staff. He will do so based on his own personal preferences.
Ask Manager for Staff	Asks your manager to fill out your pitching staff. He will do so based on his own personal preferences.
Clear Pitching Staff	Clears your entire pitching staff so that you can start fresh.

Warning! *You have no chance to confirm these options, so be careful.*

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

7.5. The Lineups and Depth Charts Page

The Lineups and Depth Charts page is where you define your lineups and depth charts for different game scenarios. This page has six subpages. The first four allow you to define your depth charts and lineups versus four different types of opponents: versus left-handed pitchers, versus right-handed pitchers, and the same again

for games that use the designated hitter rule. The other two subpages are an overview and a special 7-day lineup page.

7.5.1. About Lineups and Depth Charts

A lineup defines the order in which your players will bat against a certain type of opponent, and what positions they will be playing. As mentioned above, in OOTPB you can predefine your lineups against right- and left-handed pitchers, as well as for games with a designated hitter. If you're going to play out your games manually, configuring your lineups here isn't as important, because you'll always have the opportunity to set your lineups when you play your games.

Your depth chart defines who your starters are at each defensive position, and also defines substitutes, or "utility players," so that the computer will know what to do if one of your starters gets injured or must be replaced. Again, if you're going to play out your games manually, configuring your depth charts here isn't too important.

Lineup and Depth Chart settings are used by the computer when auto-playing games, as described in Section 22.0. If you choose to play out your games manually rather than auto-playing them, then configuring these screens is less important, since you will always have the option of changing your lineup when you start a game.

7.5.2. The "Versus" Subpages

The four "Versus" subpages of the Lineups & Depth Charts page all behave identically. These four subpages cover the following four scenarios:

- **Versus RHP**—Games versus right-handed pitchers that do not use the designated hitter rule
- **Versus LHP**—Games versus left-handed pitchers that do not use the designated hitter rule
- **Versus RHP + DH**—Games versus right-handed pitchers that do use the designated hitter rule
- **Versus LHP + DH**—Games versus left-handed pitchers that do use the designated hitter rule

Figure 195 Lineups "Versus" Page

The Versus subpages are divided into two panes, top and bottom. The top pane is a player list. You can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

The bottom pane shows your lineup, occupying about the left third of the screen, and your depth chart, occupying the right two-thirds.

7.5.3. Setting Your Lineup

To set your lineup, drag players from the top pane into the desired slot in the batting order. Next to each slot in the order is a Position drop-down. Choose the position you want the player to play from the drop-down. Repeat this process for all nine batting slots (eight if you are not using a designated hitter). Some other notes about the lineup page:

- Players displayed in green text on the top half of the screen are already in the lineup.
- If you drag a player from the top pane onto a slot that is already occupied, the player you dropped him on top of will be removed from the lineup.
- If you drag a player from the lineup onto a slot that is already occupied, the two players will switch slots in the lineups (but not positions).
- If you drag a player from the lineup onto the top pane, he will be removed from the lineup.

In addition to drag-and-drop, you can also use right-click menus to make lineup changes. Right-click on any player name, and you will see an option to insert or remove the player from the lineup.

Figure 196 Lineup Right-Click Menu

The lineups you have configured will be used by the AI any time you auto-play games. The AI will make any appropriate substitutions, such as due to injury, according to your depth chart settings. If you play in a league that does not use the designated hitter rule, there is no need to configure those lineups. But don't forget about interleague games or championship games that might use the rule!

7.5.3.1. Copying and Pasting Lineups

Many people use similar if not identical lineups for all four scenarios. To speed up the process of setting up all four scenarios, there are two options in the action menu at the bottom of the screen called Copy Lineup and Paste Lineup. You can use these to copy your lineup from one scenario to the next. For example, to copy your RHP lineup to the LHP subpage:

a. Go to the Versus RHP subpage.
b. Click on Action, then Copy Lineup.
c. Go to the Versus LHP subpage.
d. Click on Action, then Paste Lineup.

These steps make an exact copy of your Versus RHP lineup on the Versus LHP subpage. Using this copy/paste can really speed up configuration of your lineups.

7.5.3.2. Pinch Hitters

In OOTPB, your staff makes pinch-hitting decisions automatically during games that are auto-played. Which pinch hitter is used depends on a lot of factors: player quality, game situation, the player's personal strategic preferences, defined in Section 7.6.2, and others. For example, the computer usually won't waste a team's best available pinch hitter in the 6th inning with the bases empty. Of course, if you choose to play out your games, you control pinch hitting.

7.5.4. Setting Your Depth Charts

The depth chart portion of the screen lists each defensive position, except for pitcher, which is addressed on the Pitching page described in Section 7.4. If you choose to auto-play games, the computer will use your depth chart settings in the game. If you actively manage your own games, you can make your own decisions about who should play.

Figure 197 Depth Charts

POS	Depth Starter	Utility 1	Starts	Utility 2	Starts	Defensive Sub.
C	L. Sánchez	C. Pollard	If Starter tired			
1B	T. Fujii					
2B	H. Ríos	J. Brock	If Starter tired			J. Brock
3B	S. Miller	J. Brock	If Starter tired			
SS	R. Córdova	D. Jacobson	If Starter tired	J. Brock	Never	
LF	G. Ruiz	M. von Frankenl	If Starter tired	J. Guerrero	Never	
CF	P. Sánchez	M. von Frankenl	Ev. 7th Game	J. Guerrero	Never	
RF	D. Winfield	M. von Frankenl	If Starter tired	J. Guerrero	Never	

For each of the four game scenarios, you can define a starter, two utility players, and a defensive substitute for each defensive position.

A utility player is a backup player who plays on an as-needed basis. The AI might insert this player into the lineup due to injury, due to the starter being tired, or due to a pinch hitting situation, etc.

A defensive substitute is a backup player who is generally superior to the starter defensively, but typically weaker offensively. The AI will usually insert a defensive substitute late in games when your team has the lead, to try to protect that lead.

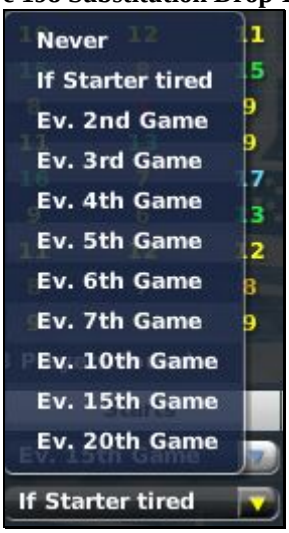
To set a depth chart, drag players from the top pane into the desired position in the depth chart. Some other notes about setting depth charts:

- If you drag a player from the top pane onto a spot that is already occupied, the player you dropped him on top of will be removed from the depth chart.
- If you drag a player from the depth chart onto another spot in the depth chart that is already occupied, the two players will switch spots in the depth chart.
- If you drag a player from the depth chart onto the top pane, he will be removed from the depth chart.
- Substitutes replace starters if the starter is tired, regardless of how often they are supposed to start. So, if you have your backup shortstop set to start every 5 games, and only 3 games have passed, but your starter is exhausted, then your backup shortstop will start in his place.

7.5.4.1. Setting Utility Players

To set a player as a utility player, drag him to the Utility 1 or Utility 2 box. When you do this, you will activate a drop-down menu next to the player that defines how frequently this substitute should start:

Figure 198 Substitution Drop-Down



The substitution options are defined below.

Option	Description
Never	Substitute will never start.
If starter is tired	Substitute will start any time the starter is tired. "Tired" is defined as being at less than 70% effectiveness.
Every X game	Substitute will start every X games.

Note: Even if a substitute does not start, he might be inserted as a late-game defensive replacement or in case of injury. It's always wise to define a substitute for each position.

7.5.4.2. Setting Defensive Substitutes

To set a player as a defensive substitute, drag him to the Defensive Sub. box. He will be used late in games, when your team has a lead, in order to try to protect that lead.

7.5.5. The Action Menu

The Action menu at the bottom of each of the Versus subpages has a number of options.

Action	Description
Copy Lineup	Copies the current lineup
Paste Lineup	Pastes the current lineup
Generate Depth Chart vs X based on this lineup	Sets up your depth chart for the selected pitcher/DH combination based on the lineup you have set forth. Use this when you want to create your depth chart based on your lineup, rather than the other way around.
Ask Bench Coach for Depth Chart & Lineup Versus X	Asks your bench coach to fill out the currently selected lineup and depth chart.
Ask Bench Coach for all Depth Charts & Lineups	Asks your bench coach to fill out all depth charts and lineups.
Ask Bench Coach for Lineup Versus X	Asks your bench coach to fill out the currently selected lineup.
Ask Bench Coach for Depth	Asks your bench coach to fill out the currently selected depth chart.

Chart Versus X	
Ask Manager for Depth Chart & Lineup Versus X	Asks your manager to fill out the currently selected lineup and depth chart.
Ask Manager for all Depth Charts & Lineups	Asks your manager to fill out all depth charts and lineups.
Ask Manager for Lineup Versus X	Asks your manager to fill out the currently selected lineup.
Ask Manager for Depth Chart Versus X	Asks your manager to fill out the currently selected depth chart.

Notes on these actions:

- Your staff members will fill out the depth chart based on their own personal strategy preferences. Their opinions might not match your own.
- Your staff will fill out the lineup based on your depth chart settings. If your depth charts are not complete, your staff members will use their personal strategy preferences to complete the task. Also, when you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.
- If a player goes out of the lineup due to injury, and a game is auto-played, the AI might rearrange your lineup as it sees fit. For example, if your #4 hitter goes down and gets replaced with a weaker, backup hitter, the AI might decide to bat the replacement in the #8 spot and move the other players up.

7.5.6. The Clear Menu

The Clear menu at the bottom of each of the Versus subpages has a number of options that let you quickly clear out the lineups and depth charts.

Action	Description
Clear all Lineups	Clears all lineups
Clear all Depth Charts	Clears all depth charts
Clear Lineups versus X	Clears just the currently selected lineup
Clear Depth Charts versus X	Clears just the currently selected depth chart

7.5.7. The Overview Subpage

The Overview subpage shows your lineups for all four "Versus" scenarios on one page. Some players might find it easier to set lineups for all four scenarios directly from this page. However, you cannot control your depth charts here.

Figure 199 Lineup Overview Subpage

The Overview subpage also has a number of additional actions available in the Action menu. These work just like those in the other Lineups subpages, but they allow you to ask your bench coach or manager to set any specific lineup or depth chart, or clear depth charts and lineups.

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

7.5.8. The 7-Day Lineups Subpage

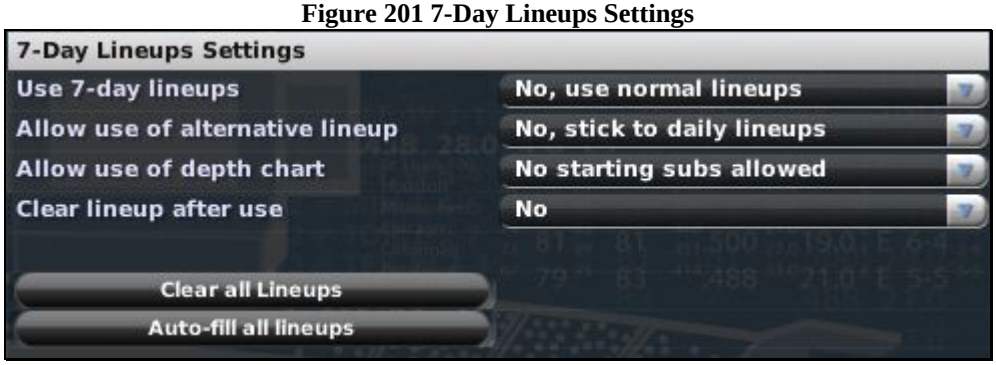
The 7-Day Lineups subpage is a great tool, particularly for online leagues. With 7-Day Lineups, you can manually set your lineup for each of the next seven calendar days. Since you can see your opponents and their projected starters, it gives you a great chance to make sure your best players are in the lineup for that big rivalry game.

Figure 200 7-Day Lineups

Lineup functionality behaves similarly to the other subpages. Drag players from the top left pane down into the lineup for the desired day. You can also use the Clear Lineup button to blank out a certain lineup. Additionally, the game gives you a "Paste Lineup vs X" button that will allow you to quickly paste in the lineup you configured for that particular game scenario.

There are several additional options in the top right pane of the screen.

Figure 201 7-Day Lineups Settings



Option	Description
Use 7-day lineups	Defines whether or not the 7-day lineups are used. The 7-day lineups will be used only if this value is set to YES.
Allow use of alternative lineup	Allows the AI to change your selected lineup "on the fly" if necessary. For example, let's say your Wednesday game is projected to be against RHP Brian Smith. However, on Tuesday your opponent's star LHP

	comes off the disabled list and gets inserted as the Wednesday starter. If you have this value set to YES, then the AI will change your lineup and play your Versus LHP lineup. If this is set to No, then your planned 7-day lineup for Wednesday will play regardless of any changes in your projected opponent.
Allow use of depth chart	Allows the AI to make changes to your defensive starters due to injury or fatigue. If this is set to No, the AI will play the starters in your depth chart even if they are fatigued. If this is set to Yes, the AI might change your lineup if your starters are fatigued.
Clear lineup after use	Clears the lineup for the selected day after the day is over. If set to No, then your daily lineup for each of the seven days will remain in effect for each week until you manually change them.
Clear all lineups	Clears all 7-day lineups. (This will not affect the lineups you might have configured on the Versus lineups subpages.)
Auto-fill all lineups	Fills all lineups for the current 7-day period with the appropriate Versus lineups. That is, if the projected starter is a RHP, then the game will put in your Versus RHP lineup, etc.

7.6. The Team Strategy Page

The Team Strategy page is where you can define your team's approach to baseball. The page is divided into two subpages: an overall strategy subpage where you set strategy for your entire team and a player strategy subpage where you can tailor individual player strategies.

Note: If you are playing out your games, the Team Strategy pages have little effect, since you are making the decisions yourself during each game.

7.6.1. The Overall Strategy Subpage

The Overall Strategy subpage allows you to set the tone for your entire team's play. The settings are a complex combination of options that will define how your team is managed when you auto-play games. You can choose to micromanage or just to set general guidelines.

Figure 202 Overall Strategy Page

The Overall Strategy subpage is an array of sliders, with contrasting strategies on either side. To set a preference, drag a slider to one side or the other. The page is divided into two halves, left and right. The left side sets your game, pitching / defensive, and substitution strategies, and can be defined for any number of game situations. The right side sets your Overall Roster Strategy. These settings do not change depending on the game situation. We'll cover each section separately.

7.6.1.1. The Game Strategy Time Drop-Down

The Game Strategy Time drop-down in the top left of the page allows you to define what time in a game you want to set strategies for. There are four times in the game for which you can set separate strategies: Innings 1–3, Innings 4–6, Innings 7–8, and Inning 9 + extra innings. The drop-down defaults to Innings 1–3.

For example, when Innings 1–3 is selected, you are setting the preferences you want your team to follow during the first three innings of a game. Again, these settings are relevant only when you are auto-playing a game (or this particular part of a game). If you are playing out a game, your decisions override whatever the settings might indicate.

7.6.1.2. The Game Score Situation Drop-Down

The Game Score Situation drop-down in the top left of the page allows you to define what game score situation you want to set strategies for. There are nine game score situations in the game for which you can set separate strategies:

- Leading by 4+, 3, 2, or 1 run (4 separate options)
- Tied game
- Trailing by 1, 2, 3, or 4+ runs (4 separate options)

In other words, when "Leading by 4+ runs" is selected, you are setting the preferences you want your team to follow when your team is leading by 4 or more runs. Again, these settings are relevant only

when you are auto-playing a game (or part of a game in which this situation exists). If you are playing out a game, your decisions override whatever the settings might indicate.

7.6.1.3. Game Strategy

The Game Strategy section allows you to define several basic strategic approaches to the game.

Strategy	Description
Stealing Bases	Defines the frequency with which players will steal bases.
Baserunning	Defines how aggressively your players will run the bases (attempt to stretch a single into a double, for example).
Use Hit & Run	Defines how frequently your team will use the hit & run play, in which one or more baserunners are put in motion before the ball is hit. The batter tries to make contact whether the pitch is a ball or strike. Hit & run plays can result in a runner going from first to third on a single, or even scoring from first on a double. This play is usually put on with a good contact hitter at the plate.
Use Run & Hit	Defines how frequently your team will use the run & hit play. This play is similar to the hit & run, except it is usually attempted with a fast runner on first, or someone who is good at stealing. The batter is given the option of hitting, knowing that the runner will be moving with the pitch.
Sacrifice Bunt	Defines how frequently your team will try to advance baserunners using the sacrifice bunt.
Bunt for a Hit	Defines how frequently your team will try to bunt for a hit.
Use Squeeze Bunt Play	Defines how frequently your team will try to score a runner from third base using a bunt.

7.6.1.4. Pitching & Defensive Strategy

The Pitching & Defensive Strategy section allows you to define several basic pitching and defensive strategies for the game.

Strategy	Description
Pitch Around	Defines how often your pitchers will pitch around elite hitters. Pitching around a hitter occurs when a pitcher throws primarily balls to a tough hitter, hoping that the batter will swing at a bad pitch and make an out.
Intentional Walk	Defines how often your pitchers will intentionally walk elite hitters.
Hold Baserunners	Defines how hard your pitchers will try to prevent runners from leading off a base or stealing.
Guard Lines	Defines how often your team will guard the lines defensively. Teams that are guarding the first and third base lines are less likely to give up extra-base hits.
Play Infield In	Defines how often your team will play the infield in. Teams playing the infield in are more likely to prevent a run from scoring on an infield ground ball.
Play Corners In	Defines how often your team will play the corners in. Teams playing the corners in are more likely to foil a bunt attempt.
Use Infield Shift	Defines how often your will use the infield shift. An infield shift is a configuration in which three infielders play on the “pull” side of the infield against a very strong pull hitter, to reduce the batter’s chance of getting a base hit.

7.6.1.5. Substitution Strategy

The Substitution Strategy section allows you to define several approaches to substitutions in the game.

Strategy	Description
Use Pinch Runners	Defines how often a slow baserunner will be replaced with a faster runner.
Pinch Hit for Position Players	Defines how often a position player will be replaced with a pinch hitter.
Pinch Hit for Pitchers	Defines how often a pitcher will be removed in favor of a pinch hitter.
Hook Starting Pitchers	Defines how quickly a starting pitcher will be pulled from the game if he starts to falter.
Hook Relievers	Defines how quickly a reliever will be pulled from the game if he starts to falter.
Favor L / R Matchups	Defines how frequently a pitching change will be made to place a left-handed pitcher against a left-handed batter, and vice versa.

7.6.1.6. Overall Roster Strategy

The Overall Roster Strategy section, on the right, is primarily important for computer-controlled teams.

The Overall Roster Strategy section defines the personality of computer-controlled teams. These settings affect all computer decision-making regarding rosters.

You can change these values for human-controlled teams. However, they will almost never be used, since human general managers make most of the decisions that would be impacted by these settings. These settings might also be relevant if you are managing a minor league club, to understand the strategy and personality of the big league management team.

While the left side of the page has all kinds of combinations depending upon the game situation, the Overall Roster Strategy does not change based on the game situation. There are five options in this section.

Strategy	Description
Favor Veterans / Prospects	Determines whether the team's management prefers veterans or younger players.
Favor Pitching / Hitting	Determines whether the team's management prefers pitching or hitting.
Favor Defense / Offense	Determines whether the team's management prefers defense or offense.
Favor Speed / Power	Determines whether the team's management prefers speed or power.
Favor AVG / OBP	Determines whether the team's management prefers batting average or on base percentage.

Note: Staff members have their own particular strategic preferences as well. See Section 14.0, Coaches and Personnel, for more information.

7.6.1.7. The Action Menu

The Action menu at the bottom of the page has three options.

Action	Description
Ask Bench Coach for Strategy	Selecting this asks your bench coach to set the strategy for the currently selected combination of Game Strategy Time and Game Score Situation.
Ask Manager for Strategy	Selecting this asks your manager to set the strategy for the currently selected combination of Game Strategy Time and Game Score Situation.

Reset Strategy	Selecting this sets all sliders to the middle position for the currently selected combination of Game Strategy Time and Game Score Situation.

Note: Your staff members will fill out the strategy based on their own personal strategy preferences. Their opinions might not match your own.

7.6.1.8. The Copy Current Strategy Menu

The Copy Current Strategy menu at the bottom of the page has three options.

Option	Description
Copy to all times & situations	Copies the settings currently shown on the page to all Game Strategy Times and Game Score Situations.
Copy to all times	Copies the settings currently shown on the page to all Game Strategy Times.
Copy to all situations	Copies the settings currently shown on the page to all Game Score Situations.

Use these options to quickly replicate your preferences through the different situations and times.

7.6.1.9. Changing Your Strategies

That was a lot of information, but how do you actually change your strategies? To set your strategies, use the following steps:

1. Select one combination of Game Strategy Time and Game Score Situation.
2. Change the sliders as necessary to set your strategy.
3. If necessary, use the Copy Current Strategy menu to copy your settings to other times or situations.
4. Repeat for another combination of Game Strategy Time and Game Score Situation.

That's all. There are 36 possible combinations of Game Strategy Time and Game Score Situation. If you don't relish setting all of them individually, you can take advantage of your staff by asking for their help as well.

Note: Remember, if you are going to play out your games, there is no reason for you to set all these strategies.

7.6.2. The Player Strategy Subpage

If you enjoyed setting team strategies for every conceivable scenario, then the Player Strategy subpage will be right up your alley. If you have a lightning-fast runner and want to give him the green light every time he reaches base, you can set that preference here. Worried that your aged starter won't last the whole season? Put him on a limited pitch count here.

Figure 203 Player Strategy Subpage

The Player Strategy subpage is another two-paned page. The top pane is a player list. You can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9, as well as the common action menus described in Section 1.10. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

The bottom pane starts out blank. To set a player's strategy, drag the player onto the bottom pane of the page to reveal his strategy options.

There are four sections in which to set player strategies, two each for batting and pitching. Each player has both batting and pitching settings. Of course, you don't need to set pitching strategies for hitters if you don't want to.

Note: If you don't have a designated hitter in your league, it's a good idea to set hitting strategies for your pitchers.

7.6.2.1. Offensive Strategy Settings

There are six offensive strategy settings.

Setting	Description
Mode	There are two modes you can choose from. • With Adjust to Team Strategy Settings, the player will ignore his personal strategic preferences and use the team strategic preferences instead. • With Override Team Strategy Settings, the player will ignore the team strategic preferences in favor of his personal strategic preferences.
Stealing Bases	Defines the frequency with which the player will attempt to steal bases.
Baserunning	Defines how aggressively the player will run the bases (attempt to stretch a single into a double, for example).

Hit & Run	Defines how frequently the player will use the hit & run play, in which one or more baserunners are put in motion before the ball is hit. The batter tries to make contact whether the pitch is a ball or strike. Hit & run plays can result in a runner going from first to third on a single, or even scoring from first on a double. This play is usually put on with a good contact hitter at the plate.
Sacrifice Bunt	Defines how frequently the player will try to advance baserunners using the sacrifice bunt.
Bunt for Hit	Defines how frequently the player will try to bunt for a hit.

7.6.2.2. Pinch-Hit Settings

There are two pinch-hit settings.

Setting	Description
Never lift for a pinch hitter	Check this box when you never want to pinch hit for the selected player. This setting is typically used for elite hitters.
Never use as a pinch hitter when tired	Check this box to prevent the computer from putting in a tired player to pinch hit. This setting is used in cases where you put someone on the bench to rest him, and you don't want him to become fatigued by playing in the game.

Note: In previous versions of OOTP, you could specify your preferred pinch hitters. In OOTPB, your staff makes this decision automatically, inserting the best hitter for the situation.

7.6.2.3. Pitching Strategy Settings

There are three pitching strategy settings.

Setting	Description
Mode	There are two modes you can choose from. • With Adjust to Team Strategy Settings, the player will ignore his personal strategic preferences and use the team strategic preferences instead. • With Override Team Strategy Settings, the player will ignore the team strategic preferences in favor of his personal strategic preferences.
Hook as Starter	Defines how quickly the computer will pull this pitcher when used as a starter.
Hook as Reliever	Defines how quickly the computer will pull this pitcher when used as a reliever.

7.6.2.4. Pitch Count Limit

A pitch count limit is simply a number. Once a pitcher reaches his pitch count limit, he will be replaced in the game. Pitchers will not be removed in the middle of an at-bat due to pitch count limits. Actually, the computer will often elect to remove a pitcher before an at-bat that would likely put him over his pitch count limit. For example, if you have a pitcher on a 100-pitch limit, and a new batter is coming up with that pitcher at 97 pitches, the computer might elect to relieve him at that time.

7.7. The Front Office Page

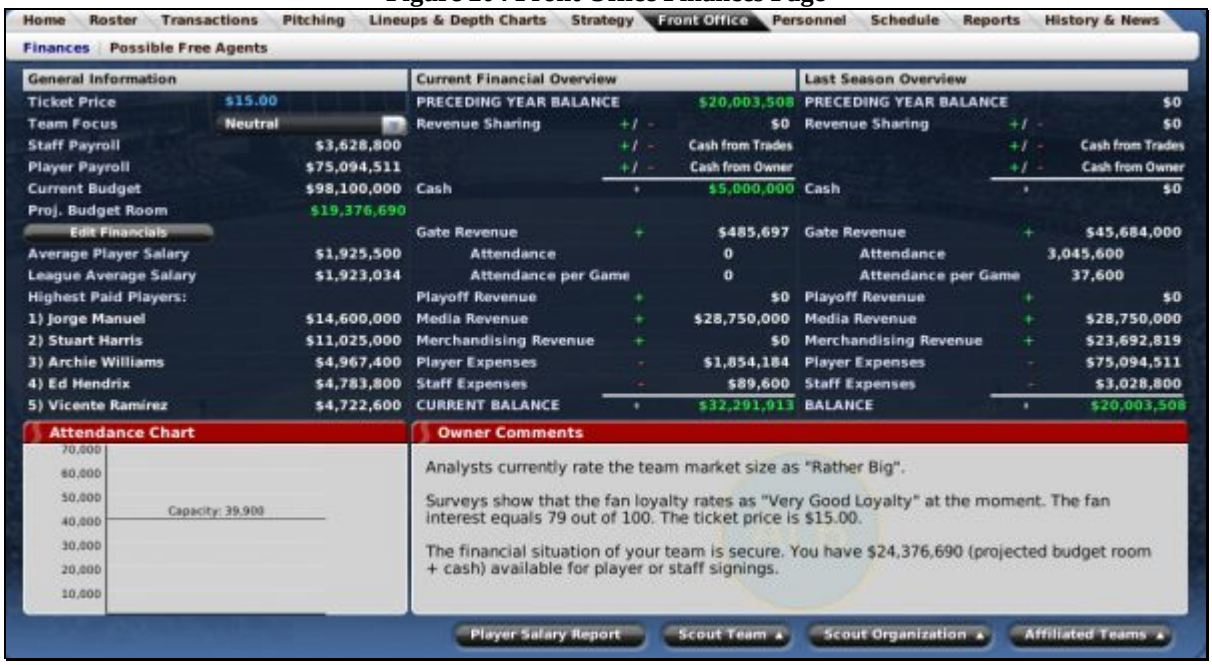
The Front Office page contains two subpages: one with an overview of your team's financial situation and another with a list of players who are due to become free agents at the end of the current season.

For more information about the team financial model, see Section 18.1.

7.7.1. The Finances Subpage

The Finances subpage provides a comprehensive overview of your organization's financial situation. This page is entirely informational. There are no options on this page that you, as a general manager, can change. However, several of the common action menus described in Section 1.10 are available.

Figure 204 Front Office Finances Page



The Finances subpage consists of five separate panes, three across the top and two on the bottom.

7.7.1.1. General Information

The top left pane contains general information about your team's payroll and budget.

Figure 205 General Information

Value	Description
Ticket Price	The cost for a ticket at games in your ballpark. This can be edited by the team's manager.
Team Focus	Each team can set a team focus. There are three focuses: • Neutral – default setting • Win Now! – teams with this setting are typically willing to spend more money to put their team "over the top" and win the championship • Rebuild – teams with this setting are typically looking to trade for younger, less expensive players to begin the rebuilding process
Staff Payroll	The sum of your staff's current year salaries. *Note: This number includes the salaries of any staff in affiliated leagues in your organization.*
Player Payroll	The sum of your players' current year salaries. This does not include any expenses incurred if you release a player. Those are reflected in the Player Expenses value.
Current Budget	Your current budget. Depending on your league settings, this could be an amount set by your owner, or the total team revenue.
Proj. Budget Room	An estimate of your projected budget at the end of the current season. Broadly, Projected Budget Room is the difference between the Current Budget and the projected expenses of the team over the entire season. Projected budget room is calculated by this formula: Current Budget - [player payroll / total # of games in season * number of games left in season] - [staff payroll / total # of games in season * number of games left in season] - player expenses - staff expenses **Sample Calculation** Current Budget = $128,812,914 Staff Payroll = $3,840,000 Player Payroll = $106,726,956 Number of games in season: 162 Number of games remaining in season: 74 Staff Expenses = $6,773,018 Player Expenses = $65,307,611 Proj. Budget Room = $128,812,914 - [$106,726,956/162*74] - [$3,840,000/162*74] - $6,773,018 - $65,307,611 = $6,226,392 The Projected Budget Room in this case is $6,226,392.
Average Player Salary	The average player salary on your team this year.
League Average Salary	The average player salary throughout the league this year.
Highest Paid Players	A list of the top 5 highest-paid players on your team this season.

Note: The payroll information resets on the first day of the offseason.

7.7.1.2. Current Financial Overview

The top middle pane contains financial information for the current season, laid out in a way so that it should be relatively clear how the figures add up.

Figure 206 Current Financial Overview

Value	Description
PRECEDING YEAR BALANCE	This is the amount of cash left over from the previous season, the starting point for the current season.
Revenue Sharing	Revenue from last season's revenue sharing, if any.
Cash from Trades	Any cash received or paid out in trades during the current season.
Cash from Owner	Any cash infusion received from the owner. This can happen periodically, depending on how the owner is feeling.
CASH	The sum of the top four values, your current cash.
Gate Revenue	Money received from ticket sales so far this season.
Attendance / Attendance per Game	Attendance figures for your home games. In general, gate revenue equals attendance times ticket price. However, this may not be the case if you have changed ticket prices, or if you are giving the visiting team a share of the gate.
Playoff Revenue	Cash received from playoff ticket sales this season.
Media Revenue	Revenue from media contracts.
Merchandising Revenue	Revenue from merchandising contracts.
Player Expenses	Player salaries paid so far this season. *Note: This also includes the full remaining salaries of any players you waive/release.*
Staff Expenses	Staff salaries paid so far this season. *Note: This also includes the full remaining salaries of any staff you fire.*
Current Balance	The current balance of all the above.

Many of the values in this section are defined by the configuration of your league, especially the financial rules described in Section 3.4.8.6. revenue values are affected by the way in which your

league was configured, or by market conditions such as team market size, fan loyalty, fan interest, and ticket prices. As a general manager, you can have little effect on these numbers. But in many cases, the better your team performs, the brighter your team's financial future will be.

Note: The financial information resets on the first day of the offseason.

7.7.1.3. Last Season Overview

The top right pane contains the Last Season Overview page. This is identical to the Current Financial Overview pane, except in that it shows the final numbers from the previous season, for comparison.

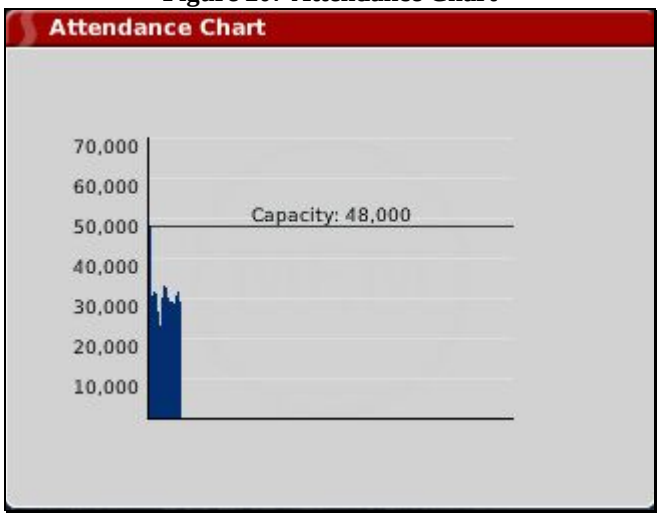
Note that the BALANCE at the bottom of the Last Season Overview equals the PRECEDING YEAR BALANCE that starts out the Current Financial Overview section.

Note: In the first year of any franchise, the prior year's financial data is random. You have no control over these values. However, you can adjust your financial situation if you wish by making modifications to your team's financial situation in commissioner mode.

7.7.1.4. Attendance Chart

The Attendance Chart is a graph that shows the attendance at your team's home games throughout the course of the season. A horizontal line marks the capacity of your stadium.

Figure 207 Attendance Chart



7.7.1.5. Owner Comments

The Owner Comments box contains several important pieces of information from the owner of your team, describing the market and team financial situation. The Owner Comments are only visible if you are the manager of that team, or the commissioner.

Figure 208 Owner Comments

Value	Description
Market size	Describes the size of your team's market. Bigger markets mean more potential fans, greater merchandising potential, and bigger media contracts.
Fan loyalty	Describes how loyal your fans are. Loyal fans mean better and more consistent attendance, even when your team isn't performing well.
Fan interest	Describes the level of fan interest in your market. Higher fan interest means better attendance and merchandising revenue.
Ticket price	The ticket price per seat in your stadium. Ticket revenue equals attendance times your ticket price.
Financial situation	An overview of the team's financial situation. Generally speaking, you will receive a favorable report here as long as the team is turning a profit.
Available for signings	A dollar figure for how much money is available to sign free agents or new staff members. The calculation for money available for signings is: (Projected budget room + cash), up to the salary cap if there is one

7.7.2. The Possible Free Agents Subpage

The Possible Free Agents subpage gives a straightforward list of players who are due to become free agents at the end of the season. This page is almost identical to the Upcoming Free Agents subpage described in Section 6.7.2.3, except that it shows only players on the selected team.

Figure 209 Front Office Possible Free Agents Subpage

7.7.2.1. Player Salary Report

All pages in the Front Office section of the game have a Player Salary Report action button. This button opens the Team Salary Report described in Section 11.38.

7.7.2.2. The Action Menu

This screen has an action menu with one option:

Option	Description
Offer all minor league free agents minor league contract extensions	Offers minor league contract extensions to any players on this list who are approaching minor league free agency. This is only needed if you have minor league free agency enabled, but this is a quick way to extend multiple players at once. It's particularly helpful if you are managing an organization with many minor leagues.

7.8. The Personnel Page

The Personnel page lists all your team personnel, along with each staff member's key characteristics.

Figure 210 Team Personnel Page

The Personnel page lists each staff member on your team, along with his age, years of experience, current salary, and the year through which he is signed. There is also a Task area that shows when a scout is currently on the job.

See Section 14.0, Coaches and Personnel, for more information about these important members of your management team. See Section 15.0, Scouting, for more information about scouts.

7.9. The Schedule Page

The Schedule page is an HTML report that is described in Section 11.24.

7.10. The Reports Page

The Reports page consists of a number of in-game reports that contain important data regarding your team's ratings, statistics, finances, and so forth. We have elected to describe all in-game reports in Section 11.0. Please see that section for screen shots and more detail about the team Reports page.

7.11. The History & News Page

The History & News page consists of two subpages that show team news and history.

7.11.1. Team History

The Team History subpage is part of OOTPB's historical in-game reports. The Team History subpage consists of a number of in-game reports that contain important data regarding your team's ratings, statistics, finances, and so forth. We have elected to describe all historical in-game reports in Section 12.0. Please see that section for screen shots and more detail about the Team History subpage.

7.11.2. News

The News subpage is a source for information about news articles that are relevant to the selected team. It is nearly identical to the League News page described in Section 6.2.1. The difference is that this page shows only articles that involve the selected team.

8.0 The Player Profile

The Player Profile is your main source for information about a specific player. If you've been reading through this guide, you've already seen it referred to a number of times. That's because practically every reference to a player in the game is hyperlinked. Just click on a name, and you are taken straight to the Player Profile. Like many of the other areas of the game, the Player Profile consists of a number of pages, accessed by tabs at the top of the page.

The Player Profile holds a massive amount of information for each player: ratings, contract information, scouting reports, statistics, and a history of news involving the player.

8.1. Common Player Profile Action Menus

Four action menus appear at the bottom of almost every page in the Player Profile section: Action, Scouting, Set Position To... and Shortlist. The Scouting action menu is described in Section 1.10.2. The other three are described below.

8.1.1. The Action Menu

The Action menu at the bottom of all Player Profile pages has up to seven options, depending on the situation.

Option	Result
Open Player Profile	Returns you to the main Profile. If you're already there, it does nothing.
Shortlist Player	Adds the player to the manager's shortlist. See Section 5.9.2 for more information on shortlists.
Offer Contract / Extension	This option changes depending on the status of the player and manager. It will say Offer Contract if you are looking at a free agent. If you are looking at a player on your team, it will say Offer Extension. See Section 18.3 for more information on player contracts and extensions. *Note: This option will not be available if you look at a player who is under contract to another team.*
Set Game Strategy	This option takes you to the Player Strategy subpage. See Section 7.6.2 for more information.
Scouting	This option contains a submenu with the option to quick-scout or scout the player with any of your scouts. See Section 15.0 for more information on scouting.
Trade Options	This option contains a submenu with trade options, described more fully in Section 17.0.
Transaction	This option contains a submenu with the option to perform a roster transaction on this player, if he is under contract to your team. See Section 19.0 for more information on transactions. *Note: This option will not be available if you look at a free agent or a player who is under contract to another team.*
RETIRE player (**Commissioner only**)	Forces the player to retire.

8.1.2. The Set Position To . . . Action Menu

A manager can use the Set Position To . . . action menu to change the default position of one of his players. To change a player's position, select a new position from this menu. See Section 13.9 for more information about player positions and roles.

8.1.3. The Select Uniform Number Action Menu

You can use this to manually define the player's uniform number. Uniform number is completely cosmetic.

8.1.4. The Picture Action Menu

The Picture action menu is described in Section 1.10.5.

8.1.5. The Shortlist Button

Clicking the Shortlist button adds the player to the manager's shortlist. See Section 5.9.2 for more information on shortlists.

8.2. Common Player Profile Drop-Downs

A number of drop-down menus are repeated in various places in the Player Profile. These menus are described below.

8.2.1. The Ratings Scouted By Drop-Down

Any time you view a page in the Player Profile that includes ratings, there will be a drop-down in the upper right called the Ratings Scouted by drop-down. Use this drop-down to select which scout's ratings you would like to view. See Section 15.0, Scouting, for more information.

8.2.2. The View Drop-Down

The View drop-down is not used to create custom views. Instead, this drop-down is used in player statistics pages. On hitting statistic pages, this drop-down switches your view between basic and expanded batting statistics. On pitching statistic pages, there are four options to choose from: basic pitching stats, opponents' batting stats, expanding pitching stats, and expanded pitching stats 2.

8.2.3. The League Scope Drop-Down

The League Scope drop-down allows you to choose to view statistics from only one league level. See Section 3.4.6, The Structure Page, for more information about league levels.

8.2.4. The Batting / Pitching vs. Team Drop-Down

The Batting / Pitching vs. Team drop-down allows you to see the player's performance against a specific team in the current league. Choose a specific team to see the currently selected player's historical results against that team.

8.2.5. Splits and Double Splits Drop-Downs

The Splits drop-downs found in the Player Profile allow you to specify statistics versus left-handed or right-handed hitters or pitchers. The Double-Splits drop-downs behave like those described in Section 1.9.6.

8.3. The Player Profile Page

The Player Profile page itself is divided into three subpages: the profile, contract & status information, and scouting reports.

8.3.1. The Profile Subpage

The Profile subpage holds the main summary of a player's information. It contains demographic data, health status, ratings, and some basic statistics. It also uses many of the common action menus described in Section 8.1, and the Ratings Scouted by drop-down, described in Section 8.2.1.

Figure 211 Player Profile Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

The page is divided into eight sections.

8.3.1.1. Personal Details

The top left corner of the page displays a player's personal details. Most of this information is determined by the game at the time a player is created.

Figure 212 Personal Details

The following information is available in the Personal Details pane:

Option	Description
First/Last Name	The first and last name of the player.
Nickname	The player's nickname. Not all players will have nicknames. Certain players, most noticeably high-profile players, will have nicknames when they arrive in the league.
Uniform Number	The player's uniform number.
Height / Weight	Although height and weight have no direct impact on player performance, they do affect the appearance of the player if you are using fictional pictures. Players with a higher BMI (body mass index) will appear noticeably heavier. Player weight can change over time.
Date of Birth / Age	The age of a player is relevant, primarily due to player aging. See the section on Player Aging for more information.
City of Birth	The place where a player was born. This value can have an impact on contract negotiations, since some players would prefer to play near their hometowns. It's rarely a huge factor, but it definitely is part of the equation. Not all players feel strongly about their hometowns.
Nationality	The player's nationality. In general, this has little impact on the game. However, players tend to view managers of the same nationality in a slightly more positive vein.
Bats / Throws	The "handedness" of a player impacts the game directly, in terms of how a player performs in certain situations.
Position	This is the player's primary position. Players can be capable of playing more than one position. See Section 13.9 for more information on player positions and roles.
Team	The player's current team. The team name is also a hyperlink to the Team

	Home page, as described in Section 7.1.
Nationality / Local Popularity	The national or local popularity rating of a player. See Section 13.12 for more information on Player Popularity.
Morale	The current morale level of the player. See Section 13.13 for more information on Player Morale. *Note: You might not see this value on the screen if you have disabled player morale on the Player Options page described in Section 4.4.2.1.*

8.3.1.2. Health Status

The bottom left pane on the page shows a player's health status. This pane has a few extra options when the current player is a pitcher. Additional health information is also available when a player is injured.

Figure 213 Health Status

Option	Description
Show Morale	Click the Show Morale link to display the player's Morale Status instead of Health Status.
Status	Overall description of a player's health.
Diagnosis	Description of any injury the player has. See Section 13.10.1 for more information on injuries.
Recovery Time	The current estimate of how long the player will be injured.
Disabled List Status	If the player is on a disabled list, the number of days remaining in the disabled list assignment. See Section 19.9 for more information on disabled lists.
Pitches (today through 5 days ago)	How many pitches the player has thrown in the past few days.
Rest Status	A description of how tired the player is. The lower the percentage, the more tired the player is. Tired players are at higher risk for injury and perform at a lower level. This fact is especially true for pitchers. See Section 13.10 for more information on fatigue.

8.3.1.3. Morale Details

The bottom left pane on the page defaults to showing the player's health status. However, by clicking the Show Morale link, you can instead display some detailed information about the player's morale.

Figure 214 Player Morale Details

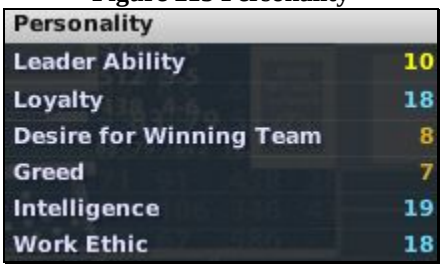
Option	Description
Show Status	Switches the display back to showing the player's health status
Team Performance	Measure of the player's satisfaction regarding team performance
Team Transactions	Measure of the player's satisfaction regarding team transactions
Player Performance	Measure of the player's satisfaction regarding his own performance
Role on Team	Measure of the player's satisfaction regarding his role on the team
Expected Role	Measure of the player's satisfaction regarding his expected role

For more information on player morale, see Section 13.13.

8.3.1.4. Personality

The Personality section shows the player's current ratings in personality areas. See Section 13.11 for more information on player personality.

Figure 215 Personality



Note: You might not see this value on the screen if you have disabled player personalities on the Player Options page described in Section 4.4.2.1.

8.3.1.5. Defensive Ratings

The Defensive Ratings section shows the player's current ratings in key defensive categories, based on the player's position. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view. See Section 13.5, Defensive Ratings, for more information about what these ratings mean.

Figure 216 Defensive Ratings

Players can have defensive ratings at multiple positions.

8.3.1.6. Basic Batting / Pitching Ratings

The Basic Batting / Pitching Ratings section shows the player's current ratings in key batting or pitching categories, based on the player's position. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view.

Figure 217 Basic Batting and Pitching Ratings

See Section 13.0, The Player Rating Model, for more information about what these ratings mean.

8.3.1.7. Other Ratings

The Other Ratings section shows the player's current ratings in a number of other categories. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view.

Figure 218 Other Ratings

Pitchers have an additional section here that displays the different pitches a pitcher throws. See Section 13.0, The Player Rating Model, for more information about what these ratings mean.

8.3.1.8. Statistics

The bottom right of the Player Profile contains several lines of statistics for the player. The top part has current season statistics. For hitters, four lines are included: current season totals, versus left-handed pitchers, versus right-handed pitchers, and projected numbers for the whole season. Much more detailed statistics can be found on the Batting (Section 8.5), Pitching (Section 8.6), and Fielding Stats (Section 8.6.5) pages.

Figure 219 Statistics

Split	Team	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS	VORP
2156 Season	ARL	93	383	67	125	19	4	12	45	188	28	36	12	7	.326	.379	.491	.870	32.0
2156 VS. Left	ARL	40	91	23	36	1	3	5	12	58	5	8	0	0	.396	.429	.637	1.066	-
2156 VS. Right	ARL	86	292	44	89	18	1	7	33	130	23	28	0	0	.305	.364	.445	.810	-
Projected	ARL	152	627	110	205	31	7	20	74	310	46	59	20	11	.327	.380	.494	.875	52.3
Past 3 yrs.	**Team**	**G**	**AB**	**R**	**H**	**2B**	**3B**	**HR**	**RBI**	**TB**	**BB**	**K**	**SB**	**CS**	**AVG**	**OBP**	**SLG**	**OPS**	**VORP**
2153	CIN (AAA)	60	211	36	65	13	3	7	40	105	24	28	8	6	.308	.374	.498	.872	22.5

The bottom part of this section contains statistics for the past few completed seasons.

8.3.2. The Contract & Status Subpage

The Contract & Status subpage includes personal information, as well as important pieces of information about the player's contract and roster status. It also uses many of the common action menus described in Section 8.1.

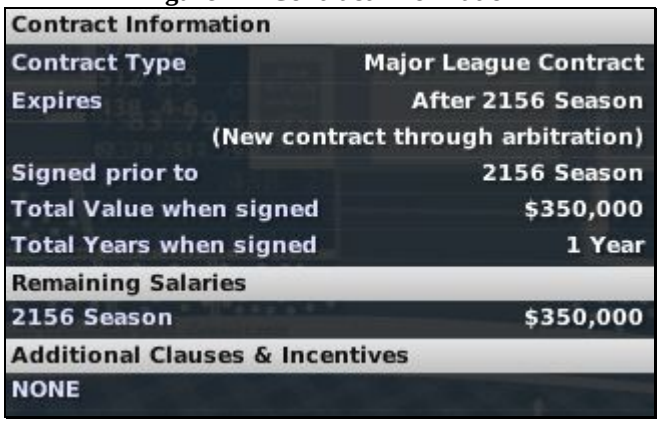
Figure 220 Player Contract & Status Subpage

This subpage is divided into five main sections. However, the two on the left, Personal Details and Health Status, are identical to the Profile subpage, as described in Sections 8.3.1.1 and 8.3.1.2. The remaining three sections are devoted to showing contract and roster status information.

8.3.3. Contract Information

The Contract Information section displays data about the currently selected player's current contract.

Figure 221 Contract Information



The following information is displayed.

Option	Description
Contract Type	Describes whether the contract is a major league or minor league contract.
Expires	Shows when the current contract expires. This will also show additional information about whether the player is arbitration- or free agent-eligible.

Signed Prior To	Shows when the current contract was signed.
Total Value When Signed	The total dollar value of the current contract, including all years, even those that have passed.
Total Years When Signed	The total years of the contract, including those that have already passed.
Remaining Salaries	Any salary for future years in the player's current contracts.
Additional Clauses & Incentives	Any special clauses or incentives that are in the player's current contract.

See Section 18.3 for more information on how player contracts work.

Note: If the player you are reviewing is a free agent, that information will be displayed in this area.

8.3.4. Extension Information

The Extension Information section is very similar to the Contract Information section, but there is information here only if you have signed a player to a contract extension. Once the extension takes effect, the extension becomes the current contract, and this section becomes blank again.

Figure 222 Contract Extension Information

See Section 18.3.10 for more information on how contract extensions work.

8.3.5. Roster Status Information

The Roster Status Information section includes very important information about a player's roster status. This information is essential for any general manager to make smart roster and contract decisions.

Figure 223 Roster Status Information

Option	Description

Player Expectation	The player's current expectation for his role on the team. See Section 13.13.2 for more information on player expectations.
Trade Availability	The player's current trade status. See Section 17.4 for more information on trade statuses.
Major League Service Time	A count of the years and days of major league service time the player has accumulated. See Section 18.4 for more information on service time.
Time on Secondary Roster	A count of the years and days the player has spent on the secondary roster. See Section 18.4 for more information on service time.
Time as a Professional	A count of the years and days the player has been in professional baseball. See Section 18.4 for more information on service time.
Rule 5 Draft Eligibility	Defines whether the player is eligible for the Rule 5 draft. See Section 19.5 for more information on the Rule 5 draft.
Minor League Options	How many minor league options the player has remaining. See Section 19.7 for more information on minor league options.
Salary Arbitration Status	Defines whether the player will be eligible for salary arbitration. See Section 18.6 for more information on salary arbitration.

Note: Depending on your league configuration and whether the player is under contract, not all these options might be visible.

See Section 19.0, Roster Rules and Management, for more information on what these terms mean.

8.3.6. The Scouting Reports Subpage

The Scouting Reports subpage shows ratings for the currently selected player, if scouting is turned on. This page is divided into two parts: ratings reports on the top half, and overall reports on the bottom half. It also uses many of the common action menus described in Section 8.1.

Figure 224 Scouting Reports Subpage

The top half of the page contains your player's key ratings—batting ratings for position players, and pitching ratings for pitchers. One row of data is displayed for each scouting report you have on the player. The bottom half of the page includes an overall current rating and an overall potential rating. These ratings are on a 20–80 scale, compared to other players in the league at the same position.

Section 15.0, Scouting, has more detailed information about scouting reports and how to use this page.

8.4. The Player Ratings Page

The Player Ratings page shows more detail about a player's ratings in a number of areas. It also uses many of the common action menus described in Section 8.1, and the Ratings Scouted By drop down, described in Section 8.2.1.

Figure 225 Player Ratings Page

The page is divided into eight sections. However, the two on the left, Personal Details and Health Status, are identical to the Profile subpage, as described in Sections 8.3.1.1 and 8.3.1.2.

See Section 13.0 for more information on the player rating model.

8.4.1. Defensive Ratings

The Defensive Ratings section lists player ratings in fielding / defensive areas. Players are rated in all defensive areas, even if the rating pertains to a different position, such as Catcher Ability.

See Section 13.5, Defensive Ratings, for more information on defensive ratings.

8.4.2. Batting Ratings

The Batting Ratings section lists player ratings in hitting areas. Players are rated in all areas, even if the player is a pitcher.

See Section 13.3, Batting Ratings, for more information on batting ratings.

8.4.3. Other Offensive

The Other Offensive section lists player ratings in other offensive areas such as base stealing and bunting. Players are rated in all areas, even if the player is a pitcher.

See Section 13.6, Other Ratings, for more information on other offensive ratings.

8.4.4. Position Ratings

The Position Ratings section lists overall player defensive ratings at specific positions. A player with no rating at a certain position has a hyphen in the column for that position.

See Section 13.5.5, Rating at Position, for more information on position ratings.

8.4.5. Pitching Ratings

The Pitching Ratings section lists player ratings in pitching areas. Players are rated in all areas, even if the player is not a pitcher.

See Section 13.4, Pitching Ratings, for more information on pitching ratings.

8.4.6. Other Pitching

The Other Pitching section lists player ratings in other pitching areas such as velocity and the kinds of pitches the pitcher can throw. Players are rated in all areas, even if the player is not a pitcher.

See Section 13.4, Pitching Ratings, for more information on other pitching ratings.

8.5. The Batting Stats Page

The Batting Stats page is just what it sounds like—a way to see all the hitting statistics for a particular player. This page is divided into five subpages: Career, Current Year Batting Splits, Current Year Game Log, Batting vs. Pitchers, and Streaks & Records. Together, these pages give you access to a player's detailed hitting history throughout his professional career.

The Batting Stats page uses many of the common action menus described in Section 8.1, and the common drop-downs described in Section 8.2.

8.5.1. The Career Batting Stats Subpage

The Career Batting Stats subpage contains a year-by-year register of hitting statistics for a player's entire professional career, including any leagues in which he played.

Figure 226 Career Batting Stats Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.5.2. The Current Year Batting Splits Subpage

The Current Year Batting Splits subpage contains a wealth of statistical data about the selected player's hitting during the current year.

Figure 227 Current Year Batting Splits Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.5.3. The Current Year Game Log Subpage

The Current Year Game Log subpage displays statistics for every game in the current season in which the player had at least 1 at-bat.

Figure 228 Current Year Game Log Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.5.4. The Batting vs. Pitchers Subpage

The Batting vs. Pitchers subpage is a list of pitchers in the league and how the currently selected player has performed against each of them. A pitcher is listed only if the player has at least 1 at-bat against him.

Figure 229 Batting vs. Pitchers Subpage

The statistics shown on this page are fairly simple: at-bats, hits, home runs, and batting average. This list includes all pitchers the hitter has ever faced, including pitchers from other leagues and retired pitchers.

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.5.5. The Streaks Subpage

The Streaks subpage contains a list of a hitter's active and ended hitting streaks, across all leagues.

Figure 230 Batting Streaks Subpage

The top right of the subpage shows any currently active hitting streaks. The bottom half shows past streaks that have ended. Each streak also includes the number of games in the streak, the league in which the streak occurred, and the starting and end dates of the streak. Active streaks show only the start date.

The following batting streaks are tracked: hitting, scoring, home runs, and RBI.

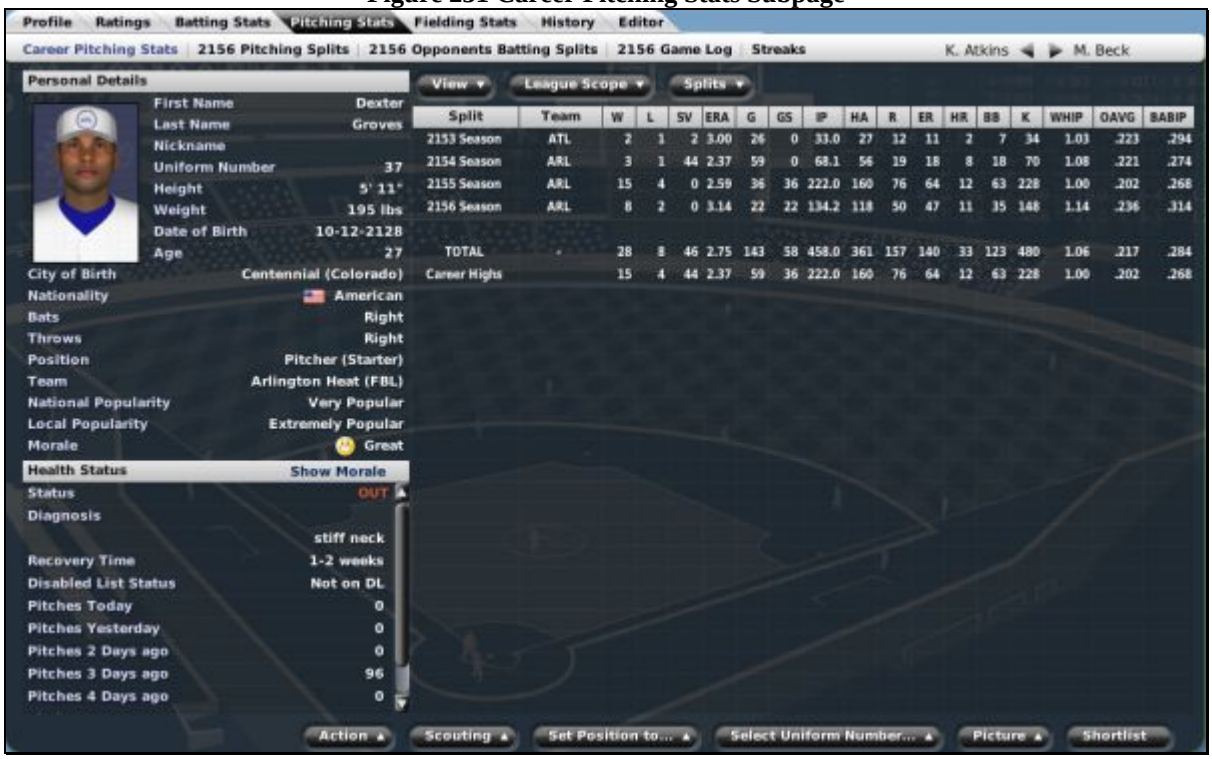
8.6. The Pitching Stats Page

The Pitching Stats page is just what it sounds like—a way to see all the pitching statistics for a particular player. This page is divided into five subpages: Career, Current Year Pitching Splits, Current Year Opponent Batting Splits, Current Year Game Log, and Streaks & Records. Together, these pages give you access to a player's detailed pitching history throughout his professional career.

8.6.1. The Career Pitching Stats Subpage

The Career Pitching Stats subpage contains a wealth of statistical data about the selected player's pitching career.

Figure 231 Career Pitching Stats Subpage



If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.6.2. The Current Year Pitching Splits Subpage

The Current Year Pitching Splits subpage contains a wealth of statistical data about the selected player's pitching during the current year.

Figure 232 Current Year Pitching Splits Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.6.3. The Current Year Opponent Batting Splits Subpage

The Current Year Opponent Batting Splits subpage behaves exactly like the Current Year Batting Splits subpage, except that instead of showing the player's statistics, this shows how opponents performed against the currently selected pitcher.

Figure 233 Current Year Opponents Batting Splits Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.6.4. The Current Year Game Log Subpage

The Current Year Game Log subpage displays statistics for every game in the current season in which the player had at least 1 inning pitched.

Figure 234 Current Year Game Log Subpage

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.6.5. The Streaks Subpage

The Streaks subpage contains a list of a pitcher's active and ended pitching streaks, across all leagues.

Figure 235 Pitching Streaks Subpage

The top right of the subpage shows any currently active pitching streaks. The bottom half shows past streaks that have ended. Each streak also includes the number of games in the streak, the league in which the streak occurred, and the starting and end dates of the streak. Active streaks show only the start date.

The following streaks are tracked: winning, losing, undefeated, and saves.

8.7. The Fielding Stats Page

The Fielding Stats page is just what it sounds like—a way to see all the fielding statistics for a particular player. This page is divided into two subpages: Career and Current Year Fielding Stats. Together, these pages give you access to a player's complete track record as a professional fielder.

8.7.1. The Current Year Fielding Stats Subpage

The Current Year Fielding Stats subpage shows how a particular player has performed in the field during this season.

Figure 236 Current Year Fielding Stats Subpage

The League Scope drop-down behaves identically to the similar drop-downs on other statistics pages. This page is somewhat different, in that there can be more than one row of data per year for the player. For each game that a player plays at a given position, a new row is generated. For example, if Joe Smith played 2B, SS, and 3B at various times during the 2007 season, there would be three rows of data for 2007 for Joe Smith.

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.7.2. The Career Fielding Stats Subpage

The Career Fielding Stats subpage shows how a particular player has performed in the field throughout his career.

Figure 237 Career Fielding Stats Subpage

The League Scope drop-down behaves identically to the similar drop-downs on other statistics pages. This page is somewhat different, in that there can be more than one row of data per year for the player. For each game that a player plays at a given position, a new row is generated. For example, if Joe Smith played 2B, SS, and 3B at various times during the 2007 season, there would be three rows of data for 2007 for Joe Smith.

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.8. The Real Life Stats Page

The Real Life Stats page is only available when you are playing a historical league with real-world players. This page includes the complete statistical history of the historical player for your reference. It is divided into three subpages: batting, pitching, and fielding.

Figure 238 Real Life Stats Page

If you are unfamiliar with any of the abbreviations used on this page, see Section 34.3, Statistics and Abbreviations.

8.9. The History Page

The History page tracks the history of an individual player in OOTPB. It includes three subpages: Accomplishments, News Involving Player, and the SION Player Page.

8.9.1. The Accomplishments Subpage

The Accomplishments subpage shows a list of accolades the currently selected player has received. The subpage is divided into two panes, top and bottom.

Figure 239 Accomplishments Subpage

The top half of the page shows a list of awards the player has won, including any weekly, monthly, or annual awards. Below the awards are a list of totals for each category. For example, it might say that the player has been voted Player of the Week 5 times.

The bottom half of the page shows the player history. This is a list of notable events in the player's history. Some of the events that might be included in the player history include:

- Initial draft information
- Injuries
- All-Star nominations
- Postseason awards
- Contract or trade information
- SISA scouting reports
- Notable in-game performances, such as 5 hits in a game or shutouts pitched
- Player milestones/accomplishments, such as the player's 1,000th hit, 1,000th RBI, etc.

8.9.1.1. Edit History

You can also manually edit player history to add notes of your own creation. To edit a player's history, click on the Edit History button. This will turn on the editor function.

Figure 240 Editing Player History

To add a row of history, use the cursor to move to a new line in the text box. You must first enter a date in the format YYYYMMDD, for example 20070325 for March 25, 2007. If you fail to do this, the game will be unable to record the history, and the change will not be saved.

OOTPB will also attempt to enter hyperlinks. For example, if you type in a complete team name, the game will automatically create a hyperlink to that team's home page.

Once you have entered your new history, just click the save button.

8.9.2. The News Involving Player Subpage

The News Involving Player subpage behaves similarly to the Manager News page described in Section 5.3. However, this page will show only news articles that involve the currently selected player.

Note: You cannot delete messages on this page.

8.9.3. The SION Player Page

The SION Player page is an in-game HTML report described in Section 11.8.1.

8.10. The Player Editor

The Player Editor is available only to commissioners, and is described in Section 25.4.1.

9.0 The Person Profile

The Person Profile is your main source for information about a specific member of your team personnel. It's the coach version of the Player Profile. Most references to coaches and personnel in the game are hyperlinked to the Person Profile. The Person Profile is a great deal simpler than the Player Profile, however, consisting of just two pages.

9.1. Common Person Profile Action Menus

Two action menus appear at the bottom of each page in the Person Profile section: Action and Shortlist.

9.1.1. The Action Menu

The Action menu at the bottom of all Person Profile pages has five options.

Option	Result
Open Person	Returns you to the main Person Profile. If you're already there, it does nothing.

Profile	
Shortlist Person	Adds the person to the manager's shortlist. See Section 5.9.2 for more information on shortlists.
Offer Contract / Extension	This option changes depending on the status of the person and manager. It will say Offer Contract if you are looking at an unemployed person. If you are looking at a person who is already employed, it will say Offer Extension. See Section 14.10 for more information on coach and personnel contracts and extensions. *Note: This option will not be available if you look at a person who is under contract to another team.*
Fire Person	This option immediately fires the currently selected person. You will receive a confirmation message before the firing occurs. See Section 14.10.2 for more information on firing personnel.
Appoint as...	This option allows you to reassign the person to another job in your organization. See Section 14.10.3 for more information on reassigning personnel.

9.1.2. The Picture Action Menu

The Picture action menu is described in Section 1.10.5.

9.1.3. The Shortlist Button

Clicking the Shortlist button adds the player to the manager's shortlist. See Section 5.9.2 for more information on shortlists.

9.2. The Coach Profile & Ratings Page

The Coach Profile & Ratings page is where you can view most key information about a person. This page has all the common Person Profile action menus described in Section 9.1.

Figure 241 Coach Profile & Ratings Page

The Coach Profile & Ratings page is divided into six sections, three columns of two sections each.

9.2.1. Personal Details

The Personal Details section behaves identically to the Personal Details section of the Player Profile described in Section 8.3.1.1, except that batting, throwing, and position preferences are not given. In their place, the person's normal occupation is displayed.

9.2.2. Contract Status

The Contract Status section in the lower left contains basic information about the person's current contract status. If the person has been signed to an extension, this fact will be noted. See Section 14.10 for more information on personnel contracts and extensions.

9.2.3. Managing Ratings

The Managing Ratings section lists key managing skills and the currently selected person's ratings in those skills. See Section 14.1 for more information on personnel ratings.

9.2.4. Scouting Ratings

The Scouting Ratings section lists key scouting skills and the currently selected person's ratings in those skills. See Section 14.1 for more information on personnel ratings.

9.2.5. Coaching Ratings

The Coaching Ratings section lists key coaching skills and the currently selected person's ratings in those skills. See Section 14.1 for more information on personnel ratings.

9.2.6. Doctor Ratings

The Doctor Ratings section lists key medical skills and the currently selected person's ratings in those skills. See Section 14.1 for more information on personnel ratings.

9.3. The Strategy Preferences Page

The Strategy Preferences page displays the person's strategic preferences. This page has all the common Person Profile action menus described in Section 9.1.

This section is covered in more detail in Section 14.2, Coach / Personnel Personalities and Strategies.

9.4. The Managerial History Page

The Managerial History page shows the history for the currently selected manager. This page behaves identically to the manager history described in Section 5.4.

9.5. The Coach Editor

The Coach Editor is available only to commissioners, and is described in Section 25.4.2.

Chapter Four: In-Game Report Catalog

This chapter walks you through all the in-game reports that OOTPB provides.

10.0 In-Game Report Overview

As you might have noticed by now, OOTPB is filled with in-game web (HTML) reports. You have been referred to this chapter from nearly every area of the game. Rather than scatter them throughout the guide, we elected to cover all in-game reports in one chapter.

Because many of these reports are accessible in multiple ways, each report will also have a section at the top describing how to access the report.

10.1. Report Common Elements

In-game report pages have a number of common elements, as described below.

10.1.1. Link Bar

Most in-game reports have a string of hyperlinks across the top, called the Link Bar.

Figure 242 Link Bar

The links on this bar are as follows:

Link Text	Destination	Section
SION Home	SION Home page	11.1
League	League Home page	11.2
Scores	Scores report	11.4
Standings	Standings report	11.5
Stats	League Stats / Leaderboards report	11.6
Teams	Teams report	11.7
Players	Players List report	11.8
Transactions	Major Transactions report	11.10
History	League History Index report	12.2

Note: Each section number in the table above is hyperlinked to that section in the guide.

10.1.2. Select Report / Select League Report Drop-Downs

Many of the report pages include an action menu in the upper right called Select Report or Select League Report. These two drop-down menus can be used to navigate quickly to the report of your choice.

Figure 243 Select Report Drop-Down

The Select Report drop-down appears only in certain circumstances. It appears on team-related reports when you access them through the Reports tab in the Team menu, and it appears on league-related reports when you access them through the League Reports tab on the League News page.

Note: The drop-downs appear only if you access the reports in the manner described above. However, even without the drop-down, all the reports available in the drop-down are also available through hyperlinks on the in-game reports.

10.1.3. Right-Click Menus

OOTPB's internal web browser also supports the right-click menus used by OOTPB. That is, if you are viewing a report within OOTPB, you can right-click on any player name to see a list of actions you can take regarding that player.

10.1.4. Open in External Browser

In-game reports always have a button on the screen titled "Open in external Browser":

Figure 244 Open in External Browser

This button will cause the selected report to be opened in a new browser window, outside OOTPB.

OOTPB generates HTML reports on demand, not in advance. Therefore, if you click on hyperlinks in a file being viewed in the external browser, most will return an error, because the game has not yet generated that particular report yet.

Additionally, you no longer have right-click functionality when you have opened a report in your external browser.

11.0 Current Year Reports

OOTPB reports are divided into two main sets: current year reports and history reports. Current year reports can contain some historical information, but overall they are intended to show you what is happening during the current season in your game.

11.1. SION Home Report

The SION Home report can be used as a launching pad into the current or historical reports for any of the leagues in your game.

To access this report:

- Select Home from the League menu, and then click on the SION Home link in the Link bar across the top of the report.
- From within any in-game report, click on the SION Home link in the Link Bar across the top of the report.

Figure 245 SION Home Report

Each league in your game universe is listed here. Next to each league are hyperlinks to the League Home report, described in Section 11.2, and the History Index, described in Section 12.1.

11.2. League Home Report

The League Home report is a portal of up-to-the-minute information for a specific league, including important news and links. All team names are hyperlinked to the Team Home report described in Section 11.3. All player names are hyperlinked to the Player report described in Section 11.8.1.

Figure 246 League Home Report

To access this report:

- Select Home Page from the League menu.
- From within another report, click on the League link in the Link Bar across the top of the report.
- From the SION Home page, click on the League Home link next to the league name.

The League Home page is divided into six sections, described below:

11.2.1. Breaking News

The Breaking News section, in the upper left, shows the full text of the three most recent news articles. See Section 6.2 for more information about league news.

Figure 247 League Home (Breaking News)

11.2.2. News

The News section, in the upper right, shows links to the five next most recent league news articles, not including the three listed in the Breaking News section. Click on any link to read the article. See Section 6.2 for more information about league news.

Figure 248 League Home (News)

11.2.3. Links

The Links section, underneath the News section on the right, contains links to a number of other in-game league reports.

Figure 249 League Home (Links)

Link Text	Destination	Section
News	League News report	11.9
Major Transactions	Major Transactions report	11.10
All Transactions	All Transactions report	11.10
Injuries	Injury report	11.11
Draft Log	Draft Log report	11.12
Free Agents	Free Agents report	11.13
Upcoming Free Agents	Upcoming Free Agents report	11.15
Team Power Rankings	Team Power Rankings report	11.18
BA Top Prospects	BA Top Prospects report	11.17
Top Players	Top Players report	11.28
Pos. Strength/Teams	Position Strength by Team report	11.31
Financial Report	Financial report	11.29
Waiver Wire	Waiver Wire report	11.30
Batting Report	League Batting report	11.21
Pitching Report	League Pitching report	11.22
Fielding Report	League Fielding report	11.23
“Under the Knife”	“Under the Knife” report	11.25
Schedule Grid	Schedule Grid report	11.26
Rookie Draft Pool	Rookie Draft Pool report	11.27
Available Coaches	Available Coaches report	11.14
Team vs Team	Team vs Team report	11.19
Top Performances	Team Top Performances report	11.20
Trading Block	Trading Block report	11.42
Pos. Strength/Pos.	Positional Strength by Position report	11.32
BA Top Systems	BA Top Systems report	11.16

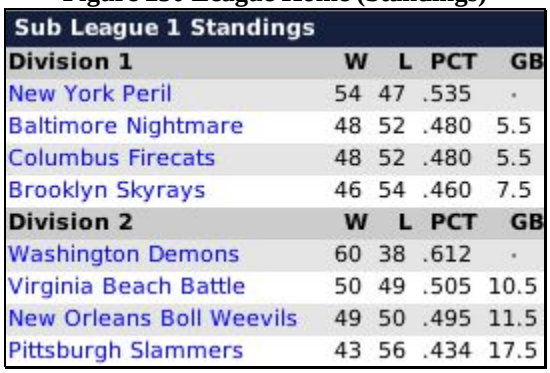
Note: Each section number in the table above is hyperlinked to that section in the guide.

Note: Some of these linked reports are capable of displaying league-specific information or team-specific information. Any time you access one of these reports from the League Home report, you will retrieve league-specific reports.

11.2.4. Standings

The Standings section shows the standings in the selected league. More detailed standings information can be found in the Standings report described in Section 11.4.3.

Figure 250 League Home (Standings)



Sub League 1 Standings				
Division 1	**W**	**L**	**PCT**	**GB**
New York Peril	54	47	.535	-
Baltimore Nightmare	48	52	.480	5.5
Columbus Firecats	48	52	.480	5.5
Brooklyn Skyrays	46	54	.460	7.5
Division 2	**W**	**L**	**PCT**	**GB**
Washington Demons	60	38	.612	-
Virginia Beach Battle	50	49	.505	10.5
New Orleans Boll Weevils	49	50	.495	11.5
Pittsburgh Slammers	43	56	.434	17.5

11.2.5. Leaders

The Leaders section shows an abbreviated leaderboard with the current statistical leaders in the following categories: batting average, home runs, RBI, wins, ERA, and strikeouts. More detailed leaderboard information can be found in the League Stats/Leaderboards report described in Section 11.6.

Figure 251 League Home (Leaders)

League Leaders AVG			
J. Sackett - WAS			
.396			
2	D. Winfield	ARL	.385
3	R. Grimes	TB	.355
4	J. Villarreal	COL	.348
5	J. Rodríguez	FW	.338

League Leaders HR			
J. Rodríguez - FW			
35			
2	R. Duke	NY	30
3	J. Jones	POR	28
3	J. Sackett	WAS	28
5	D. Winfield	ARL	27

League Leaders RBI			
J. Rodríguez - FW			
83			
2	D. Winfield	ARL	79
3	T. Fujii	ARL	73
4	D. Bridges	FW	72
4	H. Kianyandaarwa	TB	72

League Leaders W			
J. Cisneros - NY			
15			
2	J. Corral	NO	13
2	M. Jacobs	COL	13
4	K. Hakui	WAS	12
5	4 tied with		11

League Leaders ERA			
D. Swain - PIT			
2.03			
2	J. Cisneros	NY	2.16
3	R. Hahn	FW	2.29
4	J. Bocanegra	WAS	2.60
5	C. Brown	ATL	2.67

League Leaders K			
D. Swain - PIT			
159			
2	D. Groves	ARL	148
3	M. Jacobs	COL	147
4	M. Williams	NY	129
5	2 tied with		118

11.2.6. Yesterday's and Today's Games

This section lists all scheduled games from yesterday and today in the selected league, including the teams and their current records, the game time, and the scheduled starting pitchers for each team. Results are shown for completed games.

Figure 252 League Home (Today's Games)

Yesterday's Games

Sub League 1

Away Team	Home Team	Result	Time	Winning Pitcher	Losing Pitcher
Brooklyn	Baltimore	4-0	7:05 pm	Y.Kuang (7-4, 2.94 ERA)	E.Garcia (4-5, 4.39 ERA)
New York	Columbus	4-5	7:05 pm	W.Shannon (1-1, 1.69 ERA)	R.Ortega (3-5, 3.06 ERA)
Pittsburgh	New Orleans	3-13	7:05 pm	D.Tucker (3-6, 3.70 ERA)	C.Morales (5-10, 5.77 ERA)

Sub League 2

Away Team	Home Team	Result	Time	Winning Pitcher	Losing Pitcher
Greensboro	Fort Worth	6-7	7:05 pm	G.Atkins (4-8, 3.88 ERA)	T.Carter (6-10, 3.66 ERA)
Atlanta	The Bronx	4-5	7:05 pm	J.Sandoval (2-2, 6.26 ERA)	J.O'Bryan (3-4, 6.32 ERA)
Mesa	Lubbock	3-4	7:05 pm	M.Green (5-3, 3.29 ERA)	E.Cawley (6-2, 3.55 ERA)

Today's Games

Sub League 1

Away Team	Home Team	Time	Starting Pitcher Away Team	Starting Pitcher Home Team
Brooklyn (46-54, Road: 23-26)	Baltimore (48-52, Home: 29-24)	7:05 pm	RHP R.Fernández (4-9, 4.94 ERA)	LHP B.Clark (4-12, 5.48 ERA)
New York (54-47, Road: 26-23)	Columbus (48-52, Home: 25-26)	7:05 pm	LHP P.Moody (6-4, 3.28 ERA)	RHP J.David (3-3, 4.23 ERA)
Washington (60-38, Road: 30-17)	Virginia Beach (50-49, Home: 27-23)	7:05 pm	LHP J.Bocanegra (9-5, 2.60 ERA)	RHP R.Carbajal (6-6, 3.03 ERA)
Pittsburgh (43-56, Road: 15-35)	New Orleans (49-50, Home: 24-17)	7:05 pm	RHP C.Ross (2-6, 6.13 ERA)	RHP O.Tejada (6-9, 5.58 ERA)

Sub League 2

Away Team	Home Team	Time	Starting Pitcher Away Team	Starting Pitcher Home Team
Greensboro (41-59, Road: 16-33)	Fort Worth (61-39, Home: 35-18)	7:05 pm	RHP S.Collyer (1-2, 7.90 ERA)	RHP A.Fajardo (7-4, 4.04 ERA)
Atlanta (49-52, Road: 24-25)	The Bronx (52-48, Home: 27-24)	7:05 pm	RHP R.Chapman (3-3, 3.31 ERA)	RHP D.Covington (7-7, 4.51 ERA)
Portland (49-49, Road: 23-24)	Arlington (61-38, Home: 33-17)	7:05 pm	RHP J.Sullivan (11-6, 3.02 ERA)	RHP J.Woodruff (10-4, 3.47 ERA)
Mesa (43-56, Road: 24-26)	Lubbock (42-57, Home: 21-20)	7:05 pm	RHP R.Salas (4-8, 5.40 ERA)	RHP T.O'Sheill (7-7, 3.87 ERA)

11.3. Team Home Report

The Team Home report is very similar to the League Home report described in Section 11.2. The main difference is that while the League Home shows league-specific data, the Team Home shows information for a specific team, including important news and links. All team names are hyperlinked to the Team Home report described in Section 11.3. All player names are hyperlinked to the Player report described in Section 11.8.1.

Figure 253 Team Home Report

NASN — SI Online Network — Baseball

SION Home | FBL | Scores | Standings | Stats | Teams | Players | Transactions | History

Washington Sabersaws 09-03-2007
Home Page

WAS

Breaking News

Friday, August 3rd, 2007: **Sabersaws Pagán to Miss 1-2 Weeks**
Marcos Pagán had to leave the Sabersaws game against Long Beach after suffering a dislocated finger while being hit by a pitch. He will be out of the lineup at least 1-2 weeks. He told SION reporters, "I just felt a sharp pain when it happened. I knew there was something wrong."

In 101 games to date Pagán has hit at a .226 clip and produced 25 RBIs, 3 home runs, and 39 runs scored.

Monday, July 30th, 2007: **5-5 Day for O'Slattery**
Washington first baseman Arthur O'Slattery could do no wrong in the 9-5 win over the Sheriffs as he collected 5 hits.

"We were always behind the 8-ball. At every one of his at bats things were in his favor...he got hitter's counts," the skipper of the Sheriffs related to the press corps after the ballgame.

O'Slattery agreed, "The key is getting ahead. Once you get ahead, it makes it a lot easier because you get a better pitch to hit. You know the pitcher has to come in with it. And you're ready."

Overall he was 5-5 in the game.

A. O'Slattery singled in the 1st, hit an RBI single in the 3rd, hit an RBI single in the 5th, hit an RBI single in the 6th and hit a solo-shot off M. Rodriguez in the 8th.

News

- Razor-Sharp Flanagan Blanks Washington
- SL1 Votes Washington First Baseman Top Player
- Bad News for Sabersaws, Tim Williams Injured
- Wilkerson on the Attack, Player of the Week
- Wilkerson Rips Memphis for 5 Hits

Links

Roster	Ratings
News	Potential Ratings
Major Transactions	Leaders
Transactions	Batting Stats
Injuries	Pitching Stats
Personnel	Fielding Stats
Development Report	Schedule
BA Top Prospects	Positional Strength
Player Salaries	Financial Report
Minor League System	

Standings

Division 1	W	L	PCT	GB
Fort Wayne War Lords	74	63	.540	-
Fremont Prairie Thunder	73	63	.537	.5

To access this report:

- Select a team from the Teams menu, and then click on the Home tab.
- From within any in-game report, click on Teams in the Link Bar, then select a team from the Teams report.
- From within any in-game report, click on any hyperlinked team name.

The Team Home page is divided into twelve sections. Since the report is so long, we will provide smaller screen shots of each individual section.

11.3.1. Breaking News

This section is identical to the League Breaking News described in Section 11.2.1. The only difference is that on the Team Home page, only articles related to the selected team are displayed.

See Section 7.11.2 for more information about team news.

11.3.2. News

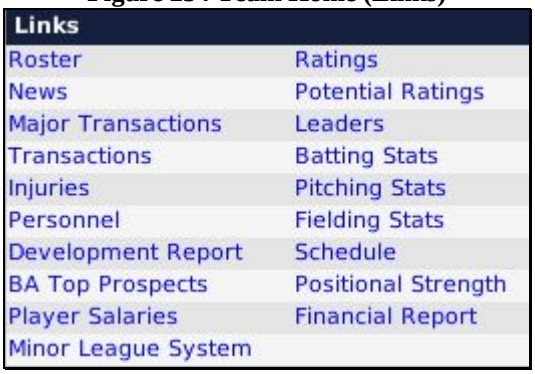
This section is identical to the League News described in Section 11.2.2. The only difference is that on the Team Home page, only articles related to the selected team are displayed.

See Section 7.11.2 for more information about team news.

11.3.3. Links

The Links section, underneath the News section on the right, contains links to a number of other in-game team reports.

Figure 254 Team Home (Links)



Link Text	Destination	Section
Roster	Roster report	11.33
News	News report	11.9
Major Transactions	Major Transactions report	11.10
Transactions	All Transactions report	11.10
Injuries	Injury report	11.11
Personnel	Personnel report	11.39
Development Report	Development report	11.40
BA Top Prospects	BA Top Prospects report	11.17
Player Salaries	Player Salaries report	11.38
Minor League System	Minor League System report	11.43
Ratings	Ratings report	11.34
Potential Ratings	Potential Ratings report	11.34

Leaders	Team Leaderboard report	11.41
Batting Stats	Player Batting report	11.35
Pitching Stats	Player Pitching report	11.36
Fielding Stats	Player Fielding report	11.37
Schedule	Schedule report	11.24
Positional Strength	Positional Strength report	11.31
Financial Report	Financial report	11.29

Note: Each section number in the table above is hyperlinked to that section in the guide.

11.3.4. Standings

This section is identical to the Standings section described in Section 11.2.4, except that only the selected team's division is displayed. More detailed standings information can be found in the Standings report described in Section 11.4.3.

11.3.5. Team Information

The Team Information section, underneath the Standings section on the right, displays some general statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Section 5.5.6.

Figure 255 Team Home (Team Information)

Team Information	
Record overall	61-38, .616 PCT
Position in Division	1st, - GB
Record at home	33-17, .660 PCT
Record on the road	28-21, .571 PCT
Record in X-inning games	4-7, .364 PCT
Record in one-run games	19-8, .704 PCT
Record versus LHP	10-6, .625 PCT
Record versus RHP	51-32, .614 PCT
Record last 10 games	7-3, .700 PCT
Record in April	13-10, .565 PCT
Record in May	17-12, .586 PCT
Record in June	19-9, .679 PCT
Record in July	12-7, .632 PCT

11.3.6. Team Batting Stats & Rankings

The Team Batting Stats & Rankings section, underneath the Standings section on the right, displays some general batting statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Section 5.5.7.

Figure 256 Team Home (Team Batting Stats & Rankings)

Team Batting Stats & Rankings	
Batting Average	.284 · 1st in SL2
On-Base Percentage	.343 · 1st in SL2
Slugging Percentage	.448 · 2nd in SL2
On-Base + Slugging	.791 · 2nd in SL2
Runs Scored	508 · 2nd in SL2
Hits	983 · 1st in SL2
Extra-Base Hits	328 · 2nd in SL2
Home Runs	108 · 3rd in SL2
Bases-On-Balls	286 · tied for 2nd in SL2
Strikeouts	477 · 1st in SL2
Stolen Bases	92 · 1st in SL2

11.3.7. Team Pitching Stats & Rankings

The Team Pitching Stats & Rankings section, underneath the Standings section on the right, displays some general pitching statistics about the selected team. These are the same statistics that are found on the Manager Options page described in Section 5.5.8.

Figure 257 Team Home (Team Pitching Stats & Rankings)

Team Pitching Stats & Rankings	
Earned Run Average	4.13 · 6th in SL2
Starters' ERA	4.13 · 6th in SL2
Bullpen ERA	4.12 · 6th in SL2
Runs allowed	435 · 3rd in SL2
Hits allowed	887 · 3rd in SL2
Opponents AVG	.257 · 2nd in SL2
BABIP	.295 · 7th in SL2
Home Runs allowed	96 · 5th in SL2
Bases-On-Balls	220 · 1st in SL2
Strikeouts	673 · 2nd in SL2

11.3.8. Minor League Systems

The Minor League Systems section, underneath the Links section on the right, contains a list of each minor league team in the selected team's organization. All team names are hyperlinked to the Team Home report for that team.

Figure 258 Team Home (Minor League Systems)

Minor League System
Cincinnati Clerics (AAA)

Note: This section is not displayed if you are looking at the Team Home report for an affiliated team.

11.3.9. Leaders

This section is identical to the Leaders section described in Section 11.2.5, except that this shows the leaders for the selected team only. More detailed team leaderboard information can be found in the Team Leaderboard report described in Section 11.41. More detailed league leaderboard information can be found in the League Stats/Leaderboards report described in Section 11.6.

11.3.10. Injuries

The Injuries section lists any player on the selected team's roster who is currently injured, along with the length of his injury and his disabled list status. More detailed team injury information can be found in the Injury report described in Section 11.11. See Section 13.10.1 for more information on injuries, and Section 19.9 for more information on the disabled list.

Figure 259 Team Home (Injuries)

Injuries			
Player	**Injury**	**Out for...**	**Disabled List Status**
P Dexter Groves	stiff neck	one week	Not on DL
P William Walker	hyperextended elbow	5 days	On DL, eligible for return
SS Will Jones	dislocated shoulder	7 weeks	31 day(s) left (60-day DL)
LF Kenny Richardson	herniated disc (back)	5-6 weeks	7 day(s) left

11.3.11. Pitching Staff

The Pitching Staff section shows the selected team's pitching staff, as defined in the Pitching page described in Section 7.4. It also includes each pitcher's current record, number of saves, and ERA.

Figure 260 Team Home (Pitching Staff)

Pitching Staff						
Role	**Throws**	**Pitcher**	**W**	**L**	**SV**	**ERA**
Starter	R	Dexter Groves	8	2	0	3.14
Starter	R	Jim Woodruff	10	4	0	3.47
Starter	L	Cliff Williams	8	9	0	4.81
Starter	L	Ray Barkman	7	2	0	4.21
Starter	R	Mitchell Beck	8	6	0	5.74
Spot Starter	L	Víctor Gabino	4	3	0	4.50
Middle Reliever	R	Ricardo Martínez	4	2	2	4.46
Middle Reliever	R	Kent Atkins	4	2	0	3.67
Middle Reliever	L	Richard Drake	1	0	1	3.75
Middle Reliever	R	Jiro Sakamoto	1	0	0	11.57
Setup Reliever	R	James Davis	4	2	1	3.92
Setup Reliever	L	Víctor Gabino	4	3	0	4.50
Closer	L	Oliver Rowling	2	3	27	3.07

11.3.12. Lineup Overview

The Lineup Overview section shows the team's current lineups for each of the four game scenarios (versus RHP, versus LHP, with and without a designated hitter). See Section 7.5 for more information on lineups.

Figure 261 Team Home (Lineup Overview)

Lineups Overview																	
#	B	Lineup vs RHP	POS	#	B	Lineup vs LHP	POS	#	B	Lineup vs RHP+DH	POS	#	B	Lineup vs LHP+DH	POS
1	L	Gustavo Ruiz	LF	1	L	Gustavo Ruiz	LF	1	L	Gustavo Ruiz	LF	1	L	Gustavo Ruiz	LF
2	L	Shannon Miller	3B	2	L	Shannon Miller	3B	2	L	Shannon Miller	3B	2	L	Shannon Miller	3B
3	R	Raúl Córdova	SS	3	R	Raúl Córdova	SS	3	R	Raúl Córdova	SS	3	R	Raúl Córdova	SS
4	L	Dave Winfield	RF	4	L	Dave Winfield	RF	4	L	Dave Winfield	RF	4	L	Dave Winfield	RF
5	R	Héctor Ríos	2B	5	R	Héctor Ríos	2B	5	R	Héctor Ríos	2B	5	R	Héctor Ríos	2B
6	R	Tsunesaburo Fujii	1B	6	R	Tsunesaburo Fujii	1B	6	R	Tsunesaburo Fujii	1B	6	R	Tsunesaburo Fujii	1B
7	L	Pedro Sánchez	CF	7	L	Pedro Sánchez	CF	7	L	Marvin von Frankenberg	DH	7	L	Marvin von Frankenberg	DH
8	R	Luis Sánchez	C	8	R	Luis Sánchez	C	8	L	Pedro Sánchez	CF	8	L	Pedro Sánchez	CF
								9	R	Luis Sánchez	C	9	R	Luis Sánchez	C

11.4. Scores Report

The Scores report is a league report that shows the results of completed games and a list of scheduled games that are not yet complete. This report is essentially a web version of the scores & schedule page described in Section 6.5.

To access this report:

- From within any in-game report, click on Scores in the Link Bar.

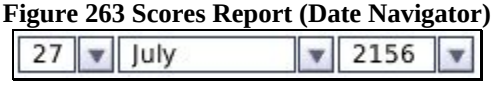
Figure 262 Scores Report

The Scores report is divided into three sections.

11.4.1. Date Navigator

The Date Navigator in the top left corner of the Scores report allows you to jump quickly to any date in the calendar.

Figure 263 Scores Report (Date Navigator)



Note: The Date Navigator will not work if you open the report in an external browser.

11.4.2. 15-Day Schedule

The top right of the report is a small table showing today's date and a full week on either side of today's date. Click on any date to jump to that date. The table also shows the number of games scheduled for that day in the selected league.

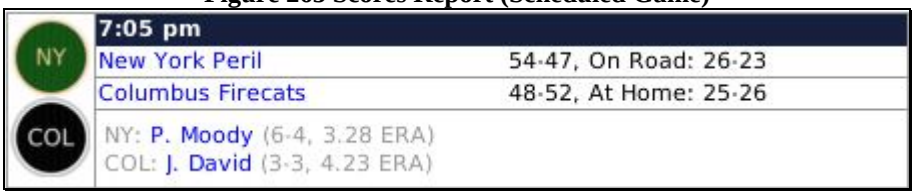
Figure 264 Scores Report (15-Day Schedule)

Weekday	Tue	Wed	Thu	Fri	Sat	Sun	Mon	**Tue**	Wed	Thu	Fri	Sat	Sun	Mon	Tue
Date	20	21	22	23	24	25	26	**27**	28	29	30	31	1	2	3
Games	8	8	2	8	8	8	6	**8**	8	4	8	8	8	8	8

11.4.3. Scores / Schedule

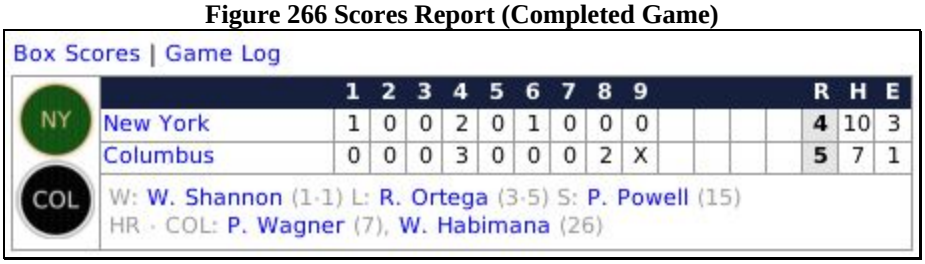
The bottom part of the report shows a box for each scheduled game. If the game is complete, the mini box score will be displayed. If the game has not yet been played, the starting time, team records, and starting pitchers will be displayed.

Figure 265 Scores Report (Scheduled Game)



Completed games also include hyperlinks to the box score (Section 11.44) and game log (Section 11.45) reports for the game, as well as the line score of the game and some information about the winning and losing pitchers, who got the save, and any home runs hit in the game.

Figure 266 Scores Report (Completed Game)



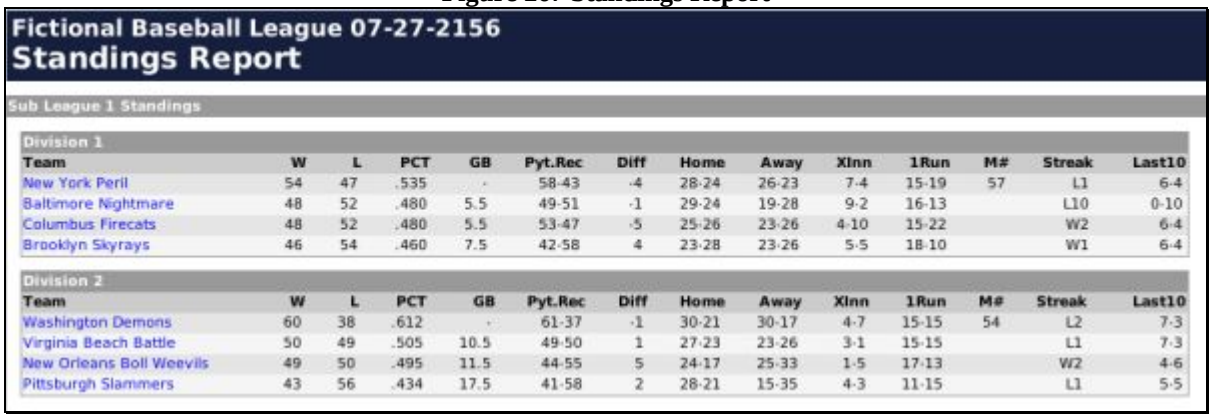
11.5. Standings Report

The Standings report displays the standings in the selected league. This report is essentially a web version of the Standings page described in Section 6.4.

To access this report:

- From within any in-game report, click on Standings in the Link Bar.

Figure 267 Standings Report



11.6. League Stats/Leaderboard

The League Stats/Leaderboard report displays the statistical leaders in all statistical categories, divided by subleague. It includes both individual and team statistics.

To access this report:

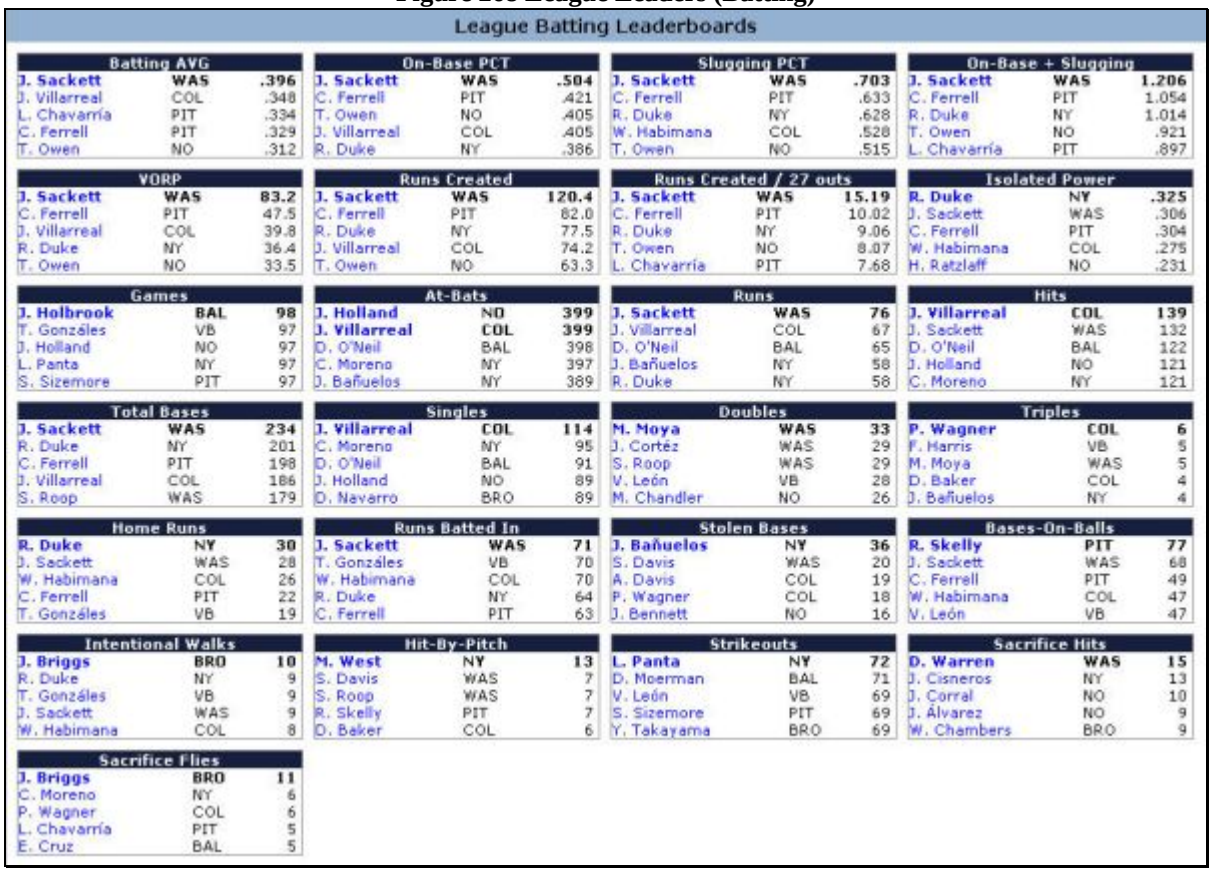
- From within any in-game report, click on Stats in the Link Bar.

The League Stats/Leaderboard page is divided into four sections. Since the report is so long, we will provide smaller screen shots of each individual section. Most sections of this report show statistics that are also displayed in the statistics pages described in Section 6.6.

11.6.1. League Batting Leaderboard

The League Batting Leaderboard shows the top five ranked players in each batting category.

Figure 268 League Leaders (Batting)



League Batting Leaderboards

Batting AVG		
J. Sackett	WAS	.396
J. Villarreal	COL	.348
L. Chavarría	PIT	.334
C. Ferrell	PIT	.329
T. Owen	NO	.312

On-Base PCT		
J. Sackett	WAS	.504
C. Ferrell	PIT	.421
T. Owen	NO	.405
J. Villarreal	COL	.405
R. Duke	NY	.386

Slugging PCT		
J. Sackett	WAS	.703
C. Ferrell	PIT	.633
R. Duke	NY	.628
W. Habimana	COL	.528
T. Owen	NO	.515

On-Base + Slugging		
J. Sackett	WAS	1.206
C. Ferrell	PIT	1.054
R. Duke	NY	1.014
T. Owen	NO	.921
L. Chavarría	PIT	.897

VORP		
J. Sackett	WAS	83.2
C. Ferrell	PIT	47.5
J. Villarreal	COL	39.8
R. Duke	NY	36.4
T. Owen	NO	33.5

Runs Created		
J. Sackett	WAS	120.4
C. Ferrell	PIT	82.0
R. Duke	NY	77.5
J. Villarreal	COL	74.2
T. Owen	NO	63.3

Runs Created / 27 outs		
J. Sackett	WAS	15.19
C. Ferrell	PIT	10.02
R. Duke	NY	9.06
T. Owen	NO	8.07
L. Chavarría	PIT	7.68

Isolated Power		
R. Duke	NY	.325
J. Sackett	WAS	.306
C. Ferrell	PIT	.304
W. Habimana	COL	.275
H. Ratzlaff	NO	.231

Games		
J. Holbrook	BAL	98
T. Gonzáles	VB	97
J. Holland	NO	97
L. Panta	NY	97
S. Sizemore	PIT	97

At-Bats		
J. Holland	NO	399
J. Villarreal	COL	399
D. O'Neil	BAL	398
C. Moreno	NY	397
J. Bañuelos	NY	389

Runs		
J. Sackett	WAS	76
J. Villarreal	COL	67
D. O'Neil	BAL	65
J. Bañuelos	NY	58
R. Duke	NY	58

Hits		
J. Villarreal	COL	139
J. Sackett	WAS	132
D. O'Neil	BAL	122
J. Holland	NO	121
C. Moreno	NY	121

Total Bases		
J. Sackett	WAS	234
R. Duke	NY	201
C. Ferrell	PIT	198
J. Villarreal	COL	186
S. Roop	WAS	179

Singles		
J. Villarreal	COL	114
C. Moreno	NY	95
D. O'Neil	BAL	91
J. Holland	NO	89
O. Navarro	BRO	89

Doubles		
M. Moya	WAS	33
J. Cortéz	WAS	29
S. Roop	WAS	29
V. León	VB	28
M. Chandler	NO	26

Triples		
P. Wagner	COL	6
F. Harris	VB	5
M. Moya	WAS	5
D. Baker	COL	4
J. Bañuelos	NY	4

Home Runs		
R. Duke	NY	30
J. Sackett	WAS	28
W. Habimana	COL	26
C. Ferrell	PIT	22
T. Gonzáles	VB	19

Runs Batted In		
J. Sackett	WAS	71
T. Gonzáles	VB	70
W. Habimana	COL	70
R. Duke	NY	64
C. Ferrell	PIT	63

Stolen Bases		
J. Bañuelos	NY	36
S. Davis	WAS	20
A. Davis	COL	19
P. Wagner	COL	18
J. Bennett	NO	16

Bases-On-Balls		
R. Skelly	PIT	77
J. Sackett	WAS	68
C. Ferrell	PIT	49
W. Habimana	COL	47
V. León	VB	47

Intentional Walks		
J. Briggs	BRO	10
R. Duke	NY	9
T. Gonzáles	VB	9
J. Sackett	WAS	9
W. Habimana	COL	8

Hit-By-Pitch		
M. West	NY	13
S. Davis	WAS	7
S. Roop	WAS	7
R. Skelly	PIT	7
D. Baker	COL	6

Strikeouts		
L. Panta	NY	72
D. Moerman	BAL	71
V. León	VB	69
S. Sizemore	PIT	69
Y. Takayama	BRO	69

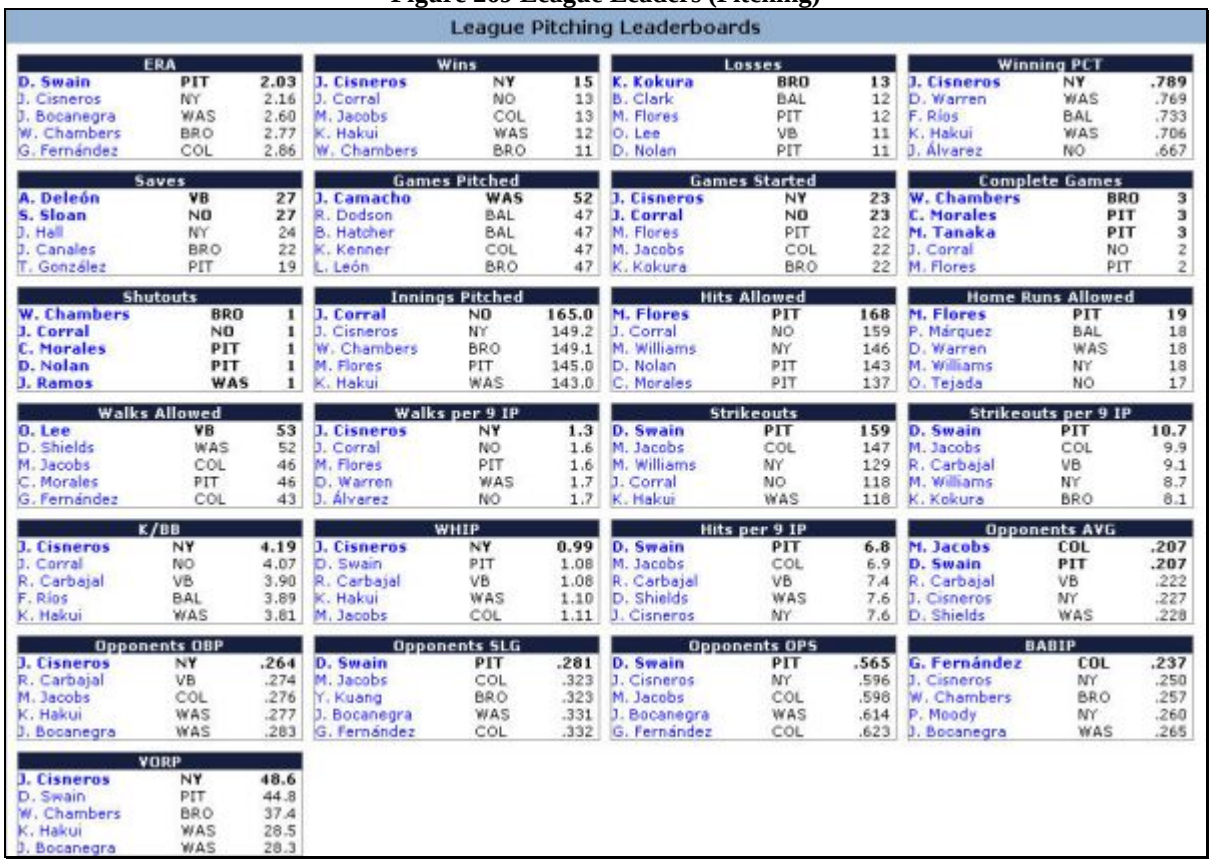
Sacrifice Hits		
D. Warren	WAS	15
J. Cisneros	NY	13
J. Corral	NO	10
J. Álvarez	NO	9
W. Chambers	BRO	9

Sacrifice Flies		
J. Briggs	BRO	11
C. Moreno	NY	6
P. Wagner	COL	6
L. Chavarría	PIT	5
E. Cruz	BAL	5

11.6.2. League Pitching Leaderboard

The League Pitching Leaderboard shows the top five ranked players in each pitching category.

Figure 269 League Leaders (Pitching)



League Pitching Leaderboards

ERA		
D. Swain	**PIT**	**2.03**
J. Cisneros	NY	2.16
J. Bocanegra	WAS	2.60
W. Chambers	BRO	2.77
G. Fernández	COL	2.86

Wins		
J. Cisneros	**NY**	**15**
J. Corral	NO	13
M. Jacobs	COL	13
K. Hakui	WAS	12
W. Chambers	BRO	11

Losses		
K. Kokura	**BRO**	**13**
B. Clark	BAL	12
M. Flores	PIT	12
O. Lee	VB	11
D. Nolan	PIT	11

Winning PCT		
J. Cisneros	**NY**	**.789**
D. Warren	WAS	.769
F. Ríos	BAL	.733
K. Hakui	WAS	.706
J. Álvarez	NO	.667

Saves		
A. Deleón	**VB**	**27**
S. Sloan	**NO**	**27**
J. Hall	NY	24
J. Canales	BRO	22
T. González	PIT	19

Games Pitched		
J. Camacho	**WAS**	**52**
R. Dodson	BAL	47
B. Hatcher	BAL	47
K. Kenner	COL	47
L. León	BRO	47

Games Started		
J. Cisneros	**NY**	**23**
J. Corral	**NO**	**23**
M. Flores	PIT	22
M. Jacobs	COL	22
K. Kokura	BRO	22

Complete Games		
W. Chambers	**BRO**	**3**
C. Morales	**PIT**	**3**
M. Tanaka	**PIT**	**3**
J. Corral	NO	2
M. Flores	PIT	2

Shutouts		
W. Chambers	**BRO**	**1**
J. Corral	**NO**	**1**
C. Morales	**PIT**	**1**
D. Nolan	**PIT**	**1**
J. Ramos	**WAS**	**1**

Innings Pitched		
J. Corral	**NO**	**165.0**
J. Cisneros	NY	149.2
W. Chambers	BRO	149.1
M. Flores	PIT	145.0
K. Hakui	WAS	143.0

Hits Allowed		
M. Flores	**PIT**	**168**
J. Corral	NO	159
M. Williams	NY	146
D. Nolan	PIT	143
C. Morales	PIT	137

Home Runs Allowed		
M. Flores	**PIT**	**19**
P. Márquez	BAL	18
D. Warren	WAS	18
M. Williams	NY	18
O. Tejada	NO	17

Walks Allowed		
O. Lee	**VB**	**53**
D. Shields	WAS	52
M. Jacobs	COL	46
C. Morales	PIT	46
G. Fernández	COL	43

Walks per 9 IP		
J. Cisneros	**NY**	**1.3**
J. Corral	NO	1.6
M. Flores	PIT	1.6
D. Warren	WAS	1.7
J. Álvarez	NO	1.7

Strikeouts		
D. Swain	**PIT**	**159**
M. Jacobs	COL	147
M. Williams	NY	129
J. Corral	NO	118
K. Hakui	WAS	118

Strikeouts per 9 IP		
D. Swain	**PIT**	**10.7**
M. Jacobs	COL	9.9
R. Carbajal	VB	9.1
M. Williams	NY	8.7
K. Kokura	BRO	8.1

K/BB		
J. Cisneros	**NY**	**4.19**
J. Corral	NO	4.07
R. Carbajal	VB	3.90
F. Ríos	BAL	3.89
K. Hakui	WAS	3.81

WHIP		
J. Cisneros	**NY**	**0.99**
D. Swain	PIT	1.08
R. Carbajal	VB	1.08
K. Hakui	WAS	1.10
M. Jacobs	COL	1.11

Hits per 9 IP		
D. Swain	**PIT**	**6.8**
M. Jacobs	COL	6.9
R. Carbajal	VB	7.4
D. Shields	WAS	7.6
J. Cisneros	NY	7.6

Opponents AVG		
M. Jacobs	**COL**	**.207**
D. Swain	**PIT**	**.207**
R. Carbajal	VB	.222
J. Cisneros	NY	.227
D. Shields	WAS	.228

Opponents OBP		
J. Cisneros	**NY**	**.264**
R. Carbajal	VB	.274
M. Jacobs	COL	.276
K. Hakui	WAS	.277
J. Bocanegra	WAS	.283

Opponents SLG		
D. Swain	**PIT**	**.281**
M. Jacobs	COL	.323
Y. Kuang	BRO	.323
J. Bocanegra	WAS	.331
G. Fernández	COL	.332

Opponents OPS		
D. Swain	**PIT**	**.565**
J. Cisneros	NY	.596
M. Jacobs	COL	.598
J. Bocanegra	WAS	.614
G. Fernández	COL	.623

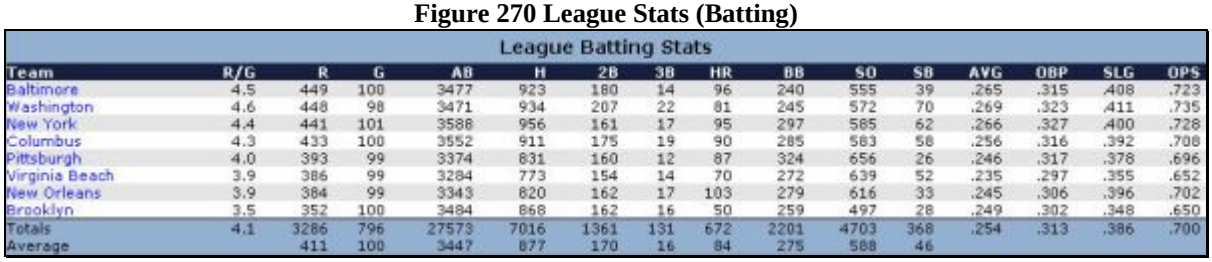
BABIP		
G. Fernández	**COL**	**.237**
J. Cisneros	NY	.250
W. Chambers	BRO	.257
P. Moody	NY	.260
J. Bocanegra	WAS	.265

VORP		
J. Cisneros	**NY**	**48.6**
D. Swain	PIT	44.8
W. Chambers	BRO	37.4
K. Hakui	WAS	28.5
J. Bocanegra	WAS	28.3

11.6.3. League Batting Stats

The League Batting Stats shows a list of batting statistics, totaled by team.

Figure 270 League Stats (Batting)



League Batting Stats

Team	R/G	R	G	AB	H	2B	3B	HR	BB	SO	SB	AVG	OBP	SLG	OPS
Baltimore	4.5	449	100	3477	923	180	14	96	240	555	39	.265	.315	.408	.723
Washington	4.6	448	98	3471	934	207	22	81	245	572	70	.269	.323	.411	.735
New York	4.4	441	101	3588	956	161	17	95	297	585	62	.266	.327	.400	.728
Columbus	4.3	433	100	3552	911	175	19	90	285	583	58	.256	.316	.392	.708
Pittsburgh	4.0	393	99	3374	831	160	12	87	324	656	26	.246	.317	.378	.696
Virginia Beach	3.9	386	99	3284	773	154	14	70	272	639	52	.235	.297	.355	.652
New Orleans	3.9	384	99	3343	820	162	17	103	279	616	33	.245	.306	.396	.702
Brooklyn	3.5	352	100	3484	868	162	16	50	259	497	28	.249	.302	.348	.650
Totals	4.1	3286	796	27573	7016	1361	131	672	2201	4703	368	.254	.313	.386	.700
Average		411	100	3447	877	170	16	84	275	588	46				

11.6.4. League Pitching Stats

The League Pitching Stats shows a list of pitching statistics, totaled by team.

Figure 271 League Stats (Pitching)

League Pitching Stats

Team	R/G	R	G	CG	SHO	SV	ERA	IP	HA	HRA	BB	K	WHIP	OAVG	BABIP
Washington	3.5	340	98	3	11	30	3.04	901.1	816	70	261	626	1.19	.240	.276
New York	3.7	374	101	4	8	32	3.28	928.1	908	96	224	598	1.22	.254	.282
Virginia Beach	3.9	389	99	4	5	30	3.50	874.0	797	90	293	542	1.25	.242	.266
Columbus	4.1	406	100	0	7	24	3.62	921.0	846	72	330	577	1.28	.244	.274
Brooklyn	4.2	416	100	5	9	25	3.65	914.2	876	85	304	622	1.29	.251	.284
New Orleans	4.3	429	99	4	10	35	4.01	874.1	927	73	231	528	1.32	.269	.301
Baltimore	4.6	456	100	1	6	19	4.11	896.0	896	91	295	603	1.33	.260	.292
Pittsburgh	4.8	476	99	10	10	20	4.34	880.0	950	95	263	607	1.38	.275	.311
Totals	4.1	3286	796	31	66	215	3.69	7189.2	7016	672	2201	4703	1.28	.254	.286
Average		411	100	4	8	27		899	877	84	275	588			

11.7. Teams Report

The Teams Report displays a list of all the teams in the selected league.

To access this report:

- From within any in-game report, click on Teams in the Link Bar.

Figure 272 Teams Report / List

Each team's display includes links to a number of other in-game reports.

Link Text	Destination	Section
Home Page	Team Home report	11.3
Leaders	Team Leaderboard report	11.41
Roster	Roster report	11.33
Schedule	Schedule report	11.24

11.8. Players List Report

The Players List report is a list of all players. It uses a two-step process to get you to the player report for any individual player in the selected league.

To access this report:

- From within any in-game report, click on Players in the Link Bar.

Figure 273 Players List (List of Letters)

Click on any letter to get to a list of players whose last name starts with that letter.

Figure 274 Players List (Players by Letter)

Click any player name to be taken to the Player report described below.

11.8.1. Player Report

The Player report gives you a wealth of information about a single player.

To access this report:

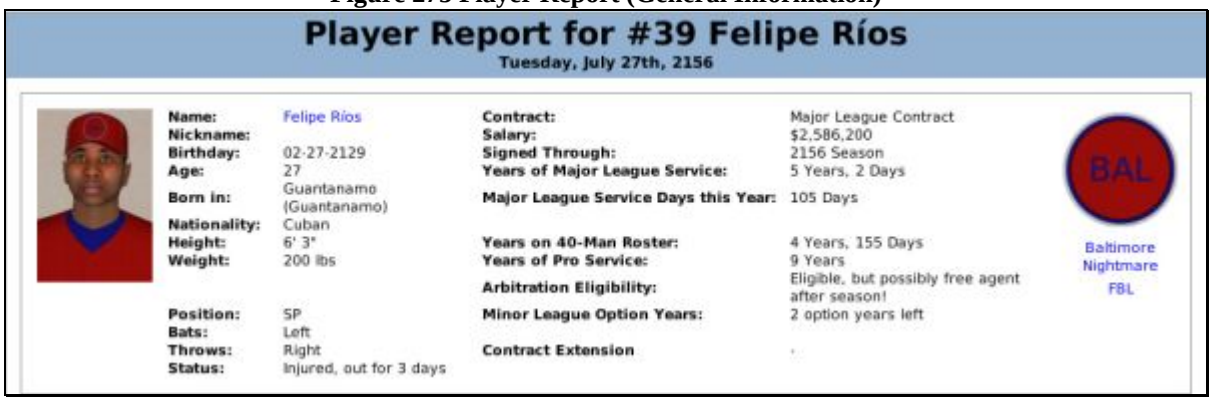
- From within any in-game report, click a hyperlinked player name.
- From within any in-game report, click on Players in the Link Bar, select a letter, and then select a player.

The Player report is divided into eight sections. Since the report is so long, we will provide smaller screen shots of each individual section.

11.8.1.1. General Information

The General Information section contains demographic and general information about a player, including his origin and contract-related data.

Figure 275 Player Report (General Information)



Player Report for #39 Felipe Ríos

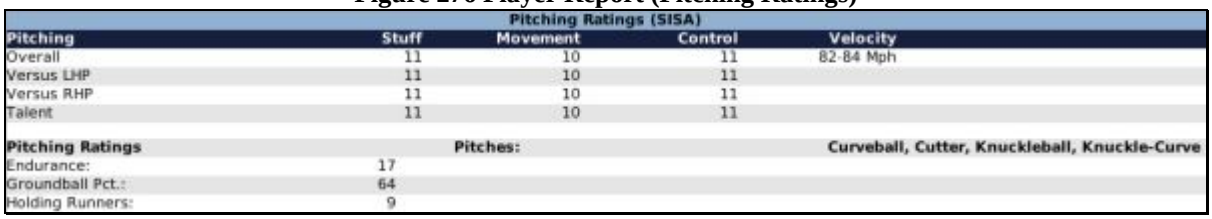
Tuesday, July 27th, 2156

Name:	Felipe Ríos	**Contract:**	Major League Contract	BAL	
Nickname:		**Salary:**	$2,586,200		
Birthday:	02-27-2129	**Signed Through:**	2156 Season		
Age:	27	**Years of Major League Service:**	5 Years, 2 Days		
Born in:	Guantanamo (Guantanamo)	**Major League Service Days this Year:**	105 Days		
Nationality:	Cuban				
Height:	6' 3"	**Years on 40-Man Roster:**	4 Years, 155 Days		
Weight:	200 lbs	**Years of Pro Service:**	9 Years	Baltimore Nightmare	
		Arbitration Eligibility:	Eligible, but possibly free agent after season!	FBL	
Position:	SP	**Minor League Option Years:**	2 option years left		
Bats:	Left				
Throws:	Right	**Contract Extension**			
Status:	Injured, out for 3 days				

11.8.1.2. Pitching Ratings

The Pitching Ratings section shows pitching ratings for the currently selected pitcher. This section does not appear for batters.

Figure 276 Player Report (Pitching Ratings)



Pitching Ratings (SISA)

Pitching	Stuff	Movement	Control	Velocity
Overall	11	10	11	82-84 Mph
Versus LHP	11	10	11	
Versus RHP	11	10	11	
Talent	11	10	11	

Pitching Ratings		Pitches:	Curveball, Cutter, Knuckleball, Knuckle-Curve
Endurance:	17		
Groundball Pct.:	64		
Holding Runners:	9		

Note: The ratings displayed are SISA-scouted ratings.

11.8.1.3. Batting Ratings

The Batting Ratings section shows batting ratings for the currently selected player.

Figure 277 Player Report (Batting Ratings)

Batting Ratings (SISA)

Batting	Contact	Gap	Power	Discipline/Eye	Avoid K's
Overall	3	3	1	2	1
Versus LHP	2	2	1	2	1
Versus RHP	3	3	1	2	1
Talent	8	8	1	5	6

Running & Bunting Ratings		Fielding Ratings
Running Speed:	3	Pitcher 12
Stealing Ability:	5	
Baserunning Instincts:	5	
Sacrifice Bunt:	10	
Bunt for Hit:	2	
Hitter Type:	Normal	

Note: The ratings displayed are SISA-scouted ratings.

11.8.1.4. Game Log

The Game Log section shows the player's statistics from his last 10 games played. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

Figure 278 Player Report (Game Log)

Game Log, Last 10 Games										
Date	Opponent	Result	Start	IP	H	R	ER	BB	K	Dec
07-17-2156	@ VB	Loss, 3-4	X	5.0	6	3	2	3	3	
07-11-2156	@ PIT	Win, 8-3	X	6.2	6	2	2	3	6	Win
07-06-2156	NY	Win, 7-6	X	1.2	5	5	5	1	3	
07-01-2156	WAS	Loss, 3-6	X	3.1	7	6	5	0	5	Loss
06-26-2156	NO	Win, 12-2	X	7.0	8	2	2	0	6	Win
06-21-2156	BRO	Win, 4-1	X	8.0	5	1	1	1	4	Win
06-16-2156	@ VB	Win, 9-1	X	7.0	6	1	0	1	7	Win
06-11-2156	PIT	Win, 13-4	X	8.0	7	4	3	2	8	Win
06-05-2156	@ BRO	Win, 6-4	X	6.0	3	3	1	5	3	
05-31-2156	@ NY	Win, 4-3	X	7.1	6	2	2	1	6	

11.8.1.5. Current Year Statistics / Splits

The Current Year Statistics / Splits section shows a player's statistics for the current year. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

Figure 279 Player Report (Current Year Stats)

Fictional Baseball League 2156 Pitching Stats																		
Pitching	G	GS	W	L	SV	ERA	IP	HA	R	ER	HR	BB	K	CG	CG%	SHO	QS	QS%
Overall	22	22	11	4	0	3.55	126.2	120	58	50	14	27	105	0	0.0	0	14	63.6
Pitching	SVO	BS	SV%	RA	GF	R/9	H/9	K/9	BB/9	ERC	WHIP	VORP	BABIP					
Overall	0	0	0.0	0	0	10.66	8.53	7.46	1.92	3.14	1.16	18.5	.289					
Pitching	AB	H	2B	3B	HR	R	BB	K	SF	SH	HP	AVG	OBP	SLG	OPS			
vs. LHB	214	66	13	0	8	29	11	42	1	3	1	.308	.344	.481	.825			
vs. RHB	272	54	12	1	6	29	16	63	2	4	2	.199	.247	.316	.563			

For batters, splits are listed in with the statistics. For pitchers, a separate section holds the pitching splits.

Figure 280 Player Report (Current Year Splits)

Fictional Baseball League 2156 Pitching Splits													
Split	G	GS	W	L	SV	ERA	IP	HA	R	ER	HR	BB	K
April	6	6	2	2	0	3.63	34.2	32	16	14	4	6	31
May	7	7	4	1	0	3.43	39.1	35	15	15	4	5	29
June	5	5	4	0	0	1.75	36.0	29	11	7	3	9	28
July	4	4	1	1	0	7.56	16.2	24	16	14	3	7	17
Spring Training	5	5	3	0	0	2.70	20.0	13	6	6	2	4	16
Last Year	36	36	10	12	0	3.89	247.1	235	115	107	28	59	185
2 Years Ago	20	20	6	9	0	3.49	118.2	105	49	46	10	36	95
Career	158	103	41	42	0	4.06	692.1	689	337	312	76	182	490
Home	12	12	8	2	0	3.82	68.1	64	31	29	8	9	60
Road	10	10	3	2	0	3.24	58.1	56	27	21	6	18	45
Grass	22	22	11	4	0	3.55	126.2	120	58	50	14	27	105
Night	22	22	11	4	0	3.55	126.2	120	58	50	14	27	105

11.8.1.6. Career Statistics

The Career Statistics section shows a player's career statistics. For pitchers, pitching and fielding statistics are shown. For batters, batting and fielding statistics are shown.

Figure 281 Player Report (Career Statistics)

Career Pitching Stats																		
Year/Team/League	Age	G	GS	W	L	SV	ERA	IP	HA	R	ER	HR	BB	K	CG	SHO	WHIP	BABIP	VORP
2151 Mesa - FBL	22	4	3	2	1	0	1.93	23.1	21	7	5	3	3	13	0	0	1.03	.243	8.2
2152 Mesa - FBL	23	40	7	5	6	0	5.64	67.0	80	45	42	9	29	35	0	0	1.63	.317	-5.4
2153 Mesa - FBL	24	36	15	7	10	0	5.10	109.1	128	63	62	12	28	57	0	0	1.43	.313	0.4
2154 Mesa - FBL	25	9	9	4	3	0	2.49	61.1	41	17	17	2	18	40	0	0	0.96	.222	16.8
2154 Baltimore - FBL	25	11	11	2	6	0	4.55	57.1	64	32	29	8	18	55	0	0	1.43	.341	2.8
2154 Total - FBL	25	20	20	6	9	0	3.49	118.2	105	49	46	10	36	95	0	0	1.19	.279	19.6
2155 The Bronx - FBL	26	36	36	10	12	0	3.89	247.1	235	115	107	28	59	185	1	0	1.19	.284	36.5
2156 Baltimore - FBL	27	22	22	11	4	0	3.55	126.2	120	58	50	14	27	105	0	0	1.16	.289	18.5
Total FBL	6 yrs.	158	103	41	42	0	4.06	692.1	689	337	312	76	182	490	1	0	1.26	.291	77.8

11.8.1.7. Career Minor LeagueStatistics

The Career Minor League Statistics section shows a player's minor league career statistics. For pitchers, pitching and fielding statistics are shown. For batters, batting and fielding statistics are shown.

Figure 282 Career Minor League Statistics

Career Minor League Pitching Stats

Year/Team/League	Age	G	GS	W	L	SV	ERA	IP	HA	R	ER	HR	BB	K	CG	SHO	WHIP	BABIP	VORP
2147 Plano - AAA	18	13	13	3	9	0	4.66	87.0	115	51	45	2	26	17	2	0	1.62	.335	0.8
2148 Plano - AAA	19	30	30	9	12	0	4.86	194.1	241	119	105	8	37	75	4	1	1.43	.325	-0.8
2149 Plano - AAA	20	22	22	7	7	0	4.28	149.1	174	80	71	9	35	72	1	0	1.40	.317	8.0
2150 Plano - AAA	21	3	3	1	1	0	1.23	14.2	12	2	2	0	3	11	0	0	1.02	.261	6.7
2151 Plano - AAA	22	16	16	9	5	0	3.21	103.2	113	46	37	4	15	64	2	1	1.23	.314	21.4
Total FBLAAA		84	84	29	34	0	4.26	549.0	655	298	260	23	116	239	9	2	1.40	.321	36.0

11.8.1.8. Player History

The Player History section shows a list of events in a player's career. These are the same events that are shown on the Accomplishments subpage described in Section 8.9.1.

Figure 283 Player Report (Player History)

Player History	
06-15-2147	Drafted in the 2147 first-year player draft (Round 1, Pick 7, 7th overall Pick) by the Mesa Bluebirds.
01-01-2148	SISA scouting updated ratings (potential): Stuff: 1 (3); Movement: 3 (17); Control: 5 (12).
05-21-2148	Injured (dead arm syndrome), out for 1-2 weeks.
07-21-2148	Pitches a 6-hit shutout against the Bylas Bearcats with 5 strikeouts and 1 BB allowed!
07-25-2148	Injured (tender shoulder), day-to-day for 2 weeks.
01-01-2149	SISA scouting updated ratings (potential): Stuff: 8 (11); Movement: 6 (18); Control: 11 (15).
05-28-2149	Injured (strained bicep muscle), out for 6 weeks.

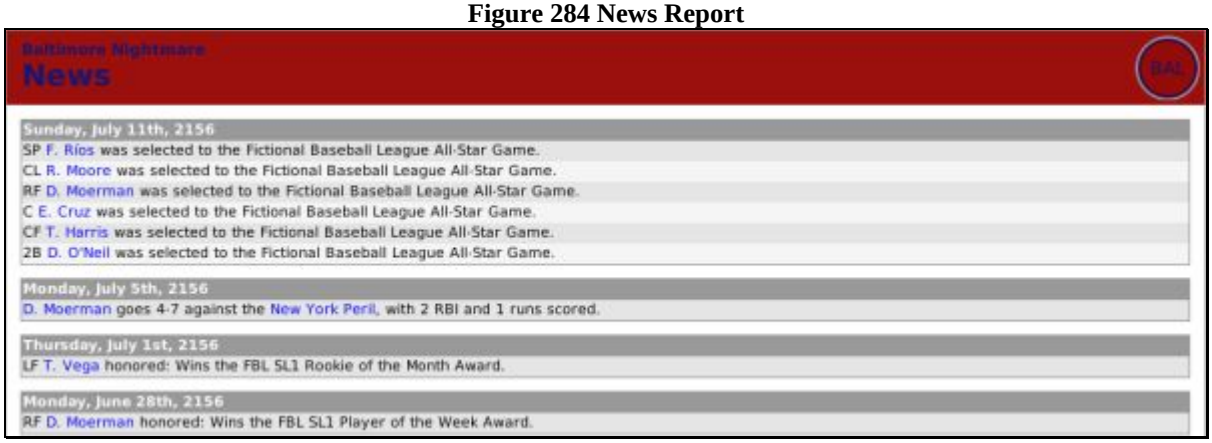
11.9. News Report

The News report displays a list of newsworthy events for the currently selected team or league. This report does not show all the news articles available in the game, and it does not show the full content of any in-game news articles. It shows only significant headlines, such as stellar game performances and awards.

To access this report:

- From within any in-game report, click on News in the Link box on the right side of the page.

Figure 284 News Report



11.10. Major / All Transactions Report

The Major Transactions and All Transactions reports contain day-by-day listings of all player transactions in the currently selected team or league, broken out by month. If this report is selected from within a league report, it will display transactions from the entire league. If this report is selected from within a team report, it will display only transactions related to the selected team.

To access this report:

- From within any in-game report, click on Transactions in the Link Bar.
- From within the League Home or Team Home reports, click on Transactions, Major Transactions, or All Transactions in the Link box on the right side of the page.

Figure 285 All Transactions Report

Only one month of data is displayed at a time. Click on the months across the top of the report to change months.

The primary difference between the Major Transactions and All Transactions reports is that not all transactions appear on the Major Transactions report. The Major Transactions report contains primarily the following information:

- Player or personnel contract news
- Disabled list moves
- Transactions that place a player on, or remove a player from, a team's active or secondary roster
- Player releases

11.11. Injury Report

The Injury report contains a day-by-day listing of all player injuries that have occurred in the selected team or league. If this report is selected from within a league report, it will display injuries from the entire league. If this report is selected from within a team report, it will display only injuries related to the selected team.

To access this report:

- From within the League Home or Team Home reports, click on Injuries in the Link box on the right side of the page.

Figure 286 Injury Report

11.12. Draft Log

The Last Draft Log report contains a listing of all the picks in the most recent draft held in this league. If the league has just started with an inaugural draft, this report will show the results of the inaugural draft.

To access this report:

- From within the League Home report, click on Draft Log in the Link box on the right side of the page.
- On the day of the draft, select First-Year Player Draft from the League menu, and then click on the Draft Log tab.

Figure 287 Draft Log Report

Note: This report is also available during the draft process, and it updates dynamically. See Section 16.0 for more information on the draft.

11.13. Free Agents Report

The Free Agent report contains a listing of all the current free agents in the selected league.

To access this report:

- From within the League Home report, click on Free Agents in the Link box on the right side of the page.

Figure 288 Free Agents Report

Fictional Baseball League 07-27-2156

League Free Agents Report - Scouted by: SISA

Batters | Pitchers | Fielding Ratings | Fielding Position Ratings

Position Players	Age	Pos	Contact	Gap	Power	Eye	Avoid K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
Javier Abete	19	3B	8	9	4	5	1	2	1	8	5	5	8	4	5
José Acuña	27	RF	8	3	9	1	4	6	4	8	9	1	8	9	1
Nicholas Adkins	25	1B	9	3	4	2	1	2	1	9	5	2	9	4	2
Antonio Avintana	31	CF	5	12	3	16	11	11	10	5	3	16	5	3	16
Fernando Batista	35	RF	8	12	10	5	3	7	12	7	9	5	8	10	5
Juan Benitez	30	2B	6	11	4	7	11	17	16	6	4	7	6	4	7
Chris Berry	32	RF	14	1	3	3	14	4	2	14	3	3	14	3	3
Ken Boivin	22	SS	2	9	3	1	5	18	20	2	3	1	2	3	1
John Brunt	28	3B	8	6	1	4	5	20	20	8	1	4	8	1	4
Lou Bryan	30	SS	4	6	3	5	4	14	16	4	3	5	4	3	5

This report has four hyperlinks across the top. You can display only batters, only pitchers, or fielding ratings and fielding position ratings. The fielding links show the ratings only for position players, not pitchers.

The information in these reports is identical to that on the Free Agents subpage described in Section 6.7.2.1.

Note: The ratings displayed are SISA-scouted ratings.

11.14. Available Coaches Report

The Available Coaches report contains a listing of all the currently unemployed coaches. This also includes scouts and doctors.

To access this report:

- From within the League Home report, click on Available Coaches in the Link box on the right side of the page.

Figure 289 Available Coaches Report

Fictional Baseball League 09-03-2007
Available Coaches

Pos	Name	Age	Experience
Pitching Coach	José Aguila	39	1
Pitching Coach	Anibal Barrera	38	0
Hitting Coach	Luís Barrón	36	0
General Manager	Doug Brady	45	4
Scout	Robert Bridges	36	0
Scout	Peter Burton	37	0
Bench Coach	León Campos	38	7
Scout	Juan Chávez	42	6
Hitting Coach	Ken Claycomb	45	6
Scout	Jermaine Collins	45	11
Bench Coach	Anastasio Díaz	43	10
Pitching Coach	Luís Díaz	43	3
Hitting Coach	Peter Drury	38	6

The information in these reports is identical to that on the Available Personnel subpage described in Section 6.7.6.

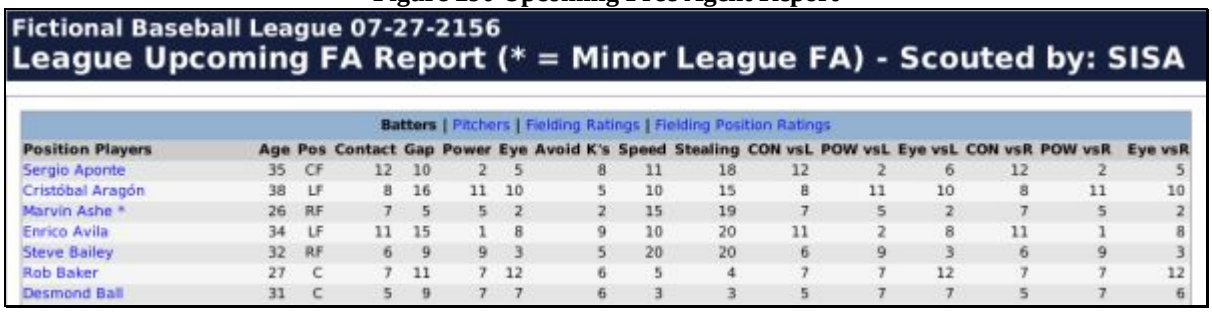
11.15. Upcoming Free Agents Report

The Upcoming Free Agents report contains a listing of all the upcoming free agents in the selected league.

To access this report:

- From within the League Home report, click on Upcoming Free Agents in the Link box on the right side of the page.

Figure 290 Upcoming Free Agent Report



Fictional Baseball League 07-27-2156
League Upcoming FA Report (* = Minor League FA) - Scouted by: SISA

Batters | Pitchers | Fielding Ratings | Fielding Position Ratings

Position Players	Age	Pos	Contact	Gap	Power	Eye	Avoid K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
Sergio Aponte	35	CF	12	10	2	5	8	11	18	12	2	6	12	2	5
Cristóbal Aragón	38	LF	8	16	11	10	5	10	15	8	11	10	8	11	10
Marvin Ashe *	26	RF	7	5	5	2	2	15	19	7	5	2	7	5	2
Enrico Avila	34	LF	11	15	1	8	9	10	20	11	2	8	11	1	8
Steve Bailey	32	RF	6	9	9	3	5	20	20	6	9	3	6	9	3
Rob Baker	27	C	7	11	7	12	6	5	4	7	7	12	7	7	12
Desmond Ball	31	C	5	9	7	7	6	3	3	5	7	7	5	7	6

The Upcoming Free Agents Report is divided into four sections. You can display only batters, only pitchers, or fielding ratings and fielding position ratings. The fielding links show the ratings only for position players, not pitchers. The information in these reports is identical to that on the Upcoming Free Agents subpage described in Section 6.7.2.3.

Players on this report with an asterisk next to their name are projected to be minor league free agents.

Note: The ratings displayed are SISA-scouted ratings.

11.16. BA Top Systems Report

The Baseball America Top Systems Report contains rankings of all the minor league systems in the selected league.

To access this report:

- From within the League Home report, click on BA Top Systems in the Link box on the right side of the page.

Figure 291 Baseball America Top Systems Report

Test Baseball League 06-04-2006
Baseball America Top Minor League Systems

Minor League Systems

#	Team	Points	Top 5 Prospects
1st	Mesa Fever	198	P A. Villatorro (1st), P P. Alvarez (3rd), P T. Darg (17th), P B. Thien (25th), CF T. Burdick (43rd)
2nd	Las Vegas Mooses	197	P T. Argumedo (2nd), P R. Niveto (7th), P S. Mao (12th), 1B C. Weaver (16th), P G. Harper (34th)
3rd	Virginia Beach Bears	171	P S. Hooper (5th), P J. Hatfield (8th), 2B G. Manser (35th), LF B. Donald (39th), P K. Logan (41st)
4th	Shreveport Blindsiders	153	P I. Sebuggwawo (6th), 1B D. Vegerano (22nd), P E. Parker (23rd), P N. Naruacento (29th), P C. Parrilla (40th)
5th	Oakland Aardvarks	129	P G. Vega (10th), P E. Mora (18th), 2B H. Roullon (28th), CF T. Marmolejos (31st), LF U. Lavastida (47th)
6th	Mesa Mudfish	97	P R. Padalla (13th), 1B A. Cavazos (14th), 2B K. Horne (26th), RF T. Henry (74th), P J. Glenn (76th)
7th	Baltimore Brigades	96	P S. Tucker (15th), P J. Yi (19th), LF H. Mannis (30th), SS V. Milledge (49th), RF C. Reed (66th)
8th	Jacksonville Dynamo	86	RF S. Velorde (24th), CF J. Stanford (36th), P M. Twombly (38th), P C. Taberas (44th), RF E. Delgadilo (45th)
9th	Portland Hedgehogs	63	P G. Urquilla (11th), P D. Kennedy (65th), 1B B. Trudillo (67th), P K. Stirzacre (71st), P L. Durand (73rd)
10th	Atlanta Machine	56	P D. Martia (9th), P O. Larc (60th), P R. Senquiz (83rd), SS J. Aguilar (86th), P D. Lathrop (88th)
11th	Stockton Buzz	52	P P. Oglethorpe (21st), 1B R. Danielson (33rd), 3B G. McQuhirr (53rd), 1B E. Bushnell (78th)
12th	Philadelphia Cougars	50	DH N. Kakuta (4th), P C. Tamblyn (70th)
13th	Sacramento Bashers	38	SS L. Jeminez (27th), 2B J. Cudlip (56th), P X. Zi (72nd), P E. Vine (84th)
14th	New York Shamrocks	37	1B G. Danley (20th), RF T. Esdaille (50th)
15th	Chicago Barbarians	31	SS H. Nielsen (32nd), DH D. Danesta (37th)
16th	Tucson Militia	1	CF J. Encarn (98th)

Minor league systems are scored according to an internal ranking system. The scoring is performed by SISA, based on its analysis of each team's minor league system. You don't necessarily have to agree with the rankings, and they can change from day to day based on different assessments by different SISA staff.

Note: This report is not available if you do not have minor leagues.

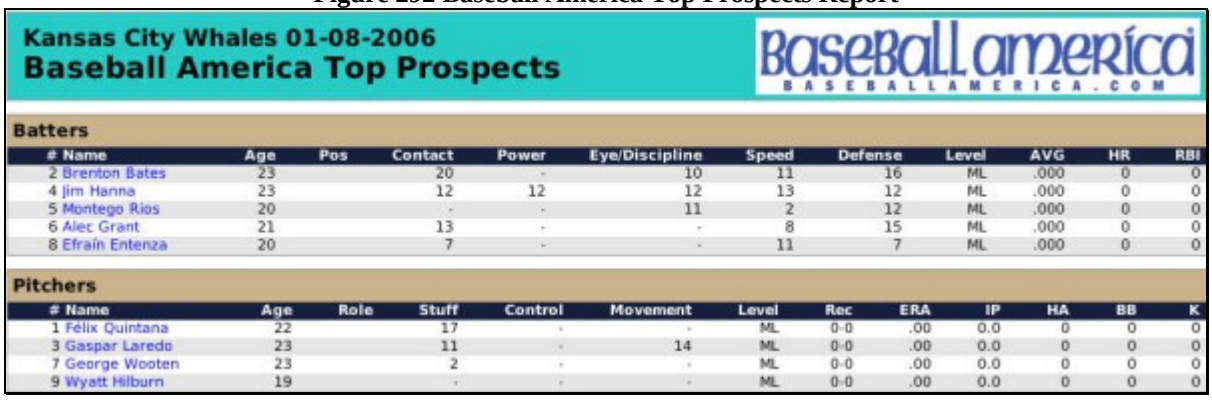
11.17. BA Top Prospects Report

The Baseball America Top Prospects Report contains a ranked listing of the top prospects in the selected league or team. If this report is selected from within a league report, it will display the top 100 prospects in the selected league, along with the parent league team to which they belong. If this report is selected from within a team report, it will display the top 10 prospects in the selected team's organization.

To access this report:

- From within the League Home or Team Home reports, click on BA Top Prospects in the Link box on the right side of the page.

Figure 292 Baseball America Top Prospects Report



Kansas City Whales 01-08-2006
Baseball America Top Prospects

Batters

#	Name	Age	Pos	Contact	Power	Eye/Discipline	Speed	Defense	Level	AVG	HR	RBI
2	Brenton Bates	23		20	-	10	11	16	ML	.000	0	0
4	Jim Hanna	23		12	12	12	13	12	ML	.000	0	0
5	Montego Rios	20		-	-	11	2	12	ML	.000	0	0
6	Alec Grant	21		13	-	-	8	15	ML	.000	0	0
8	Efraín Entenza	20		7	-	-	11	7	ML	.000	0	0

Pitchers

#	Name	Age	Role	Stuff	Control	Movement	Level	Rec	ERA	IP	HA	BB	K
1	Félix Quintana	22		17	-	-	ML	0-0	.00	0.0	0	0	0
3	Gaspar Laredo	23		11	-	14	ML	0-0	.00	0.0	0	0	0
7	George Wooten	23		2	-	-	ML	0-0	.00	0.0	0	0	0
9	Wyatt Hilburn	19		-	-	-	ML	0-0	.00	0.0	0	0	0

Minor league players are ranked by the SISA scouting agency, based on its analysis of each team's minor league system. You don't necessarily have to agree with the rankings, and they can change from day to day based on different assessments by different SISA staff.

Note: The ratings displayed are SISA-scouted ratings by default. However, if you access this report from the Reports tab in the Team menu, there will be a Select Scout drop-down that will allow you to view the ratings for whichever scout you want.

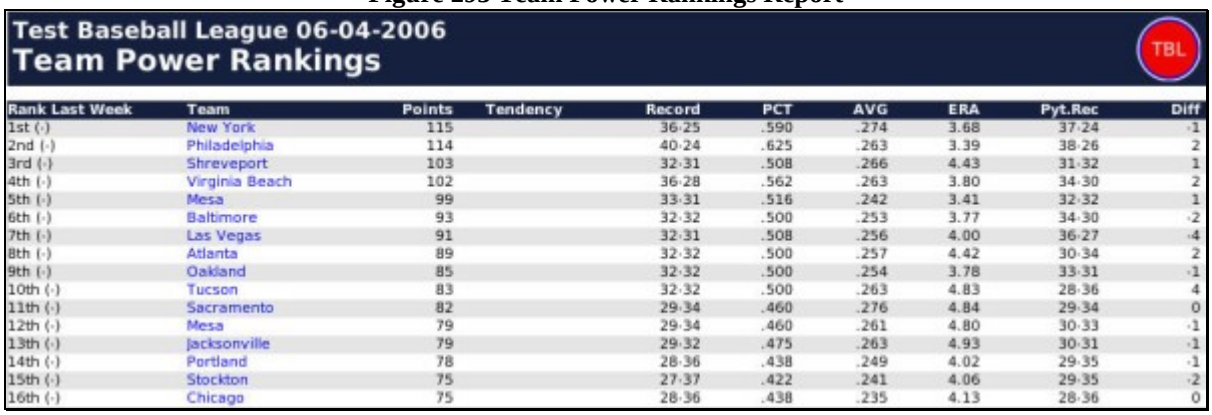
11.18. Team Power Rankings Report

The Team Power Rankings Report lists all teams in the selected league along with an analysis and ranking of how strong they are.

To access this report:

- From within the League Home, click on Team Power Rankings in the Link box on the right side of the page.

Figure 293 Team Power Rankings Report



Test Baseball League 06-04-2006
Team Power Rankings

Rank Last Week	Team	Points	Tendency	Record	PCT	AVG	ERA	Pyt.Rec	Diff
1st (-)	New York	115		36-25	.590	.274	3.68	37-24	-1
2nd (-)	Philadelphia	114		40-24	.625	.263	3.39	38-26	2
3rd (-)	Shreveport	103		32-31	.508	.266	4.43	31-32	1
4th (-)	Virginia Beach	102		36-28	.562	.263	3.80	34-30	2
5th (-)	Mesa	99		33-31	.516	.242	3.41	32-32	1
6th (-)	Baltimore	93		32-32	.500	.253	3.77	34-30	-2
7th (-)	Las Vegas	91		32-31	.508	.256	4.00	36-27	-4
8th (-)	Atlanta	89		32-32	.500	.257	4.42	30-34	2
9th (-)	Oakland	85		32-32	.500	.254	3.78	33-31	-1
10th (-)	Tucson	83		32-32	.500	.263	4.83	28-36	4
11th (-)	Sacramento	82		29-34	.460	.276	4.84	29-34	0
12th (-)	Mesa	79		29-34	.460	.261	4.80	30-33	-1
13th (-)	Jacksonville	79		29-32	.475	.263	4.93	30-31	-1
14th (-)	Portland	78		28-36	.438	.249	4.02	29-35	-1
15th (-)	Stockton	75		27-37	.422	.241	4.06	29-35	-2
16th (-)	Chicago	75		28-36	.438	.235	4.13	28-36	0

The point system used to calculate rankings is determined internally by the game.

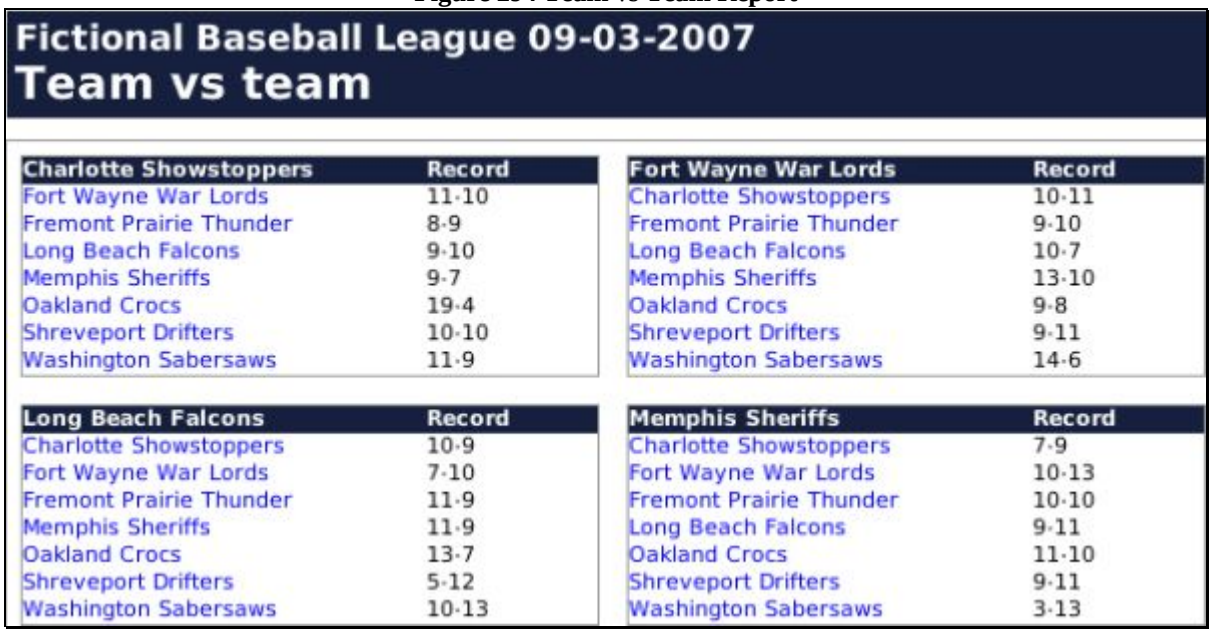
11.19. Team vs Team Report

The Team vs Team Report Power Rankings Report lists all teams in the selected league along with their records against each other team in the league during the current season.

To access this report:

- From within the League Home, click on Team vs Team in the Link box on the right side of the page.

Figure 294 Team vs Team Report



Fictional Baseball League 09-03-2007

Team vs team

Charlotte Showstoppers	Record
Fort Wayne War Lords	11-10
Fremont Prairie Thunder	8-9
Long Beach Falcons	9-10
Memphis Sheriffs	9-7
Oakland Crocs	19-4
Shreveport Drifters	10-10
Washington Sabersaws	11-9

Fort Wayne War Lords	Record
Charlotte Showstoppers	10-11
Fremont Prairie Thunder	9-10
Long Beach Falcons	10-7
Memphis Sheriffs	13-10
Oakland Crocs	9-8
Shreveport Drifters	9-11
Washington Sabersaws	14-6

Long Beach Falcons	Record
Charlotte Showstoppers	10-9
Fort Wayne War Lords	7-10
Fremont Prairie Thunder	11-9
Memphis Sheriffs	11-9
Oakland Crocs	13-7
Shreveport Drifters	5-12
Washington Sabersaws	10-13

Memphis Sheriffs	Record
Charlotte Showstoppers	7-9
Fort Wayne War Lords	10-13
Fremont Prairie Thunder	10-10
Long Beach Falcons	9-11
Oakland Crocs	11-10
Shreveport Drifters	9-11
Washington Sabersaws	3-13

11.20. Top Performances Report

The Top Performances Report lists all teams in the selected league along with an analysis and ranking of how strong they are.

To access this report:

- From within the League Home, click on Top Performances in the Link box on the right side of the page.

Figure 295 Top Performances Report

Test Baseball League 06-04-2006

Top Game Performances

Pitchers

#	Player	Team	Opponent	Date	IP	HA	R	ER	BB	K	Score	
1	Casimiro Callez	Hull	Jersey City	4/3/2006	9.0	2	1	1	2	11		Box Scores
2	Tony Booth	Laredo	Santa Ana	4/19/2006	9.0	2	0	0	1	6		Box Scores
3	Tonio Peralta	New York	Sacramento	5/12/2006	9.0	3	0	0	1	7		Box Scores
4	Harumi Kawashima	New York	Atlanta	5/24/2006	9.0	1	0	0	2	4		Box Scores
5	Jim Shoemaker	Virginia Beach	Chicago	4/9/2006	9.0	2	1	0	2	8		Box Scores
6	Russ O'Carroll	Virginia Beach	Mesa	4/26/2006	9.0	4	0	0	2	8		Box Scores
7	Tom Doucette	Chicago	Philadelphia	4/21/2006	9.0	2	0	0	2	4		Box Scores
8	Elijah Frizzell	Sacramento	Atlanta	4/30/2006	9.0	4	0	0	2	8		Box Scores
9	Hidekazu Asai	New York	Atlanta	5/22/2006	8.0	2	0	0	1	8		Box Scores
10	Sam Hooper	Virginia Beach	Stockton	4/2/2006	9.0	3	0	0	2	6		Box Scores

The Top Performances report lists the best individual performances in games in the selected year, along with a link to the box score for that game, as described in Section 11.44. The performances are scored according to an internal game calculation.

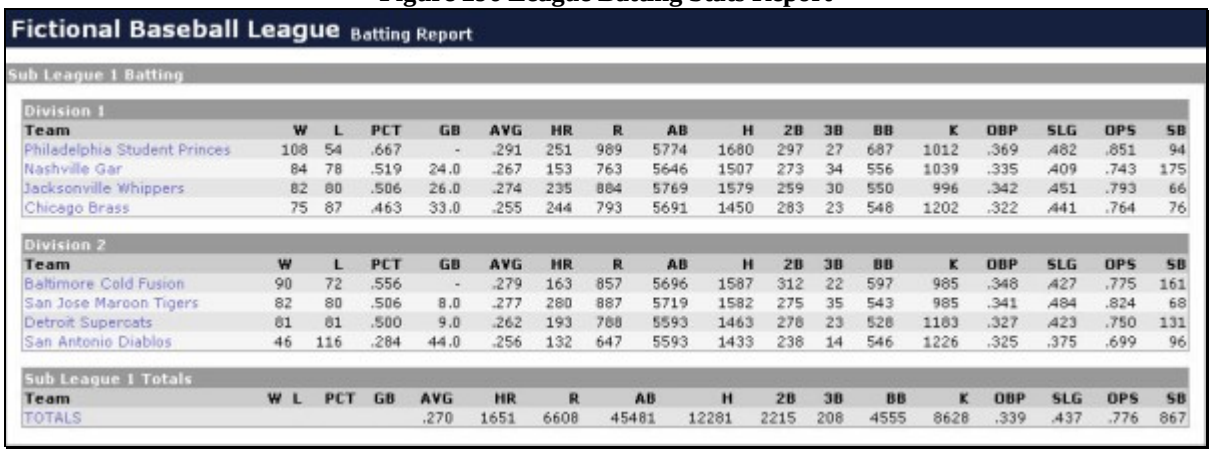
11.21. League Batting Report

The League Batting report contains detailed information about team batting statistics in the selected league.

To access this report:

- From within the League Home report, click on Batting Report in the Link box on the right side of the page.

Figure 296 League Batting Stats Report



Fictional Baseball League Batting Report

Sub League 1 Batting

Division 1

Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS	SB
Philadelphia Student Princes	108	54	.667	-	.291	251	989	5774	1680	297	27	687	1012	.369	.482	.851	94
Nashville Gar	84	78	.519	24.0	.267	153	763	5646	1507	273	34	556	1039	.335	.409	.743	175
Jacksonville Whippers	82	80	.506	26.0	.274	235	884	5769	1579	259	30	550	996	.342	.451	.793	66
Chicago Brass	75	87	.463	33.0	.255	244	793	5691	1450	283	23	548	1202	.322	.441	.764	76

Division 2

Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS	SB
Baltimore Cold Fusion	90	72	.556	-	.279	163	857	5696	1587	312	22	597	985	.348	.427	.775	161
San Jose Maroon Tigers	82	80	.506	8.0	.277	280	887	5719	1582	275	35	543	985	.341	.484	.824	68
Detroit Supercats	81	81	.500	9.0	.262	193	788	5593	1463	278	23	528	1183	.327	.423	.750	131
San Antonio Diablos	46	116	.284	44.0	.256	132	647	5593	1433	238	14	546	1226	.325	.375	.699	96

Sub League 1 Totals

Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS	SB
TOTALS					.270	1651	6608	45481	12281	2215	208	4555	8628	.339	.437	.776	867

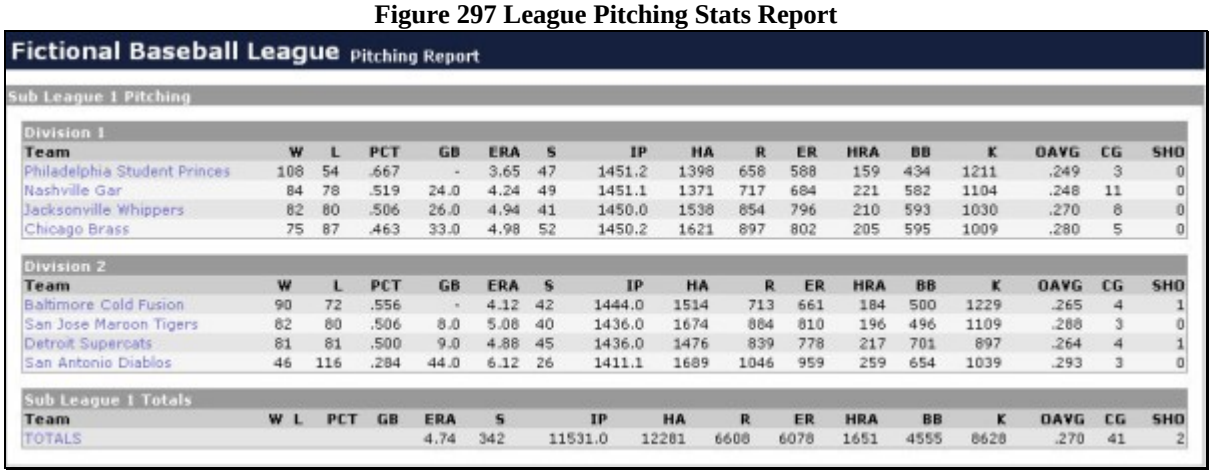
11.22. League Pitching Report

The League Pitching report contains detailed information about team pitching statistics in the selected league.

To access this report:

- From within the League Home report, click on Pitching Report in the Link box on the right side of the page.

Figure 297 League Pitching Stats Report



Fictional Baseball League Pitching Report

Sub League 1 Pitching

Division 1

Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
Philadelphia Student Princes	108	54	.667	-	3.65	47	1451.2	1398	658	588	159	434	1211	.249	3	0
Nashville Gar	84	78	.519	24.0	4.24	49	1451.1	1371	717	684	221	582	1104	.248	11	0
Jacksonville Whippers	82	80	.506	26.0	4.94	41	1450.0	1538	854	796	210	593	1030	.270	8	0
Chicago Brass	75	87	.463	33.0	4.98	52	1450.2	1621	897	802	205	595	1009	.280	5	0

Division 2

Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
Baltimore Cold Fusion	90	72	.556	-	4.12	42	1444.0	1514	713	661	184	500	1229	.265	4	1
San Jose Maroon Tigers	82	80	.506	8.0	5.08	40	1436.0	1674	884	810	196	496	1109	.288	3	0
Detroit Supercats	81	81	.500	9.0	4.88	45	1436.0	1476	839	778	217	701	897	.264	4	1
San Antonio Diablos	46	116	.284	44.0	6.12	26	1411.1	1689	1046	959	259	654	1039	.293	3	0

Sub League 1 Totals

Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
TOTALS					4.74	342	11531.0	12281	6608	6078	1651	4555	8628	.270	41	2

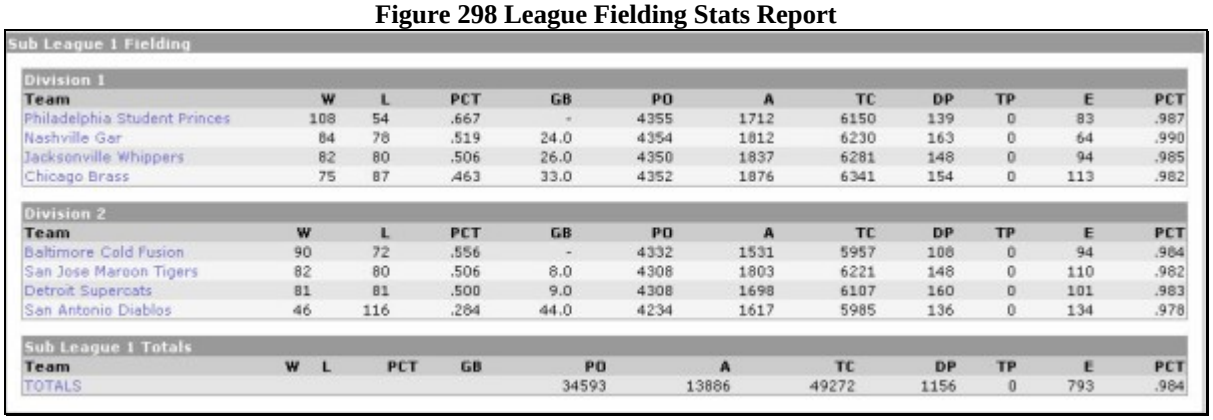
11.23. League Fielding Report

The League Fielding report contains detailed information about team fielding statistics in the selected league.

To access this report:

- From within the League Home report, click on Fielding Report in the Link box on the right side of the page.

Figure 298 League Fielding Stats Report



Sub League 1 Fielding

Division 1

Team	W	L	PCT	GB	PO	A	TC	DP	TP	E	PCT
Philadelphia Student Princes	108	54	.667	-	4355	1712	6150	139	0	83	.987
Nashville Gar	84	78	.519	24.0	4354	1812	6230	163	0	64	.990
Jacksonville Whippers	82	80	.506	26.0	4350	1837	6281	148	0	94	.985
Chicago Brass	75	87	.463	33.0	4352	1876	6341	154	0	113	.982

Division 2

Team	W	L	PCT	GB	PO	A	TC	DP	TP	E	PCT
Baltimore Cold Fusion	90	72	.556	-	4332	1531	5957	108	0	94	.984
San Jose Maroon Tigers	82	80	.506	8.0	4308	1803	6221	148	0	110	.982
Detroit Supercats	81	81	.500	9.0	4308	1698	6107	160	0	101	.983
San Antonio Diablos	46	116	.284	44.0	4234	1617	5985	136	0	134	.978

Sub League 1 Totals

Team	W	L	PCT	GB	PO	A	TC	DP	TP	E	PCT
TOTALS					34593	13886	49272	1156	0	793	.984

11.24. Schedule Report

The schedule report is a month-by-month summary of the selected team's schedule, in calendar format. Use the month links at the top of the report to navigate from month to month. For completed games, the result of the game is shown. For scheduled games, the opponent and game time are listed.

To access this report:

- From within the Team Home report, click on Schedule in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Figure 299 Schedule Report

Baltimore Nightmare 07-27-2156

Baltimore Nightmare Schedule July 2156

Jan | Feb | Mar | Apr | May | Jun | **Jul** | Aug | Sep | Oct | Nov | Dec

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 vs WAS LOSS, 3-6	2 vs WAS LOSS, 3-4	3 vs WAS WIN, 1-0
4 vs WAS LOSS, 0-10	5 vs NY WIN, 5-4	6 vs NY WIN, 7-6	7 vs NY LOSS, 1-3	8 @ PIT WIN, 4-3	9 @ PIT LOSS, 7-9	10 @ PIT LOSS, 0-6
11 @ PIT WIN, 8-3	12	13 SL1 vs SL2 1-15	14	15	16 @ VB LOSS, 1-7	17 @ VB LOSS, 3-4
18 @ VB LOSS, 1-5	19	20 vs COL LOSS, 1-3	21 vs COL LOSS, 2-8	22 vs COL LOSS, 3-5	23 vs NY LOSS, 6-8	24 vs NY LOSS, 4-5
25 vs NY LOSS, 3-9	26 vs BRO LOSS, 0-4	27 vs BRO 7:05 pm	28 vs BRO 7:05 pm	29	30 @ NO 7:05 pm	31 @ NO 7:05 pm

11.25. "Under the Knife" Injury Report

The “Under the Knife” Injury report, from Baseball Prospectus, is a summary of injured players on each team in the selected league. It includes each injured player, his injury, the estimated time that he will be out, and his disabled list status.

To access this report:

- From within the League Home report, click on “Under the Knife” in the Link box on the right side of the page.

Figure 300 Under the Knife Injury Report

Baseball Prospectus

Under The Knife
Fictional Baseball League Injury Report

Arlington Heat

Player	Injury	Out for...	Disabled List Status
P Dexter Groves	flu	one week	Not on DL
P William Walker	fractured ulna (arm)	5 days	On DL, eligible for return
SS Will Jones	torn rotator cuff muscle	7 weeks	31 day(s) left (60-day DL)
LF Kenny Richardson	fractured wrist	5-6 weeks	7 day(s) left

Atlanta Coral Snakes

Player	Injury	Out for...	Disabled List Status
P Charles Lespérance	tender elbow	1 day	4 day(s) left (60-day DL)
P Clement Brown	ruptured bicep tendon	11 months	43 day(s) left (60-day DL)
RF Andre St. John	fractured cheekbone	5 weeks	17 day(s) left (60-day DL)

See Section 19.9 for more information on disabled lists.

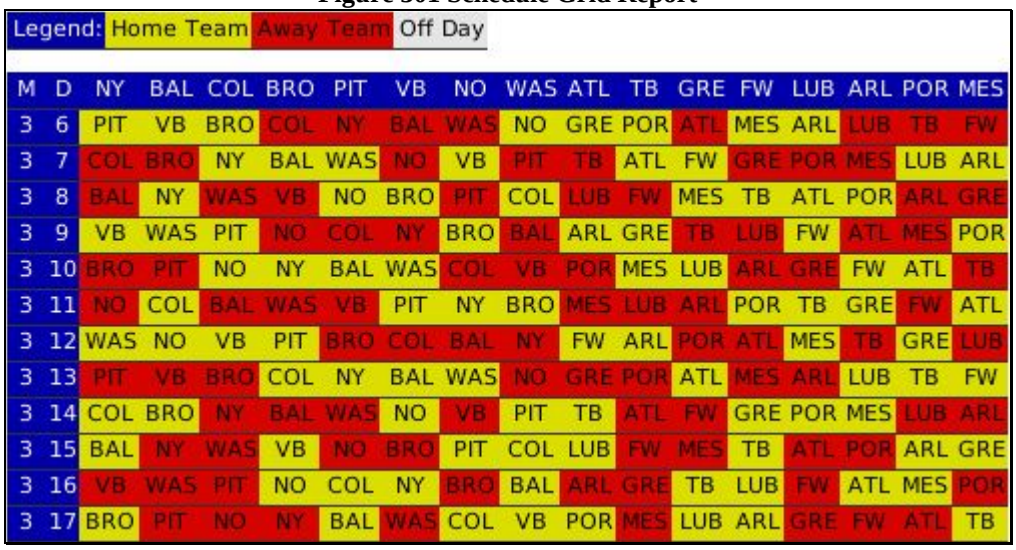
11.26. Schedule Grid Report

The Schedule Grid is a spreadsheet listing all the games in the selected league’s schedule. The report is color-coded, with home teams displayed on a yellow background and visiting teams displayed on a red background.

To access this report:

- From within the League Home report, click on Schedule Grid in the Link box on the right side of the page.
- From the Schedule Editor page, choose Report: Grid from the Schedule action menu, described in Section 25.4.7.

Figure 301 Schedule Grid Report



Legend: Home Team | Away Team | Off Day

M	D	NY	BAL	COL	BRO	PIT	VB	NO	WAS	ATL	TB	GRE	FW	LUB	ARL	POR	MES
3	6	PIT	VB	BRO	COL	NY	BAL	WAS	NO	GRE	POR	ATL	MES	ARL	LUB	TB	FW
3	7	COL	BRO	NY	BAL	WAS	NO	VB	PIT	TB	ATL	FW	GRE	POR	MES	LUB	ARL
3	8	BAL	NY	WAS	VB	NO	BRO	PIT	COL	LUB	FW	MES	TB	ATL	POR	ARL	GRE
3	9	VB	WAS	PIT	NO	COL	NY	BRO	BAL	ARL	GRE	TB	LUB	FW	ATL	MES	POR
3	10	BRO	PIT	NO	NY	BAL	WAS	COL	VB	POR	MES	LUB	ARL	GRE	FW	ATL	TB
3	11	NO	COL	BAL	WAS	VB	PIT	NY	BRO	MES	LUB	ARL	POR	TB	GRE	FW	ATL
3	12	WAS	NO	VB	PIT	BRO	COL	BAL	NY	FW	ARL	POR	ATL	MES	TB	GRE	LUB
3	13	PIT	VB	BRO	COL	NY	BAL	WAS	NO	GRE	POR	ATL	MES	ARL	LUB	TB	FW
3	14	COL	BRO	NY	BAL	WAS	NO	VB	PIT	TB	ATL	FW	GRE	POR	MES	LUB	ARL
3	15	BAL	NY	WAS	VB	NO	BRO	PIT	COL	LUB	FW	MES	TB	ATL	POR	ARL	GRE
3	16	VB	WAS	PIT	NO	COL	NY	BRO	BAL	ARL	GRE	TB	LUB	FW	ATL	MES	POR
3	17	BRO	PIT	NO	NY	BAL	WAS	COL	VB	POR	MES	LUB	ARL	GRE	FW	ATL	TB

In this report, each team in the league is represented in a column of data. The first two columns represent the month and the year. So, looking at the graphic above, we see that on day 1 of month 4 (April 1), team MES (the third column from the left) is playing POR, with POR being the home team, because it is highlighted in yellow. So, each row represents all the games on one day, and each column represents all the games for one team.

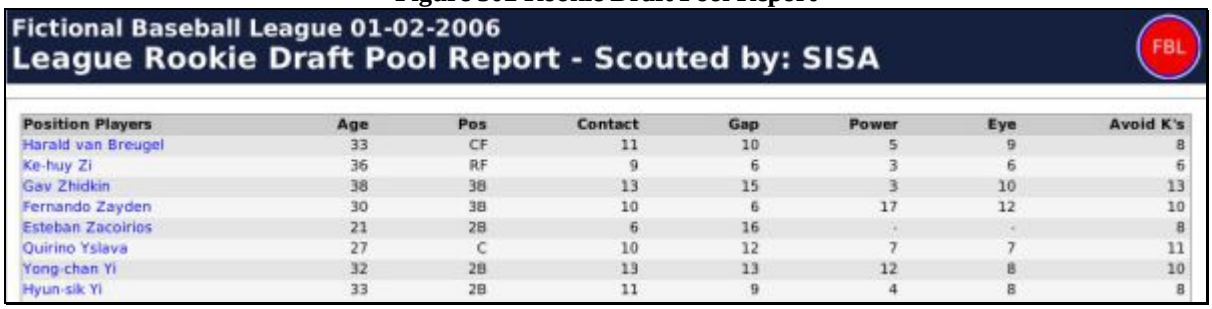
11.27. Rookie Draft Pool Report

The Rookie Draft Pool report is a listing of all players in an upcoming draft and their most relevant ratings. This report is available only in the month prior to the first-year player draft date. In a brand-new league using an inaugural draft, this report can be used to show all players in the inaugural draft.

To access this report:

- From within the League Home report, click on Rookie Draft Pool in the Link box on the right side of the page.

Figure 302 Rookie Draft Pool Report



Fictional Baseball League 01-02-2006

League Rookie Draft Pool Report - Scouted by: SISA

Position Players	Age	Pos	Contact	Gap	Power	Eye	Avoid K's
Harald van Breugel	33	CF	11	10	5	9	8
Ke-huy Zi	36	RF	9	6	3	6	6
Gav Zhidkin	38	3B	13	15	3	10	13
Fernando Zayden	30	3B	10	6	17	12	10
Esteban Zacoirios	21	2B	6	16	-	-	8
Quirino Yslava	27	C	10	12	7	7	11
Yong-chan Yi	32	2B	13	13	12	8	10
Hyun-sik Yi	33	2B	11	9	4	8	8

In the Rookie Draft Pool report, position players and pitchers are listed separately. See Section 16.0 for more information about drafts.

Note: The ratings displayed are SISA-scouted ratings.

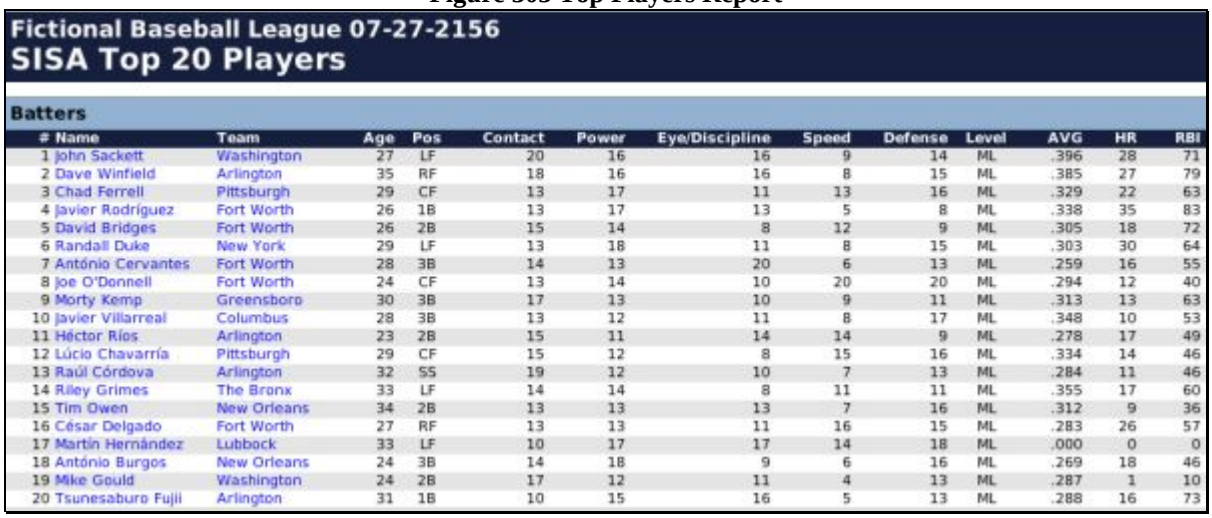
11.28. Top Players Report

The Top Players report contains a list of the top twenty pitchers and position players in the selected league, along with some of their key ratings and statistics.

To access this report:

- From within the League Home report, click on Top Players in the Link box on the right side of the page.

Figure 303 Top Players Report



Fictional Baseball League 07-27-2156

SISA Top 20 Players

Batters

#	Name	Team	Age	Pos	Contact	Power	Eye/Discipline	Speed	Defense	Level	AVG	HR	RBI
1	John Sackett	Washington	27	LF	20	16	16	9	14	ML	.396	28	71
2	Dave Winfield	Arlington	35	RF	18	16	16	8	15	ML	.385	27	79
3	Chad Ferrell	Pittsburgh	29	CF	13	17	11	13	16	ML	.329	22	63
4	Javier Rodríguez	Fort Worth	26	1B	13	17	13	5	8	ML	.338	35	83
5	David Bridges	Fort Worth	26	2B	15	14	8	12	9	ML	.305	18	72
6	Randall Duke	New York	29	LF	13	18	11	8	15	ML	.303	30	64
7	António Cervantes	Fort Worth	28	3B	14	13	20	6	13	ML	.259	16	55
8	Joe O'Donnell	Fort Worth	24	CF	13	14	10	20	20	ML	.294	12	40
9	Morty Kemp	Greensboro	30	3B	17	13	10	9	11	ML	.313	13	63
10	Javier Villarreal	Columbus	28	3B	13	12	11	8	17	ML	.348	10	53
11	Héctor Ríos	Arlington	23	2B	15	11	14	14	9	ML	.278	17	49
12	Lúcio Chavarría	Pittsburgh	29	CF	15	12	8	15	16	ML	.334	14	46
13	Raúl Córdova	Arlington	32	SS	19	12	10	7	13	ML	.284	11	46
14	Riley Grimes	The Bronx	33	LF	14	14	8	11	11	ML	.355	17	60
15	Tim Owen	New Orleans	34	2B	13	13	13	7	16	ML	.312	9	36
16	César Delgado	Fort Worth	27	RF	13	13	11	16	15	ML	.283	26	57
17	Martín Hernández	Lubbock	33	LF	10	17	17	14	18	ML	.000	0	0
18	António Burgos	New Orleans	24	3B	14	18	9	6	16	ML	.269	18	46
19	Mike Gould	Washington	24	2B	17	12	11	4	13	ML	.287	1	10
20	Tsunesaburo Fujii	Arlington	31	1B	10	15	16	5	13	ML	.288	16	73

11.29. Financial Report

The Financial report contains a wealth of financial data on the selected league or team.

To access this report:

- From within the League Home report, click on Financial Report in the Link box on the right side of the page.

From within the Team Home report, click on Financial Report in the Link box on the right side of the page. Select a team from the Team menu, click the Reports tab, and then select Financial Report from the Select Report drop-down.

Figure 304 Financial Report

Fictional Baseball League 07-27-2156

Financial Report

Rank	Team	Payroll
1	Baltimore Nightmare	$111,298,300
2	Arlington Heat	$108,014,300
3	Washington Demons	$100,341,400
4	New Orleans Boll Weevils	$100,192,784
5	Fort Worth Alley Cats	$98,541,800
6	Lubbock Neons	$97,375,376
7	Pittsburgh Slammers	$96,177,980
8	New York Peril	$94,059,100
9	Brooklyn Skyrays	$89,828,956
10	The Bronx Victory	$82,866,160
11	Columbus Firecats	$78,247,376
12	Greensboro Dazzlers	$77,983,980
13	Atlanta Coral Snakes	$65,838,016
14	Portland Old Timers	$64,697,400
15	Virginia Beach Battle	$50,939,300
16	Mesa Bluebirds	$43,980,400

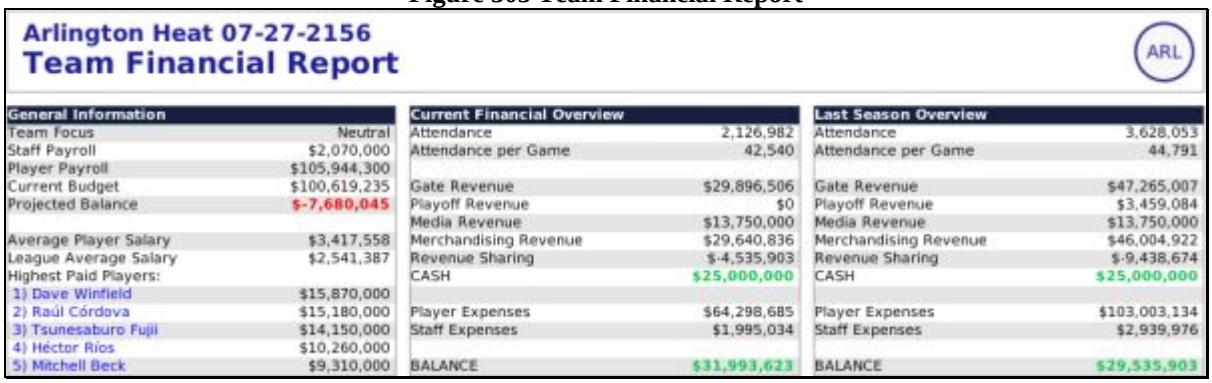
Rank	Team	Attendance
1	Washington Demons	2,291,303
2	Fort Worth Alley Cats	2,211,751
3	Arlington Heat	2,126,982
4	Baltimore Nightmare	2,120,519
5	Pittsburgh Slammers	1,874,108
6	New York Peril	1,766,232
7	Columbus Firecats	1,762,827
8	Greensboro Dazzlers	1,617,419
9	Brooklyn Skyrays	1,583,645
10	The Bronx Victory	1,578,792
11	Virginia Beach Battle	1,434,416
12	Atlanta Coral Snakes	1,333,513
13	Mesa Bluebirds	1,276,113
14	Portland Old Timers	1,259,922
15	New Orleans Boll Weevils	1,197,521
16	Lubbock Neons	1,181,307

Rank	Team	Gate Revenue
1	Washington Demons	$35,128,141
2	Baltimore Nightmare	$32,950,660
3	Fort Worth Alley Cats	$31,828,562
4	Arlington Heat	$29,896,506
5	Pittsburgh Slammers	$27,821,288
6	Columbus Firecats	$26,574,499
7	New York Peril	$26,553,338
8	Brooklyn Skyrays	$24,502,351
9	Greensboro Dazzlers	$24,064,264
10	The Bronx Victory	$23,729,817
11	Virginia Beach Battle	$22,718,150
12	New Orleans Boll Weevils	$20,827,874
13	Atlanta Coral Snakes	$20,796,170
14	Mesa Bluebirds	$20,029,833
15	Lubbock Neons	$19,859,877
16	Portland Old Timers	$19,781,797

The league version of this report includes rankings of all teams in the league in the following categories: payroll, attendance, gate revenue, media revenue, merchandising, and current budget. There is also a list of the top twenty-five salaries in the league.

Additionally, the league version includes team-specific details for each team in the league.

Figure 305 Team Financial Report



Arlington Heat 07-27-2156
Team Financial Report

ARL

General Information	
Team Focus	Neutral
Staff Payroll	$2,070,000
Player Payroll	$105,944,300
Current Budget	$100,619,235
Projected Balance	$-7,680,045
Average Player Salary	$3,417,558
League Average Salary	$2,541,387
Highest Paid Players:	
1) Dave Winfield	$15,870,000
2) Raúl Córdova	$15,180,000
3) Tsunesaburo Fujii	$14,150,000
4) Héctor Ríos	$10,260,000
5) Mitchell Beck	$9,310,000

Current Financial Overview	
Attendance	2,126,982
Attendance per Game	42,540
Gate Revenue	$29,896,506
Playoff Revenue	$0
Media Revenue	$13,750,000
Merchandising Revenue	$29,640,836
Revenue Sharing	$-4,535,903
CASH	$25,000,000
Player Expenses	$64,298,685
Staff Expenses	$1,995,034
BALANCE	$31,993,623

Last Season Overview	
Attendance	3,628,053
Attendance per Game	44,791
Gate Revenue	$47,265,007
Playoff Revenue	$3,459,084
Media Revenue	$13,750,000
Merchandising Revenue	$46,004,922
Revenue Sharing	$-9,438,674
CASH	$25,000,000
Player Expenses	$103,003,134
Staff Expenses	$2,939,976
BALANCE	$29,535,903

This part of the report contains information very similar to the front office page described in Section 7.7.

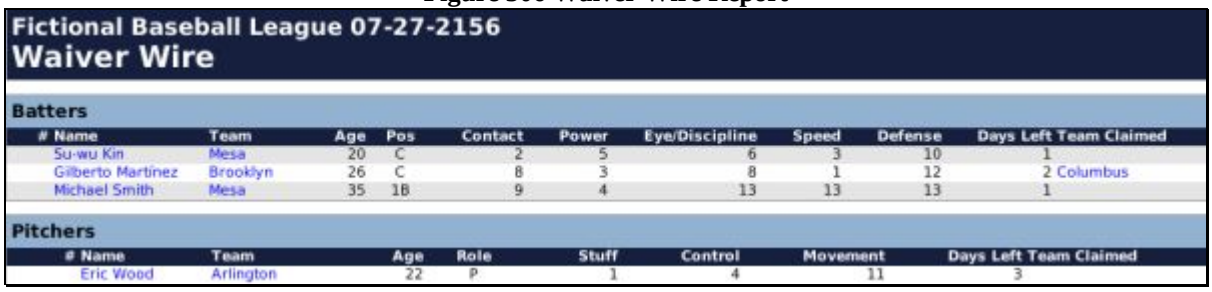
11.30. Waiver Wire Report

The Waiver Wire report shows all players currently on the waiver wire in the selected league. It also lists the number of days remaining in each player's waiver period. Additionally, if a team has claimed a player, the team will be listed in the Team Claimed column.

To access this report:

- From within the League Home report, click on Waiver Wire in the Link box on the right side of the page.

Figure 306 Waiver Wire Report



Fictional Baseball League 07-27-2156
Waiver Wire

Batters

# Name	Team	Age	Pos	Contact	Power	Eye/Discipline	Speed	Defense	Days Left Team Claimed
Su-wu Kin	Mesa	20	C	2	5	6	3	10	1
Gilberto Martínez	Brooklyn	26	C	8	3	8	1	12	2 Columbus
Michael Smith	Mesa	35	1B	9	4	13	13	13	1

Pitchers

# Name	Team	Age	Role	Stuff	Control	Movement	Days Left Team Claimed
Eric Wood	Arlington	22	P	1	4	11	3

This report contains similar information to the Waiver Wire page described in Section 6.7.4.

11.31. Positional Strength by Team Report

The Positional Strength by Team report contains a team-by-team ranking of each position's relative strength in the selected league.

To access this report:

- From within the League Home report, click on Pos. Strength/Teams in the Link box on the right side of the page.

Figure 307 Postional Strength by Teams Report

Fictional Baseball League 07-27-2156
Positional Strength Overview By Teams

Arlington Heat 07-27-2156
Positional Strength Overview

ARL

Position	Top player	Team ranking	Top prospect	Organizational ranking	Overall ranking
Catchers	Luis Sánchez	11th	Bill McKay	13th	13th
First Basemen	Tsunesaburo Fujii	2nd	Lloyd McClure	14th	11th
Second Basemen	Héctor Ríos	2nd	Héctor Ríos	1st	1st
Third Basemen	Shannon Miller	5th	Pat Osborne	1st	1st
Shortstops	Raúl Córdova	1st	Derrek Jacobson	3rd	1st
Left Fielders	Gustavo Ruíz	5th	Dewey Evans	4th	5th
Center Fielders	Pedro Sánchez	11th	Marvin von Frankenberg	5th	8th
Right Fielders	Dave Winfield	1st	Pedro Méndez	10th	1st
Starting Pitchers	Dexter Groves	2nd	Randolph Akers	12th	7th
Relievers	William Walker	8th	Flint Hall	15th	14th
Closers	Oliver Rowling	12th	Jermaine Wilson	15th	15th

For each position and pitching role, the report includes the following information.

- Top Player—The top player on the team in that league at that position/role.
- Team Ranking—The ranking of the strength of the team at this position compared to the other teams in the league.
- Top Prospect—The top prospect in the organization at each position/role.
- Organizational Ranking— A ranking of the strength of the team at this position, based on all players at all levels who are 25 and under.
- Overall Ranking—A ranking of the overall strength of the entire team organization, including majors, compared to other teams in the league.

11.32. Positional Strength by Position Report

The Positional Strength by Position report contains a position-by-position ranking, ranking each team in the league according to its strength at the selected position.

To access this report:

- From within the League Home report, click on Pos. Strength/Pos in the Link box on the right side of the page.

Figure 308 Postional Strength by Position Report

Fictional Baseball League 07-27-2156

Positional Strength Overview By Positions

Catchers

Team	Top player	Team ranking	Top prospect	Organizational ranking	Overall ranking
New Orleans Boll Weevils	Howard Ratzlaff	1st	Aaron Colbert	5th	2nd
Mesa Bluebirds	Carlos Bingham	2nd	Su-wu Kin	6th	4th
Portland Old Timers	Chris Ross	3rd	Joe Russell	12th	Tied for 7th
Fort Worth Alley Cats	George Simpson	4th	Jesse Wade	4th	5th
Columbus Firecats	Peter Pacheco	5th	Peter Pacheco	1st	1st
Atlanta Coral Snakes	Stephen Avery	6th	Sumio Ishikawa	2nd	3rd
Lubbock Neons	Juan López	7th	Serge Sénécal	16th	16th
Brooklyn Skyrays	Yuji Takayama	8th	Steven Benjamin	8th	7th
Baltimore Nightmare	Edgardo Cruz	9th	Martin Bazinet	9th	9th
Pittsburgh Slammers	Luís Rosário	10th	Rowan Lowry	10th	10th
Arlington Heat	Luís Sánchez	11th	Bill McKay	13th	13th
New York Peril	Bobby Kidd	12th	Armando Colón	11th	12th
Virginia Beach Battle	Raúl García	13th	Rodrigo Gómez	14th	14th
Greensboro Dazzlers	Fernando Valdéz	14th	Tim Tillman	3rd	6th
The Bronx Victory	Rob Baker	15th	Kosaku Ishida	7th	11th
Washington Demons	Jim Ferguson	16th	Sylvain Kelly	15th	15th

For each position and pitching role, the report includes the following information:

- Team—The team the player belongs to.
- Top Player—The name of the player.
- Team Ranking—The comparative rank of the team, basely solely on the major league level.
- Top Prospect—The top prospect in the team's organization at that position.
- Organizational Ranking—A ranking of the strength of the team at this position, based on all players at all levels who are 25 and under.
- Overall Ranking—A ranking of the overall strength of the entire team organization, including majors, compared to other teams in the league.

11.33. Roster Report

The Roster report is a list of all players on the selected team's roster. It is broken down into sections for Active Roster, Secondary Roster, and Disabled List.

To access this report:

- From within the Team Home report, click on Roster in the Link box on the right side of the page.

Figure 309 Roster Report

Austin Crimson Wave

Roster Page

AUS

Active Roster

Pitchers	Pos	Team	Age	DOB	POB	Nat.	Bats	Throws	Height	Weight	Salary
78 Bove, Dan	SP	Austin Crimson Wave	31	06-17-1977	San Francisco	USA	Right	Right	6' 2"	185 lb	$14,509,000
77 Brown, Tim	SP	Austin Crimson Wave	25	03-27-1984	Mount Pleasant	USA	Left	Right	6' 2"	215 lb	$350,000
19 Cote, Karl	SP	Austin Crimson Wave	19	12-30-1989	San Diego	USA	Left	Left	6' 1"	220 lb	$350,000
92 Goytia, Vicente	SP	Austin Crimson Wave	26	05-19-1982	Celina	USA	Right	Right	5' 11"	200 lb	$727,500
33 Toral, Pablo	SP	Austin Crimson Wave	27	10-25-1981	Carolina	PUR	Right	Right	6' 2"	215 lb	$350,000
56 Atkins, Jim	MR	Austin Crimson Wave	22	02-28-1987	Mililani Town	USA	Right	Right	6' 1"	185 lb	$350,000
76 Cercignani, Gianfrancesco	MR	Austin Crimson Wave	20	06-23-1988	Coatzacoalcos	MEX	Right	Right	6' 3"	215 lb	$350,000

The players in the Roster report are broken down into four different categories: pitchers, catchers, infielders, and outfielders.

11.34. Player Ratings / Potential Ratings Report

The Player Ratings and Player Potential Ratings reports contain a list of all the current ratings or potential ratings for players on the selected team. You can also choose which scout's ratings you want to view.

To access this report:

- From within the Team Home report, click on Ratings or Potential Ratings in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Player Ratings or Player Potential Ratings from the Select Report drop-down.

Figure 310 Team Ratings Report

Columbus Firecats 07-27-2156
Player Ratings Report - Scouted by: SISA

Name	Age	Pos	Contact	Gap	Power	Eye	Avoid K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
David Baker	32	CF	12	17	13	8	11	10	14	12	13	8	12	13	8
Colin Barnett	22	C	7	18	4	8	2	1	1	7	4	8	7	4	8
Ron Brewer	26	2B	9	13	12	11	5	8	12	9	12	11	9	12	11
Joe David	24	P	3	3	1	3	1	3	7	3	1	3	3	1	3
Aaron Davis	29	2B	8	10	1	8	3	19	20	8	1	8	8	1	8
Otto Falsyde	34	P	3	3	1	3	1	3	2	2	1	2	3	1	3
Gerardo Fernández	35	P	8	2	1	1	1	1	2	7	1	1	8	1	2
Wilbert Fisher	36	LF	11	8	11	11	16	6	6	11	11	11	11	11	11
Waweru Habimana	22	RF	11	6	14	15	4	11	10	11	14	15	11	14	15
Jeff Henderson	27	P	2	2	1	2	1	2	1	2	1	1	2	1	2
Mike Jacobs	35	P	1	4	1	3	1	1	5	1	1	3	1	1	3
José Jiménez	19	C	3	4	5	2	2	1	1	3	5	2	3	5	2
Lorenzo Miranda	28	P	4	5	1	2	1	3	1	3	1	2	4	1	2

For more information on player ratings, see Section 13.0, The Player Rating Model.

Note: The ratings displayed are SISA-scouted ratings by default. However, if you access this report from the Reports tab in the Team menu, there will be a Select Scout drop-down that will allow you to view the ratings for whichever scout you want.

11.35. Player Batting Stats Report

The Player Batting Stats report is actually a series of team reports containing current-year batting statistics for all players on the selected team.

To access this report:

- From within the Team Home report, click on Batting Stats in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Player Batting Stats from the Select Report drop-down.

Figure 311 Player Batting Stats Report

Oakland Inferno
Basic Batting Stats Report - Split: Overall

Select Set: Basic Select Split: Overall

Name	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS
Juan Gonzalez 2B	70	280	37	73	17	2	0	17	94	25	61	5	3	.261	.324	.336	.659
Phil Rosebotham 1B	70	277	33	82	13	1	11	43	130	21	42	0	0	.296	.344	.469	.814
Izek Costillas SS	75	267	36	52	15	1	11	31	102	23	61	1	0	.195	.256	.382	.638
Bob Beasley LF	68	232	31	56	6	1	9	30	91	24	34	3	7	.241	.309	.392	.701
Ismael Franjul C	62	220	41	78	10	2	11	40	125	25	35	0	1	.355	.414	.568	.982
Pancho Ruyz RF	69	215	28	59	15	4	7	37	103	18	41	5	0	.274	.330	.479	.810

The Player Batting Stats report has two drop-downs in the top left corner that allow you specify the set of data you want to view.

11.35.1. Select Set Drop-Down

The Select Set drop-down allows you to choose from two sets of statistics: basic and expanded. The basic set contains most of the standard batting statistics such as HR, RBI, and AVG. The expanded set contains some of the rarer batting statistics such as VORP.

11.35.2. Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the Splits and Double Splits drop-downs described in Section 8.2.5.

Note: You cannot select double splits in an in-game report.

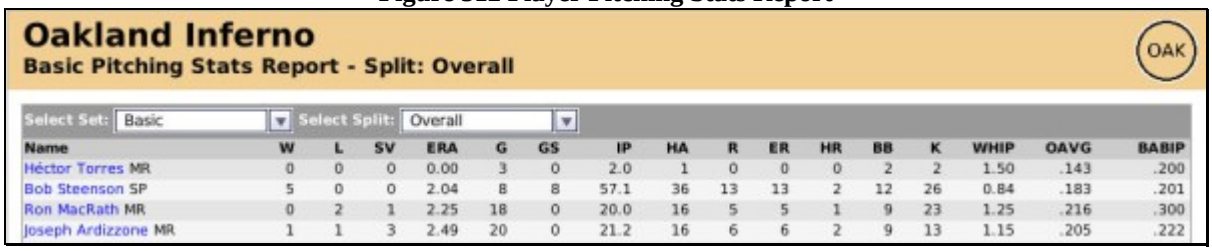
11.36. Player Pitching Stats Report

The Player Pitching Stats report is a team report with a list of current-year pitching statistics for players on the selected team.

To access this report:

- From within the Team Home report, click on Pitching Stats in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Player Pitching Stats from the Select Report drop-down.

Figure 312 Player Pitching Stats Report



Name	W	L	SV	ERA	G	GS	IP	HA	R	ER	HR	BB	K	WHIP	OAVG	BABIP
Héctor Torres MR	0	0	0	0.00	3	0	2.0	1	0	0	0	2	2	1.50	.143	.200
Bob Steenson SP	5	0	0	2.04	8	8	57.1	36	13	13	2	12	26	0.84	.183	.201
Ron MacRath MR	0	2	1	2.25	18	0	20.0	16	5	5	1	9	23	1.25	.216	.300
Joseph Ardizzone MR	1	1	3	2.49	20	0	21.2	16	6	6	2	9	13	1.15	.205	.222

The Player Pitching Stats report has two drop-downs in the top left corner that allow you specify the set of data you want to view.

11.36.1. Select Set Drop-Down

The Select Set drop-down allows you to choose from four sets of statistics: basic, expanded, expanded 2, or opponent. The first three contain different sets of pitching statistics for pitchers on the selected team. When you select the “opponent” set, you are viewing basic statistics for how opponents fared against the pitchers displayed.

11.36.2. Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the Splits and Double Splits drop-downs described in Section 8.2.5.

Note: You cannot select double splits in an in-game report.

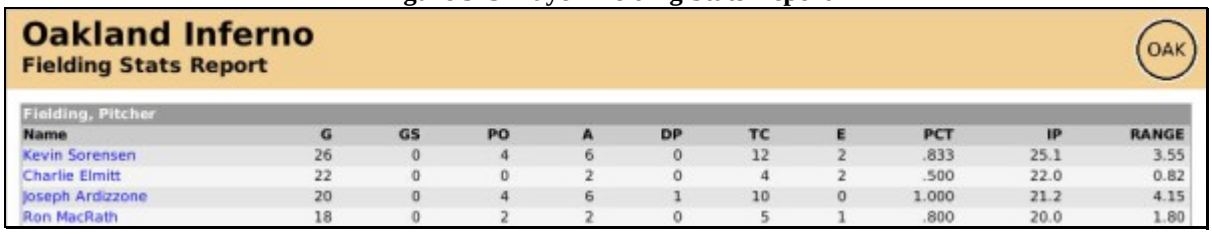
11.37. Player Fielding Stats Report

The Player Fielding Stats report is a team report with a list of current-year fielding statistics for players on the selected team.

To access this report:

- From within the Team Home report, click on Fielding Stats in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Player Fielding Stats from the Select Report drop-down.

Figure 313 Player Fielding Stats Report



Oakland Inferno
Fielding Stats Report

OAK

Fielding, Pitcher										
Name	G	GS	PO	A	DP	TC	E	PCT	IP	RANGE
Kevin Sorensen	26	0	4	6	0	12	2	.833	25.1	3.55
Charlie Elmitt	22	0	0	2	0	4	2	.500	22.0	0.82
Joseph Ardizzone	20	0	4	6	1	10	0	1.000	21.2	4.15
Ron MacRath	18	0	2	2	0	5	1	.800	20.0	1.80

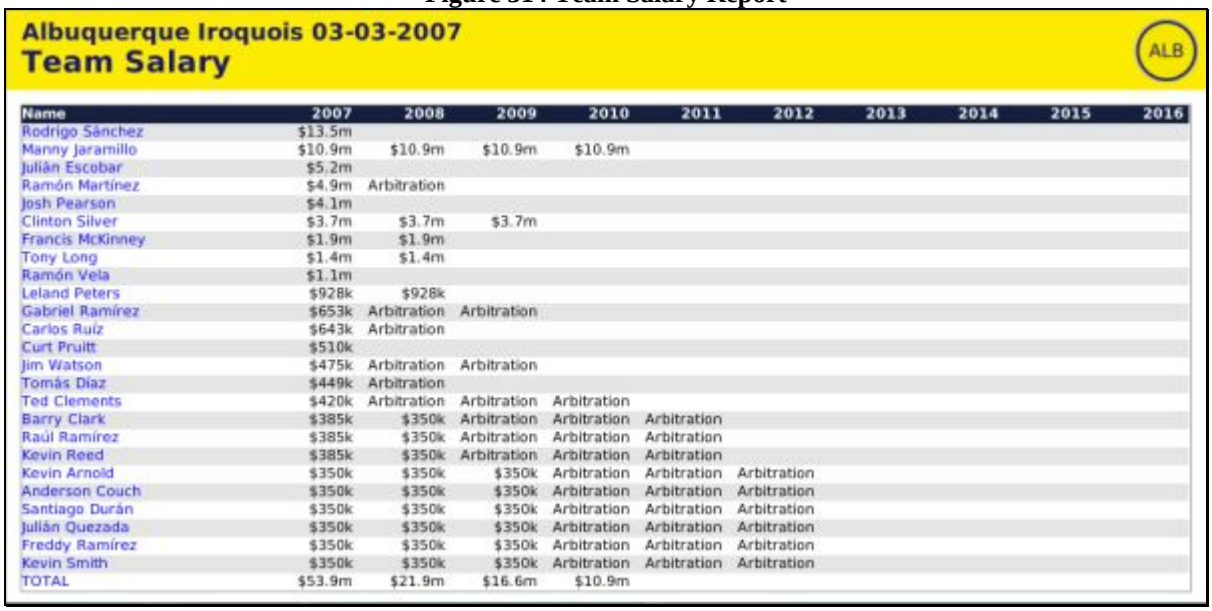
11.38. Team Salary Report

The Team Salary report lists the salaries for all players on a team for the next ten years.

To access this report:

- From within the Team Home report, click on Player Salaries in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Player Salaries from the Select Report drop-down.

Figure 314 Team Salary Report



Albuquerque Iroquois 03-03-2007
Team Salary

ALB

Name	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016
Rodrigo Sánchez	$13.5m									
Manny Jaramillo	$10.9m	$10.9m	$10.9m	$10.9m						
Julián Escobar	$5.2m									
Ramón Martínez	$4.9m	Arbitration								
Josh Pearson	$4.1m									
Clinton Silver	$3.7m	$3.7m	$3.7m							
Francis McKinney	$1.9m	$1.9m								
Tony Long	$1.4m	$1.4m								
Ramón Vela	$1.1m									
Leland Peters	$928k	$928k								
Gabriel Ramírez	$653k	Arbitration	Arbitration							
Carlos Ruiz	$643k	Arbitration								
Curt Pruitt	$510k									
Jim Watson	$475k	Arbitration	Arbitration							
Tomás Díaz	$449k	Arbitration								
Ted Clements	$420k	Arbitration	Arbitration	Arbitration						
Barry Clark	$385k	$350k	Arbitration	Arbitration	Arbitration					
Raúl Ramírez	$385k	$350k	Arbitration	Arbitration	Arbitration					
Kevin Reed	$385k	$350k	Arbitration	Arbitration	Arbitration					
Kevin Arnold	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
Anderson Couch	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
Santiago Durán	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
Julián Quezada	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
Freddy Ramírez	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
Kevin Smith	$350k	$350k	$350k	Arbitration	Arbitration	Arbitration				
TOTAL	$53.9m	$21.9m	$16.6m	$10.9m						

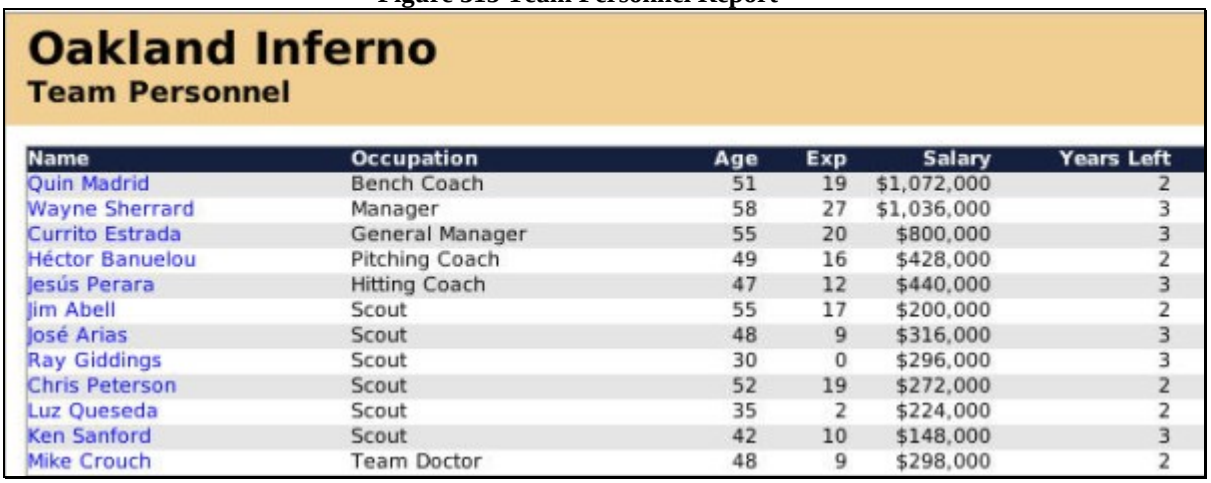
11.39. Team Personnel Report

The Team Personnel report lists all personnel employed by the team, including each staff member's occupation, age, experience, and contract status.

To access this report:

- From within the Team Home report, click on Personnel in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Personnel from the Select Report drop-down.

Figure 315 Team Personnel Report



Oakland Inferno
Team Personnel

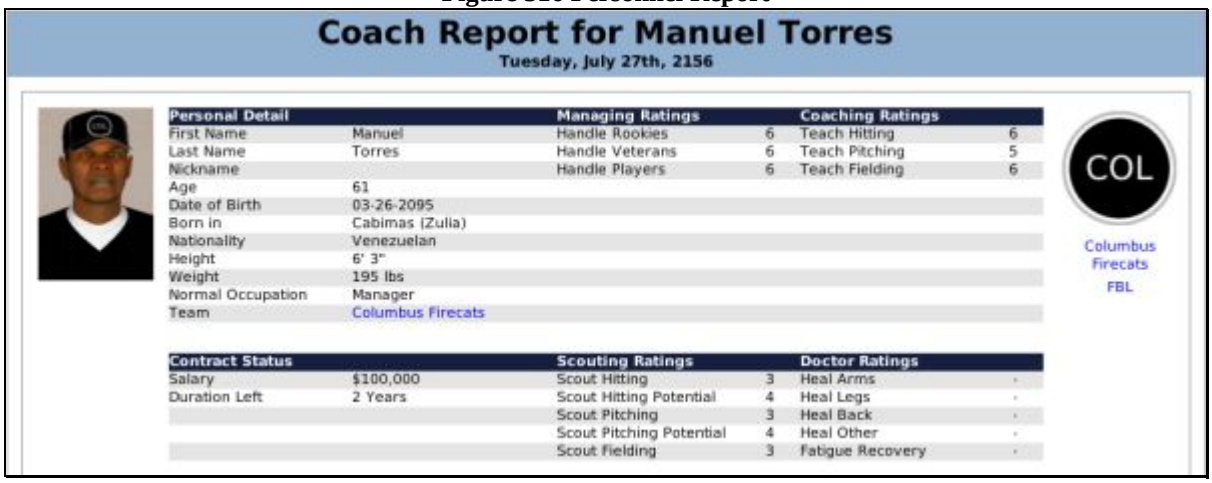
Name	Occupation	Age	Exp	Salary	Years Left
Quin Madrid	Bench Coach	51	19	$1,072,000	2
Wayne Sherrard	Manager	58	27	$1,036,000	3
Currito Estrada	General Manager	55	20	$800,000	3
Héctor Banuelou	Pitching Coach	49	16	$428,000	2
Jesús Perara	Hitting Coach	47	12	$440,000	3
Jim Abell	Scout	55	17	$200,000	2
José Arias	Scout	48	9	$316,000	3
Ray Giddings	Scout	30	0	$296,000	3
Chris Peterson	Scout	52	19	$272,000	2
Luz Queseda	Scout	35	2	$224,000	2
Ken Sanford	Scout	42	10	$148,000	3
Mike Crouch	Team Doctor	48	9	$298,000	2

Click on any staff member's name to see the Personnel report described below.

11.39.1. Personnel Report

The Personnel report shows all information for a single member of your staff, including demographic data, ratings, and the person's contract status.

Figure 316 Personnel Report



Coach Report for Manuel Torres
Tuesday, July 27th, 2156

Personal Detail		Managing Ratings		Coaching Ratings	
First Name	Manuel	Handle Rookies	6	Teach Hitting	6
Last Name	Torres	Handle Veterans	6	Teach Pitching	5
Nickname		Handle Players	6	Teach Fielding	6
Age	61				
Date of Birth	03-26-2095				
Born in	Cabimas (Zulia)				
Nationality	Venezuelan				
Height	6' 3"				
Weight	195 lbs				
Normal Occupation	Manager				
Team	Columbus Firecats				

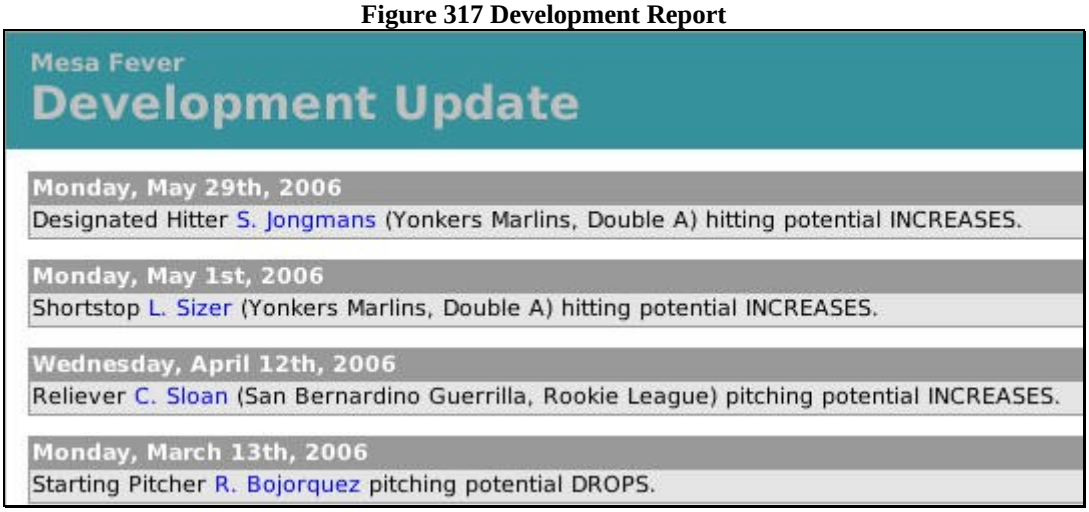
COL
Columbus Firecats
FBL

Contract Status		Scouting Ratings		Doctor Ratings	
Salary	$100,000	Scout Hitting	3	Heal Arms	-
Duration Left	2 Years	Scout Hitting Potential	4	Heal Legs	-
		Scout Pitching	3	Heal Back	-
		Scout Pitching Potential	4	Heal Other	-
		Scout fielding	3	Fatigue Recovery	-

11.40. Development Report

The Development report is a team report that lists notable changes in hitting or pitching potential throughout the team's organization.

Figure 317 Development Report



An increase or decrease in hitting or pitching potential could refer to a change in any of the ratings. For example, an increase in hitting potential could refer to an increase in home run power, contact, gap power, etc. Increases and decreases can happen across multiple statistics simultaneously.

Note: Remember too that scouts have varying levels of accuracy!

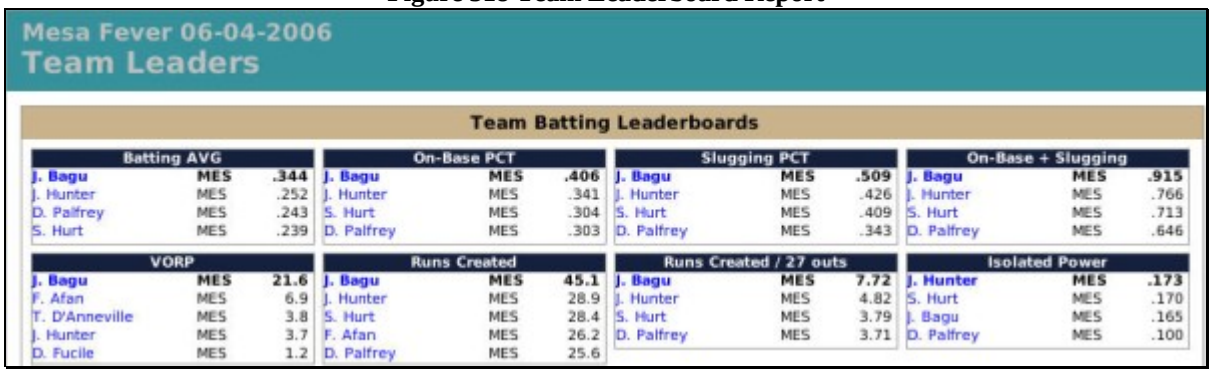
11.41. Team Leaderboard Report

The Team Leaderboard report shows the team leaders across all hitting and pitching categories.

To access this report:

- From within the Team Home report, click on Leaders in the Link box on the right side of the page.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Figure 318 Team Leaderboard Report



Note: Team Leaderboards include only the statistics a player accumulated while playing for the selected team.

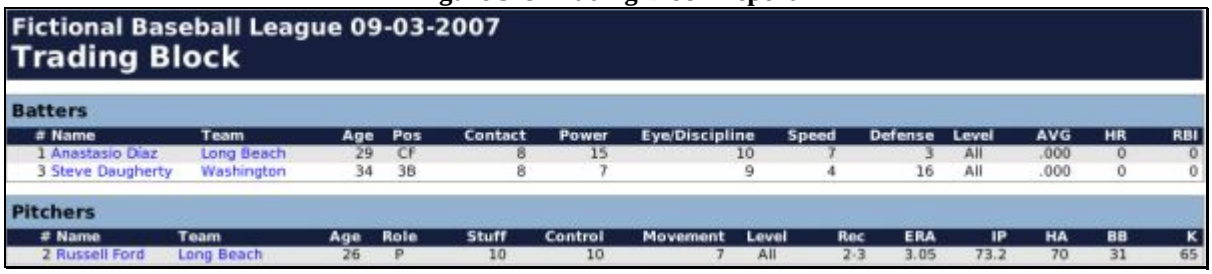
11.42. Trading Block Report

The Trading Block report displays a list of all players in the currently selected league who are currently on the Trading Block

To access this report:

- From within the League Home report, click on Trading Block in the Link box on the right side of the page.

Figure 319 Trading Block Report



Fictional Baseball League 09-03-2007

Trading Block

Batters

#	Name	Team	Age	Pos	Contact	Power	Eye/Discipline	Speed	Defense	Level	AVG	HR	RBI
1	Anastasio Diaz	Long Beach	29	CF	8	15	10	7	3	All	.000	0	0
3	Steve Daugherty	Washington	34	3B	8	7	9	4	16	All	.000	0	0

Pitchers

#	Name	Team	Age	Role	Stuff	Control	Movement	Level	Rec	ERA	IP	HA	BB	K
2	Russell Ford	Long Beach	26	P	10	10	7	All	2-3	3.05	73.2	70	31	65

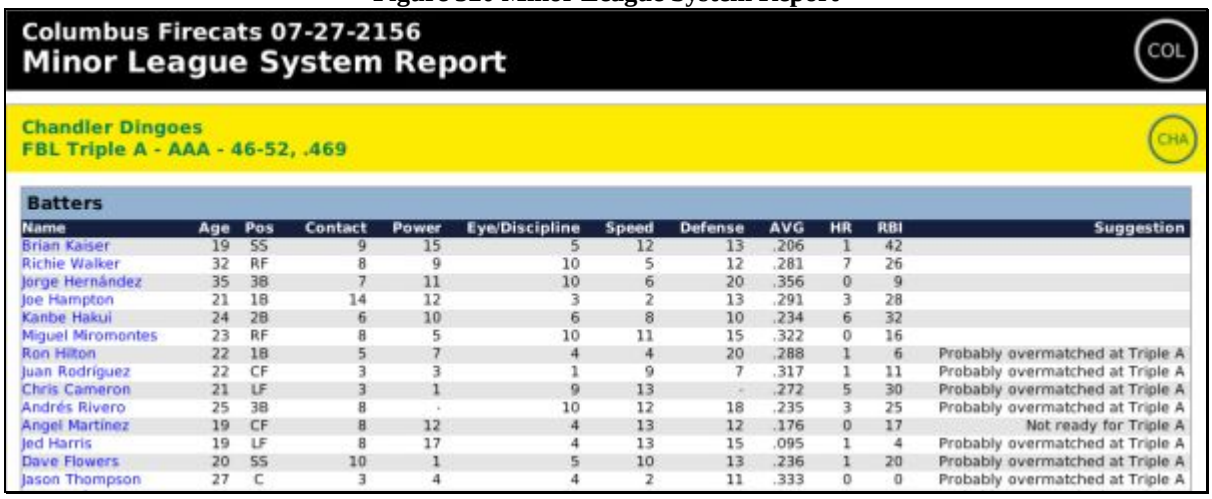
11.43. Minor League System Report

The Minor League System Report is a detailed report of all minor league teams in the selected team's organization. It includes suggestions from your coaching staff on the disposition of each of your minor leaguers.

To access this report:

- From within the Team Home report, click on Minor League System Report in the Link box on the right side of the page.

Figure 320 Minor League System Report



Columbus Firecats 07-27-2156

Minor League System Report

COL

Chandler Dingoes

FBL Triple A - AAA - 46-52, .469

CHA

Batters

Name	Age	Pos	Contact	Power	Eye/Discipline	Speed	Defense	AVG	HR	RBI	Suggestion
Brian Kaiser	19	SS	9	15	5	12	13	.206	1	42	
Richie Walker	32	RF	8	9	10	5	12	.281	7	26	
Jorge Hernández	35	3B	7	11	10	6	20	.356	0	9	
Joe Hampton	21	1B	14	12	3	2	13	.291	3	28	
Kanbe Hakui	24	2B	6	10	6	8	10	.234	6	32	
Miguel Miromontes	23	RF	8	5	10	11	15	.322	0	16	
Ron Hilton	22	1B	5	7	4	4	20	.288	1	6	Probably overmatched at Triple A
Juan Rodríguez	22	CF	3	3	1	9	7	.317	1	11	Probably overmatched at Triple A
Chris Cameron	21	LF	3	1	9	13	-	.272	5	30	Probably overmatched at Triple A
Andrés Rivero	25	3B	8	-	10	12	18	.235	3	25	Probably overmatched at Triple A
Angel Martínez	19	CF	8	12	4	13	12	.176	0	17	Not ready for Triple A
Jed Harris	19	LF	8	17	4	13	15	.095	1	4	Probably overmatched at Triple A
Dave Flowers	20	SS	10	1	5	10	13	.236	1	20	Probably overmatched at Triple A
Jason Thompson	27	C	3	4	4	2	11	.333	0	0	Probably overmatched at Triple A

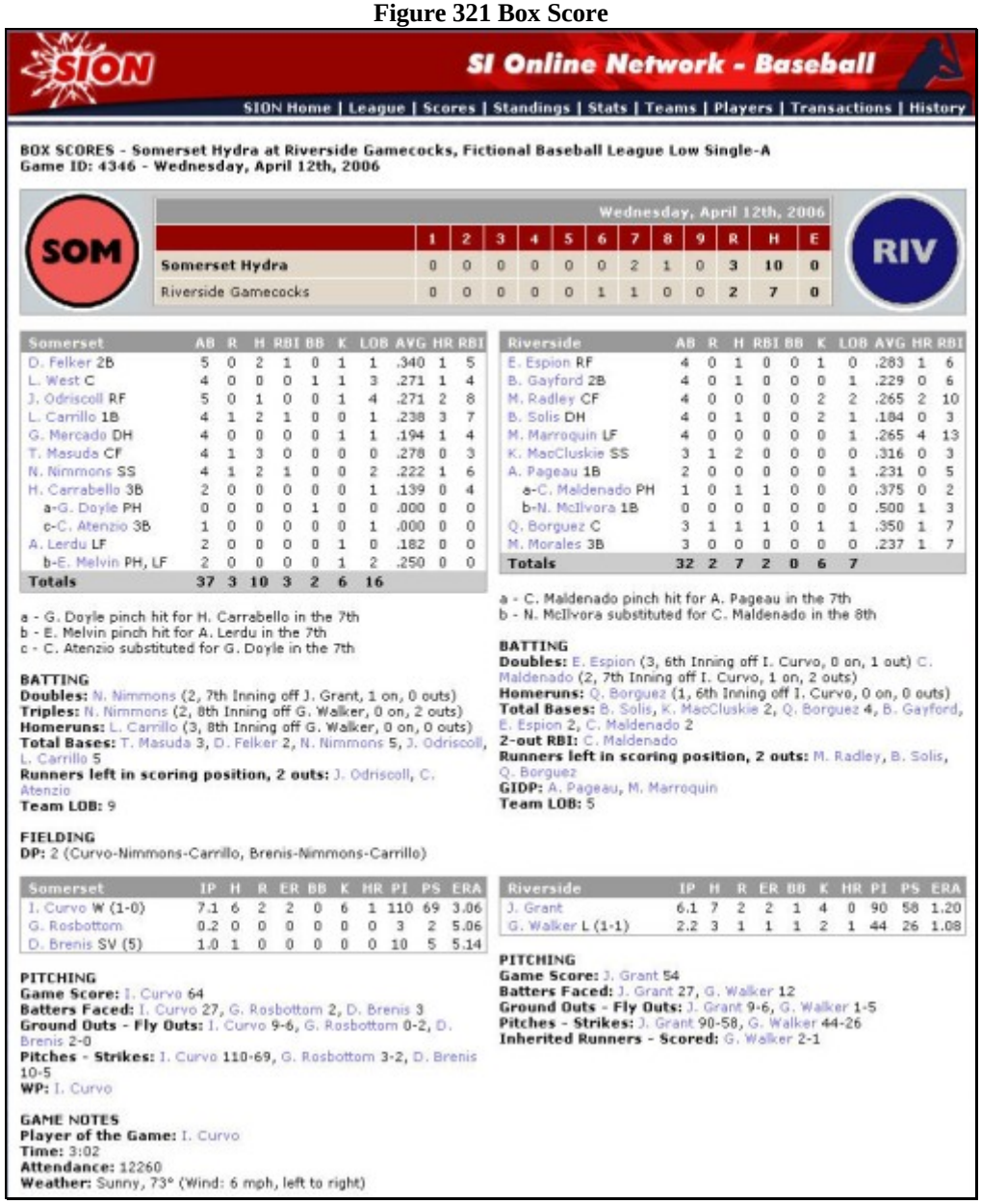
11.44. Box Score

A box score is a detailed report of the outcome of a single baseball game. Box scores focus on giving the statistical detail of the outcome of the game, as compared to a game log, which contains more of a descriptive summary.

To access this report:

- From within the Scores and Schedule page described in Section 6.5, navigate to a date with completed games, and click on the Box Score link next to one of the games.
- From within the Scores report, click on the Box Score link next to a completed game.
- During or immediately after the playing out of a game, click on the Box Score tab.

Figure 321 Box Score



SION — SI Online Network - Baseball

SION Home | League | Scores | Standings | Stats | Teams | Players | Transactions | History

BOX SCORES - Somerset Hydra at Riverside Gamecocks, Fictional Baseball League Low Single-A
Game ID: 4346 - Wednesday, April 12th, 2006

SOM — RIV

Wednesday, April 12th, 2006

	1	2	3	4	5	6	7	8	9	R	H	E
Somerset Hydra	0	0	0	0	0	0	2	1	0	**3**	**10**	**0**
Riverside Gamecocks	0	0	0	0	0	1	1	0	0	**2**	**7**	**0**

Somerset	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
D. Felker 2B	5	0	2	1	0	1	1	.340	1	5
L. West C	4	0	0	0	1	1	3	.271	1	4
J. Odriscoll RF	5	0	1	0	0	1	4	.271	2	8
L. Carrillo 1B	4	1	2	1	0	0	1	.238	3	7
G. Mercado DH	4	0	0	0	0	1	1	.194	1	4
T. Masuda CF	4	1	3	0	0	0	0	.278	0	3
N. Nimmons SS	4	1	2	1	0	0	2	.222	1	6
H. Carrabello 3B	2	0	0	0	0	0	1	.139	0	4
a-G. Doyle PH	0	0	0	0	1	0	0	.000	0	0
c-C. Atenzio 3B	1	0	0	0	0	0	1	.000	0	0
A. Lerdu LF	2	0	0	0	0	1	0	.182	0	0
b-E. Melvin PH, LF	2	0	0	0	0	1	2	.250	0	0
Totals	**37**	**3**	**10**	**3**	**2**	**6**	**16**			

Riverside	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
E. Espion RF	4	0	1	0	0	1	0	.283	1	6
B. Gayford 2B	4	0	1	0	0	0	1	.229	0	6
M. Radley CF	4	0	0	0	0	2	2	.265	2	10
B. Solis DH	4	0	1	0	0	2	1	.184	0	3
M. Marroquin LF	4	0	0	0	0	0	1	.265	4	13
K. MacCluskie SS	3	1	2	0	0	0	0	.316	0	3
A. Pageau 1B	2	0	0	0	0	0	1	.231	0	5
a-C. Maldenado PH	1	0	1	1	0	0	0	.375	0	2
b-N. McIlvora 1B	0	0	0	0	0	0	0	.500	1	3
Q. Borguez C	3	1	1	1	0	1	1	.350	1	7
M. Morales 3B	3	0	0	0	0	0	0	.237	1	7
Totals	**32**	**2**	**7**	**2**	**0**	**6**	**7**			

a - G. Doyle pinch hit for H. Carrabello in the 7th
b - E. Melvin pinch hit for A. Lerdu in the 7th
c - C. Atenzio substituted for G. Doyle in the 7th

BATTING
Doubles: N. Nimmons (2, 7th Inning off J. Grant, 1 on, 0 outs)
Triples: N. Nimmons (2, 8th Inning off G. Walker, 0 on, 2 outs)
Homeruns: L. Carrillo (3, 8th Inning off G. Walker, 0 on, 0 outs)
Total Bases: T. Masuda 3, D. Felker 2, N. Nimmons 5, J. Odriscoll, L. Carrillo 5
Runners left in scoring position, 2 outs: J. Odriscoll, C. Atenzio
Team LOB: 9

FIELDING
DP: 2 (Curvo-Nimmons-Carrillo, Brenis-Nimmons-Carrillo)

a - C. Maldenado pinch hit for A. Pageau in the 7th
b - N. McIlvora substituted for C. Maldenado in the 8th

BATTING
Doubles: E. Espion (3, 6th Inning off I. Curvo, 0 on, 1 out) C. Maldenado (2, 7th Inning off I. Curvo, 1 on, 2 outs)
Homeruns: Q. Borguez (1, 6th Inning off I. Curvo, 0 on, 0 outs)
Total Bases: B. Solis, K. MacCluskie 2, Q. Borguez 4, B. Gayford, E. Espion 2, C. Maldenado 2
2-out RBI: C. Maldenado
Runners left in scoring position, 2 outs: M. Radley, B. Solis, Q. Borguez
GIDP: A. Pageau, M. Marroquin
Team LOB: 5

Somerset	IP	H	R	ER	BB	K	HR	PI	PS	ERA
I. Curvo W (1-0)	7.1	6	2	2	0	6	1	110	69	3.06
G. Rosbottom	0.2	0	0	0	0	0	0	3	2	5.06
D. Brenis SV (5)	1.0	1	0	0	0	0	0	10	5	5.14

Riverside	IP	H	R	ER	BB	K	HR	PI	PS	ERA
J. Grant	6.1	7	2	2	1	4	0	90	58	1.20
G. Walker L (1-1)	2.2	3	1	1	1	2	1	44	26	1.08

PITCHING
Game Score: I. Curvo 64
Batters Faced: I. Curvo 27, G. Rosbottom 2, D. Brenis 3
Ground Outs - Fly Outs: I. Curvo 9-6, G. Rosbottom 0-2, D. Brenis 2-0
Pitches - Strikes: I. Curvo 110-69, G. Rosbottom 3-2, D. Brenis 10-5
WP: I. Curvo

PITCHING
Game Score: J. Grant 54
Batters Faced: J. Grant 27, G. Walker 12
Ground Outs - Fly Outs: J. Grant 9-6, G. Walker 1-5
Pitches - Strikes: J. Grant 90-58, G. Walker 44-26
Inherited Runners - Scored: G. Walker 2-1

GAME NOTES
Player of the Game: I. Curvo
Time: 3:02
Attendance: 12260
Weather: Sunny, 73° (Wind: 6 mph, left to right)

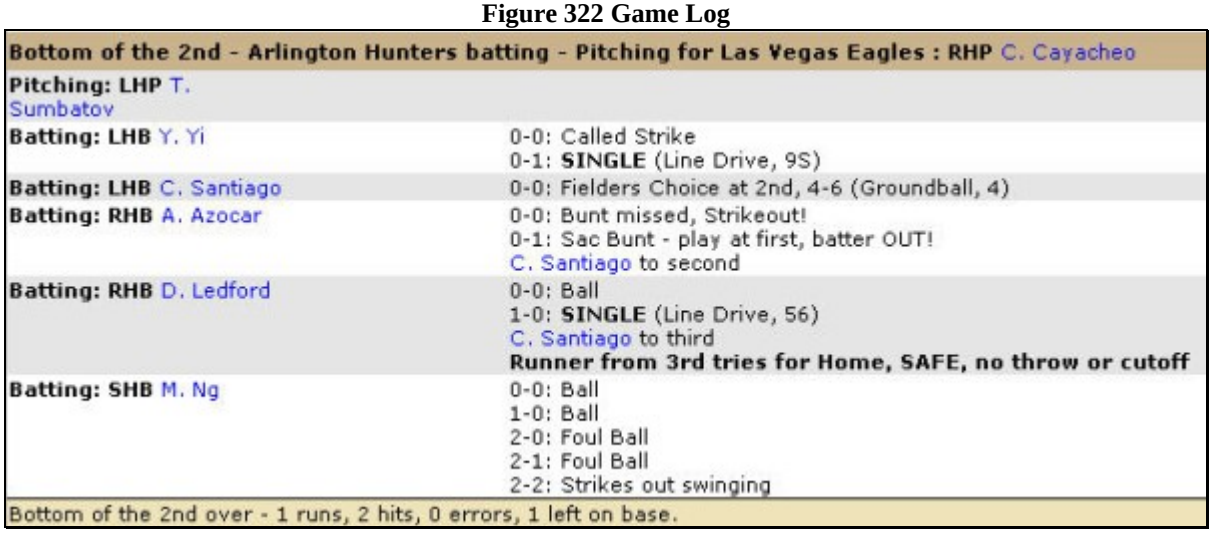
11.45. Game Log

A game log is a descriptive report of the outcome of a single baseball game. While a box score contains all the numerical output of a game, a game log tells the story of the game in words. The result of each pitch is described in text.

To access this report:

- From within the Scores and Schedule page described in Section 6.5, navigate to a date with completed games, and click on the Game Log link next to one of the games.
- From within the Scores in-game report, click on the Game Log link next to a completed game.

Figure 322 Game Log



Bottom of the 2nd - Arlington Hunters batting - Pitching for Las Vegas Eagles : RHP C. Cayacheo	
Pitching: LHP T. Sumbatov	
Batting: LHB Y. Yi	0-0: Called Strike 0-1: **SINGLE** (Line Drive, 9S)
Batting: LHB C. Santiago	0-0: Fielders Choice at 2nd, 4-6 (Groundball, 4)
Batting: RHB A. Azocar	0-0: Bunt missed, Strikeout! 0-1: Sac Bunt - play at first, batter OUT! C. Santiago to second
Batting: RHB D. Ledford	0-0: Ball 1-0: **SINGLE** (Line Drive, 56) C. Santiago to third **Runner from 3rd tries for Home, SAFE, no throw or cutoff**
Batting: SHB M. Ng	0-0: Ball 1-0: Ball 2-0: Foul Ball 2-1: Foul Ball 2-2: Strikes out swinging
Bottom of the 2nd over - 1 runs, 2 hits, 0 errors, 1 left on base.	

Game logs include specific locations for hit balls, according to the convention used by Retrosheet. You can find out more about this convention at http://www.retrosheet.org/location.htm.

12.0 History Reports

OOTPB's history reports are a separate section of over thirty in-game reports that contain detailed historical information that allows you to really dig into the statistical history of your game. In previous versions of OOTP, this was referred to as the Almanac.

The easiest way to get into a game's history reports is to select History from the League menu. This will take you to the League History Index report described in Section 12.2.

In addition to the Link Bar described in Section 10.1.1, the History reports have their own Link Bar as well, which appears on the top left of each report.

Figure 323 History Link Bar

These links can be used to navigate among the six major areas of the historical reports:

Link Text	Destination	Section
History Home	History League Index report	12.1
Players	Player Index report	12.3
Teams	League Team Index report	12.16
Managers	Manager Index Report	
Leagues	League History Index report	12.2
Leaderboards	League Leaderboards report	12.28
Awards	Awards Index report	12.29

Accomplishments	Accomplishments Index report	12.33

Note: Every individual player name in the history reports is hyperlinked to the Player report described in Section 11.8.1.

12.1. History League Index Report

The History Home link takes you to the History League Index report. This is an index of all leagues in your baseball universe. Each individual league in your game is listed, along with the league level, years of operation, and the name of the parent league. Each league name is hyperlinked to the League History Index report for that league, described in Section 12.2.

To access this report:

- From within any in-game history report, click on History Home on the History Link Bar.

Figure 324 History League Index Report

History League Index

League	Level	From-To	Parent League
Fictional Baseball League	ML	2006-2006	
Fictional Baseball League Triple A	AAA	2006-2006	Fictional Baseball League
Fictional Baseball League Triple A	AAA	2006-2006	Fictional Baseball League
Fictional Baseball League Double A	AA	2006-2006	Fictional Baseball League
Fictional Baseball League Single A	A	2006-2006	Fictional Baseball League
Fictional Baseball League Short Season A	S A	2006-2006	Fictional Baseball League
Fictional Baseball League Rookie League	R	2006-2006	Fictional Baseball League

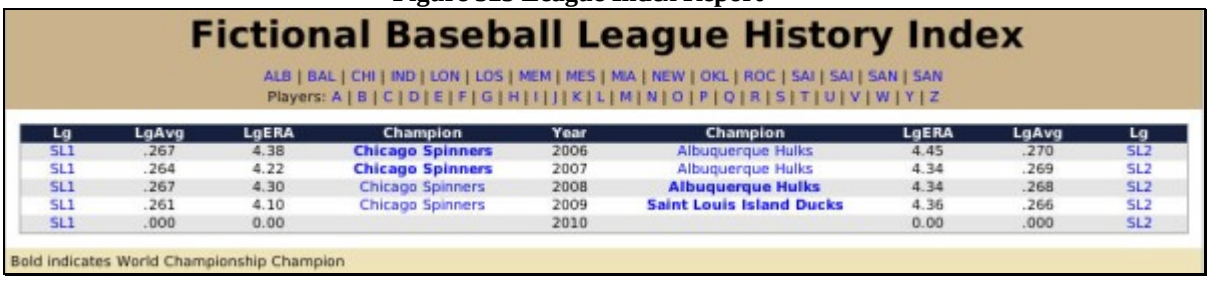
12.2. League History Index Report

The League History Index report is a portal for information on the selected league's history. This is the default report that is displayed whenever you select History from the League menu. It contains some basic statistical data about each subleague in the selected league, but it also includes a number of hyperlinks to help you delve more deeply into your league.

To access this report:

- From within any in-game history report, click on History Home on the History Link Bar, and then click on a league name.
- From within a regular OOTPB game page, select History from the League menu.
- From within any in-game history report, click on any hyperlinked league name.

Figure 325 League Index Report



Fictional Baseball League History Index

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | SAN

Players: A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | Y | Z

Lg	LgAvg	LgERA	Champion	Year	Champion	LgERA	LgAvg	Lg
SL1	.267	4.38	**Chicago Spinners**	2006	Albuquerque Hulks	4.45	.270	SL2
SL1	.264	4.22	**Chicago Spinners**	2007	Albuquerque Hulks	4.34	.269	SL2
SL1	.267	4.30	Chicago Spinners	2008	**Albuquerque Hulks**	4.34	.268	SL2
SL1	.261	4.10	Chicago Spinners	2009	**Saint Louis Island Ducks**	4.36	.266	SL2
SL1	.000	0.00		2010		0.00	.000	SL2

Bold indicates World Championship Champion

Across the top of the League Index report are a series of team abbreviations. Each of these is hyperlinked to bring you to the Team Index report described in Section 12.17. Directly below this is a row of hyperlinked letters that will take you directly to the "Letter" Player Index report for the selected letter, as described in Section 12.4.

The bottom half of the report is divided into left and right halves, one for each subleague in the selected league. Of course, if your league has only one subleague, only one half will be displayed. For each subleague, there is one row in the report for each year of history in your league. So, if you have been playing your league for 20 years, there will be 20 rows of data in this report.

Each row in the report contains the following information for each subleague:

- The year (in the center column of the page).
- The subleague, hyperlinked to the Subleague Statistics & Leaders report described in Section 12.7.
- The overall league batting average for the year.
- The overall league ERA for the year.
- The name of the team that won that subleague for the year, hyperlinked to the Team Index report described in Section 12.17.

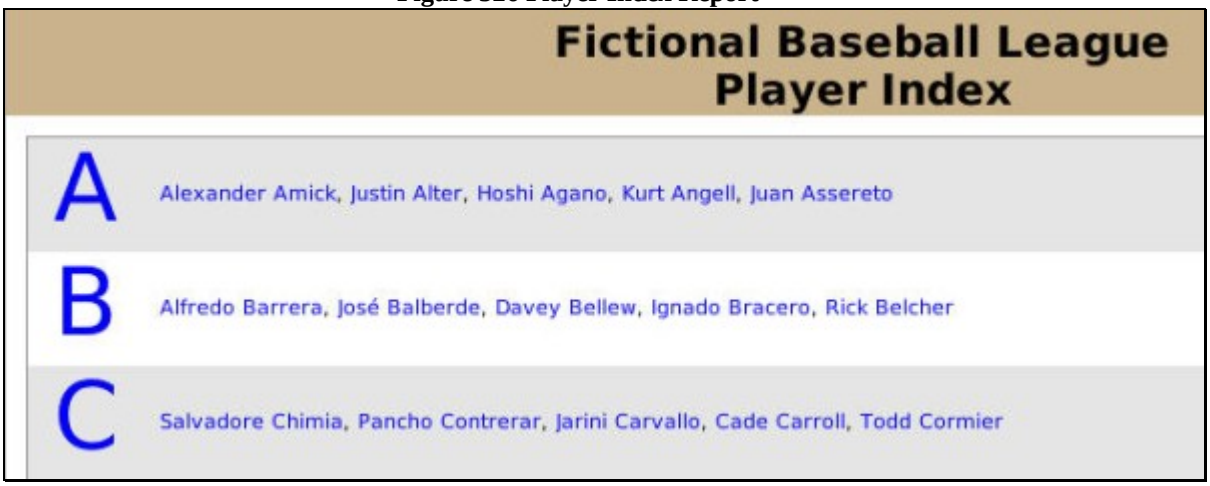
12.3. Player Index Report

The Player Index report is a list of all the players in the league history, sorted alphabetically by last name.

To access this report:

- From within any in-game history report, click on Players on the History Link Bar.

Figure 326 Player Index Report



Individual player names are hyperlinked to the Player report described in Section 11.8.1. The large letters on the left are hyperlinked to the "Letter" Player Index report for the selected letter, as described in Section 12.4.

12.4. "Letter" Player Index Report

The "Letter" Player Index report is a list of all players in the league whose last name begins with a specific letter, sorted alphabetically by last name.

To access this report:

- From within any in-game history report, click on Players on the History Link Bar, and then click one of the hyperlinked letters across the top of the report.

- From the League History Index report, click on one of the hyperlinked letters across the top of the report.

Figure 327 "Letter" Player Index Report

Fictional Baseball League
'A' Player Index

Players: A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | Y | Z

Player Index | Career Batting Register | Career Pitching Register

Player	From-To	Avg	HR	RBI	W	L	SV	ERA	K
Cuartio Abacil	2006-2006	.185	0	12	0	0	0	0.00	0
Gordon Abernethie	2007-2007	.000	0	0	0	0	0	4.50	1
José Abeyta	2006-2008	.222	11	35	0	0	0	0.00	0
Chepito Abud	2007-2007	.000	0	0	0	0	0	0.00	2
Jaime Abundes	2007-2009	.000	0	0	4	10	2	4.08	73
Dave Acklin	2009-2009	.000	0	0	0	0	0	0.00	0
Manolito Acquino	2007-2009	.281	1	9	0	0	0	0.00	0
Leonel Acuna	2006-2009	.167	0	2	5	16	80	4.43	210
Hoshi Agano	2006-2009	.242	85	246	0	0	0	0.00	0

Across the top of the report are a series of letters that allow you to jump quickly to another letter of the alphabet. Below these letters are three hyperlinks to other history reports.

- Player Index, which is grayed out because you are already on the Player Index report.
- Career Batting Register report, described in Section 12.5.
- Career Pitching Register report, described in Section 12.6.

Some basic statistics are also given for each player, including the years he has been in the league, his career batting average, home runs, and RBI, and his career wins, losses, saves, ERA, and strikeouts (K).

Players who have been elected to the Hall of Fame are displayed in bold type.

Note: The column headers repeat for every 30 rows of data in the report.

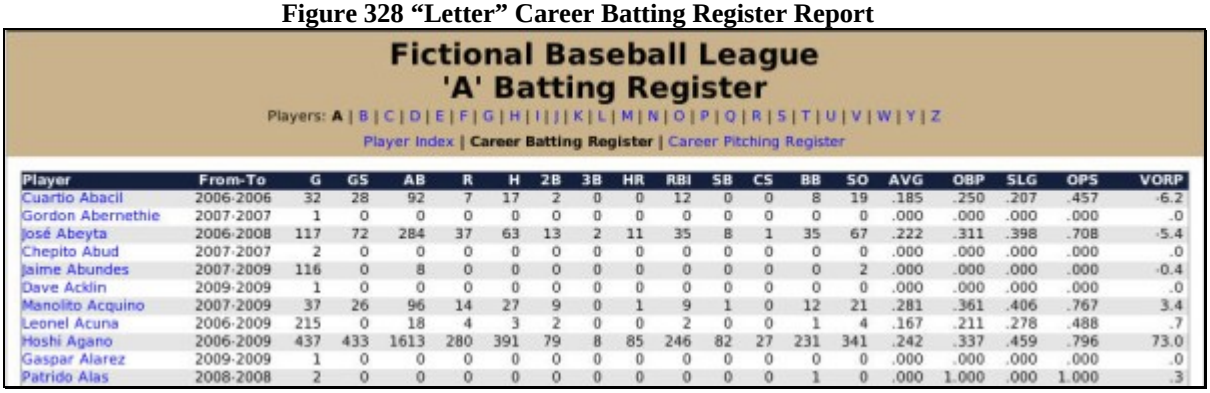
12.5. "Letter" Career Batting Register Report

The "Letter" Career Batting Register report is nearly identical to the "Letter" Player Index report described in Section 12.4. The difference is that this report displays important batting statistics.

To access this report:

- From within the "Letter" Player Index report, click on the hyperlink Career Batting Register.

Figure 328 "Letter" Career Batting Register Report



Fictional Baseball League
'A' Batting Register

Players: A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | Y | Z

Player Index | Career Batting Register | Career Pitching Register

Player	From-To	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
Cuartio Abacil	2006-2006	32	28	92	7	17	2	0	0	12	0	0	8	19	.185	.250	.207	.457	-6.2
Gordon Abernethie	2007-2007	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0
José Abeyta	2006-2008	117	72	284	37	63	13	2	11	35	8	1	35	67	.222	.311	.398	.708	-5.4
Chepito Abud	2007-2007	2	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0
Jaime Abundes	2007-2009	116	0	8	0	0	0	0	0	0	0	0	0	2	.000	.000	.000	.000	-0.4
Dave Acklin	2009-2009	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0
Manolito Acquino	2007-2009	37	26	96	14	27	9	0	1	9	1	0	12	21	.281	.361	.406	.767	3.4
Leonel Acuna	2006-2009	215	0	18	4	3	2	0	0	2	0	0	1	4	.167	.211	.278	.488	.7
Hoshi Agano	2006-2009	437	433	1613	280	391	79	8	85	246	82	27	231	341	.242	.337	.459	.796	73.0
Gaspar Alarez	2009-2009	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0
Patrido Alas	2008-2008	2	0	0	0	0	0	0	0	0	0	0	1	0	.000	1.000	.000	1.000	.3

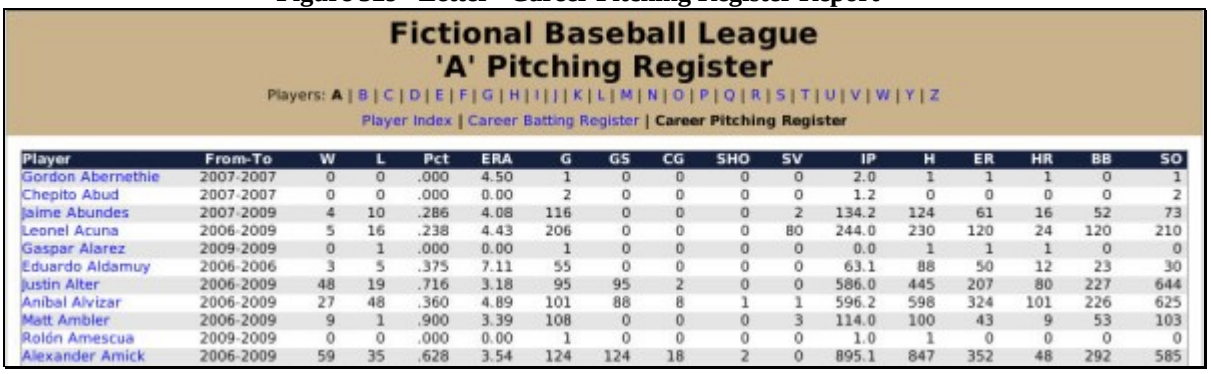
12.6. "Letter" Career Pitching Register Report

The "Letter" Career Pitching Register report is nearly identical to the "Letter" Player Index report described in Section 12.4. The difference is that this report displays important pitching statistics.

To access this report:

- From within the "Letter" Player Index report, click on the hyperlink Career Pitching Register.

Figure 329 "Letter" Career Pitching Register Report



Fictional Baseball League
'A' Pitching Register

Players: A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | Y | Z

Player Index | Career Batting Register | Career Pitching Register

Player	From-To	W	L	Pct	ERA	G	GS	CG	SHO	SV	IP	H	ER	HR	BB	SO
Gordon Abernethie	2007-2007	0	0	.000	4.50	1	0	0	0	0	2.0	1	1	1	0	1
Chepito Abud	2007-2007	0	0	.000	0.00	2	0	0	0	0	1.2	0	0	0	0	2
Jaime Abundes	2007-2009	4	10	.286	4.08	116	0	0	0	2	134.2	124	61	16	52	73
Leonel Acuna	2006-2009	5	16	.238	4.43	206	0	0	0	80	244.0	230	120	24	120	210
Gaspar Alarez	2009-2009	0	1	.000	0.00	1	0	0	0	0	0.0	1	1	1	0	0
Eduardo Aldamuy	2006-2006	3	5	.375	7.11	55	0	0	0	0	63.1	88	50	12	23	30
Justin Alter	2006-2009	48	19	.716	3.18	95	95	2	0	0	586.0	445	207	80	227	644
Anibal Alvizar	2006-2009	27	48	.360	4.89	101	88	8	1	1	596.2	598	324	101	226	625
Matt Ambler	2006-2009	9	1	.900	3.39	108	0	0	0	3	114.0	100	43	9	53	103
Rolón Amescua	2009-2009	0	0	.000	0.00	1	0	0	0	0	1.0	1	0	0	0	0
Alexander Amick	2006-2009	59	35	.628	3.54	124	124	18	2	0	895.1	847	352	48	292	585

12.7. Subleague Statistics & Leaders Report

The Subleague Statistics & Leaders report contains an overview of all statistics and leaders for a specific subleague, for a specific year.

To access this report:

- From within the League Index report, click on the hyperlinked name of the subleague in the row for a specific year.

2006 Sub League 1
Statistics & Leaders

SL1 | SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

League Standings

Division 1

Team	W	L	WPct	GB	R	RA
San Antonio Stunners	93	61	.604	-	737	610
New York Bridges	74	80	.481	19.0	672	681
Rochester Black Birds	74	80	.481	19.0	762	808
Baltimore Bloodsuckers	70	84	.455	23.0	721	832

Division 2

Team	W	L	WPct	GB	R	RA
Chicago Spinners	91	63	.591	-	739	648
Long Beach Knighthawks	74	80	.481	17.0	806	752
Memphis Annihilators	70	84	.455	21.0	717	766
Los Angeles Gators	70	84	.455	21.0	697	754

Post-Season Results

Round 1	Chicago over San Antonio, 3-2
Round 1	Albuquerque over Indianapolis, 3-0
Round 2	Chicago over Albuquerque, 4-3

The top part of the page includes hyperlinks to a number of other reports.

Link	Destination	Section
Stats & Leaders	Subleague Statistics & Leaders report	12.7
Batting Register	Subleague Batting Register report	12.8
Pitching Register	Subleague Pitching Register report	12.9
Fielding Register	Subleague Fielding Register report	12.10

Positional Leaderboards	Subleague Positional Leaderboards report	12.11
Rookies	Subleague Rookies report	12.12
Drafted Players	Subleague Drafted Players report	12.13
Transaction Log	Major Transactions report	12.14
Injury Log	Injury report	12.15

The remainder of the report is divided into nine sections.

Section	Description
League Standings	League standings for the selected subleague and year.
Post-Season Results	Postseason results for the selected subleague and year.
League Batting Stats	Team-by-team batting statistics for the selected subleague and year.
League Pitching Stats	Team-by-team pitching statistics for the selected subleague and year.
League Miscellaneous Stats	Team-by-team statistics for the selected subleague and year, for some more obscure statistics.
League Award Winners	The major award winners for the selected subleague and year.
League All-Stars	The players selected for the All-Star team for the selected subleague and year.
League Batting Leaderboards	The batting leaderboard for the selected subleague and year.
League Pitching Leaderboards	The pitching leaderboard for the selected subleague and year.

12.8. Subleague Batting Register Report

The Subleague Batting Register report is an alphabetical listing of all players in the selected subleague, together with a number of batting statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Batting Register.

2006 Sub League 1
Batting Register

SL1 | SL2: Stats & Leaders - Batting Register - Pitching Register - Fielding Register - Positional Leaderboards
Rookies - Drafted Players - Transactions Log - Injury Log

Player	Team	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
José Abeyta	NEW	13	7	33	6	8	1	0	3	10	1	0	5	11	.242	.359	.545	.904	1.6
Leonel Acuna	BAL	57	0	2	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	-0.1
Eduardo Aldamuy	BAL	55	0	4	0	1	0	0	0	0	0	0	0	0	.250	.250	.250	.500	.1
Bob Allen	ROC	37	13	68	11	19	6	0	1	8	0	1	6	19	.279	.338	.412	.750	1.4
Cortez Aloma	BAL	43	21	86	10	19	5	0	0	4	1	1	9	23	.221	.295	.279	.574	-5.1
Andrés Alomzo	SAN	5	0	2	1	0	0	0	0	0	0	0	1	0	.000	.333	.000	.333	-0.6
Justin Alter	CHI	5	5	6	0	1	0	0	0	0	0	1	0	1	.167	.167	.167	.333	-0.6
Alfonso Analco	LON	122	77	343	61	107	20	1	9	47	0	1	29	51	.312	.369	.455	.824	15.4
Lino Andreu	ROC	136	135	543	91	178	22	6	11	47	9	4	63	90	.328	.403	.451	.854	43.9
Kurt Angell	LON	94	94	386	74	138	18	8	17	73	23	6	43	70	.358	.418	.578	.996	51.3

12.9. Subleague Pitching Register Report

The Subleague Pitching Register report is an alphabetical listing of all players in the selected subleague, together with a number of pitching statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Pitching Register.

2006 Sub League 1
Pitching Register

SL1 | SL2: Stats & Leaders · Batting Register · **Pitching Register** · Fielding Register · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

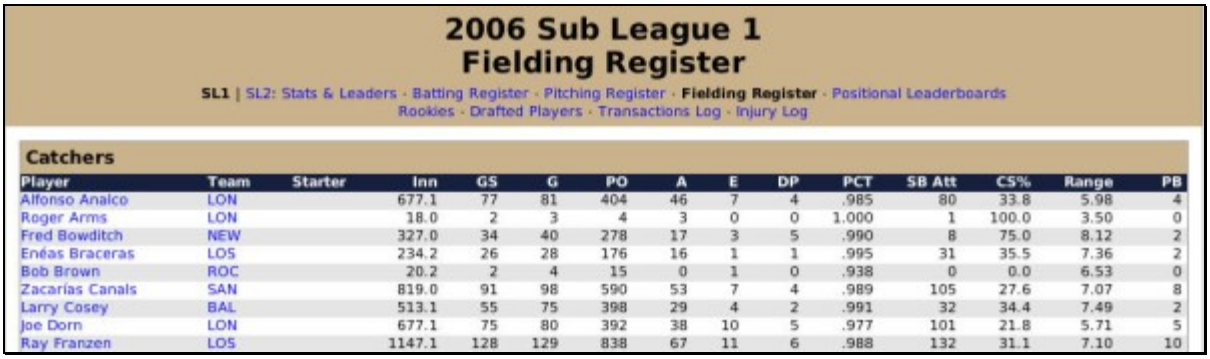
Player	Team	W	L	Pct	ERA	G	GS	CG	SHO	SV	IP	H	ER	HR	BB	SO
Leonel Acuna	BAL	1	5	.167	4.33	57	0	0	0	1	87.1	81	42	10	53	62
Eduardo Aldamuy	BAL	3	5	.375	7.11	55	0	0	0	0	63.1	88	50	12	23	30
Justin Alter	CHI	1	2	.333	4.28	5	5	0	0	0	27.1	26	13	6	12	27
Xabat Arguinzoni	SAN	1	0	1.000	2.19	45	0	0	0	5	49.1	38	12	4	9	47
Clay Ashley	LON	4	6	.400	6.20	14	10	0	0	0	69.2	83	48	6	33	19
Adelio Aspiras	LON	1	4	.200	4.33	35	0	0	0	3	43.2	44	21	8	12	19
Juan Assereto	BAL	1	2	.333	2.43	53	3	1	0	7	66.2	50	18	4	21	53
Roberto Ayala	NEW	9	16	.360	4.54	28	28	4	1	0	208.1	213	105	14	121	138
Vicente Bahruona	MEM	0	0	.000	0.00	1	0	0	0	0	2.0	3	0	0	1	0
Danilo Battilori	BAL	0	1	.000	5.40	3	1	0	0	0	8.1	6	5	0	4	7
Franklin Beaman	NEW	10	11	.476	4.33	28	28	1	0	0	205.2	217	99	19	70	86

12.10. Subleague Fielding Register Report

The Subleague Fielding Register report is an alphabetical listing of all players in the selected subleague, together with a number of fielding statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Fielding Register.



2006 Sub League 1
Fielding Register

SL1 | SL2: Stats & Leaders · Batting Register · Pitching Register · **Fielding Register** · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

Catchers

Player	Team	Starter	Inn	GS	G	PO	A	E	DP	PCT	SB Att	CS%	Range	PB
Alfonso Analco	LON		677.1	77	81	404	46	7	4	.985	80	33.8	5.98	4
Roger Arms	LON		18.0	2	3	4	3	0	0	1.000	1	100.0	3.50	0
Fred Bowditch	NEW		327.0	34	40	278	17	3	5	.990	8	75.0	8.12	2
Enéas Braceras	LOS		234.2	26	28	176	16	1	1	.995	31	35.5	7.36	2
Bob Brown	ROC		20.2	2	4	15	0	1	0	.938	0	0.0	6.53	0
Zacarías Canals	SAN		819.0	91	98	590	53	7	4	.989	105	27.6	7.07	8
Larry Cosey	BAL		513.1	55	75	398	29	4	2	.991	32	34.4	7.49	2
Joe Dorn	LON		677.1	75	80	392	38	10	5	.977	101	21.8	5.71	5
Ray Franzen	LOS		1147.1	128	129	838	67	11	6	.988	132	31.1	7.10	10

12.11. Subleague Positional Leaderboards Report

The Subleague Positional Leaderboards report is a set of batting leaderboards. For each position in the game except pitcher, the top five players in each offensive category are listed. So, you could easily see the five leaders in home runs among catchers, for the selected subleague and season.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Positional Leaderboards.

2006 Sub League 1
Positional Leaderboards

SL1 | SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

Catchers

Batting Average		On-Base Pct		Slugging Pct		OPS	
Ray Franzen	.336	Ray Franzen	.436	Ray Franzen	.598	Ray Franzen	1.034
Ray Sampson	.308	Ray Sampson	.416	Ray Sampson	.550	Ray Sampson	.965
Jay Richardson	.308	Jay Richardson	.367	Todd Cormier	.521	Todd Cormier	.882
Todd Cormier	.287	Todd Cormier	.361	Jay Richardson	.468	Jay Richardson	.836

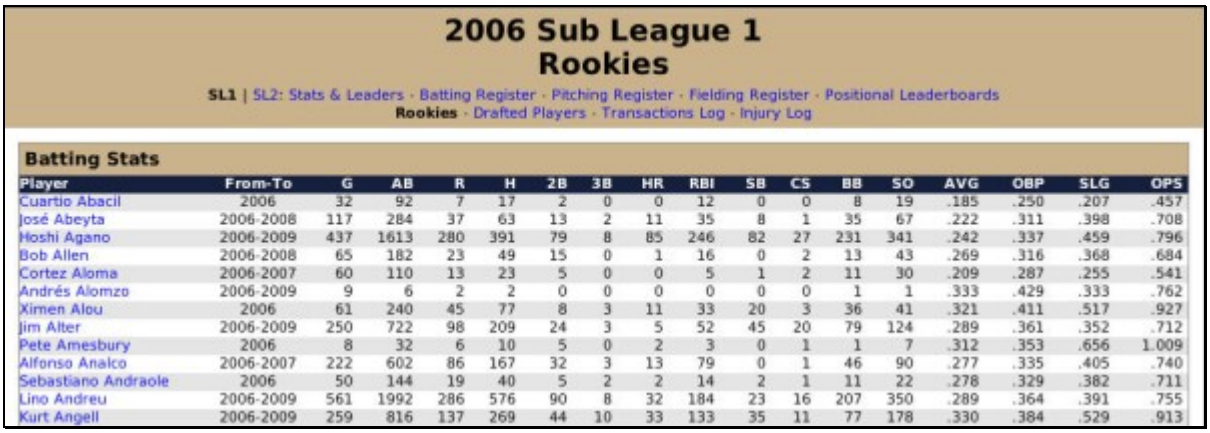
VORP		Games		At-Bats		Runs	
Ray Franzen	65.5	Ray Franzen	131	Ray Franzen	500	Ray Franzen	98
Ray Sampson	55.7	Brian Mueller	130	Todd Cormier	463	Ray Sampson	83
Todd Cormier	32.2	Ray Sampson	129	Ray Sampson	451	Jay Richardson	68
Zacarías Canals	30.1	Joe Dorn	128	Jay Richardson	442	Todd Cormier	66
Jay Richardson	19.9	Jay Richardson	128	Brian Mueller	411	Alfonso Analco	61

12.12. Subleague Rookies Report

The Subleague Rookies report is an alphabetical list of players who were rookies in the selected year. The report shows batting statistics on the top and pitching statistics further down.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Rookies.



2006 Sub League 1
Rookies

SL1 | SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

Batting Stats

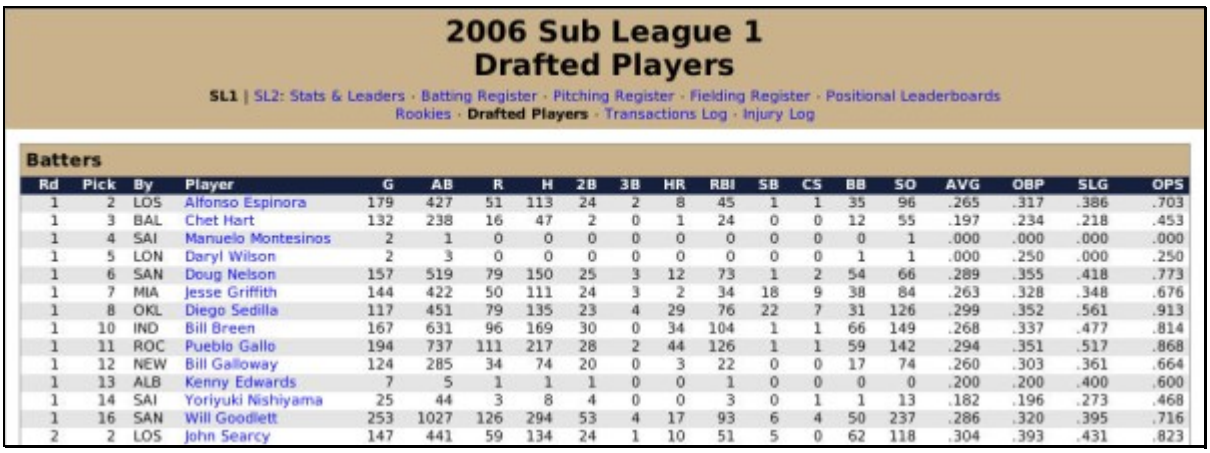
Player	From-To	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS
Cuartio Abacil	2006	32	92	7	17	2	0	0	12	0	0	8	19	.185	.250	.207	.457
José Abeyta	2006-2008	117	284	37	63	13	2	11	35	8	1	35	67	.222	.311	.398	.708
Hoshi Agano	2006-2009	437	1613	280	391	79	8	85	246	82	27	231	341	.242	.337	.459	.796
Bob Allen	2006-2008	65	182	23	49	15	0	1	16	0	2	13	43	.269	.316	.368	.684
Cortez Aloma	2006-2007	60	110	13	23	5	0	0	5	1	2	11	30	.209	.287	.255	.541
Andrés Alomzo	2006-2009	9	6	2	2	0	0	0	0	0	0	1	1	.333	.429	.333	.762
Ximen Alou	2006	61	240	45	77	8	3	11	33	20	3	36	41	.321	.411	.517	.927
Jim Alter	2006-2009	250	722	98	209	24	3	5	52	45	20	79	124	.289	.361	.352	.712
Pete Amesbury	2006	8	32	6	10	5	0	2	3	0	1	1	7	.312	.353	.656	1.009
Alfonso Analco	2006-2007	222	602	86	167	32	3	13	79	0	1	46	90	.277	.335	.405	.740
Sebastiano Andraole	2006	50	144	19	40	5	2	2	14	2	1	11	22	.278	.329	.382	.711
Lino Andreu	2006-2009	561	1992	286	576	90	8	32	184	23	16	207	350	.289	.364	.391	.755
Kurt Angell	2006-2009	259	816	137	269	44	10	33	133	35	11	77	178	.330	.384	.529	.913

12.13. Subleague Drafted Players Report

The Subleague Drafted Players report is a pick-by-pick list of players drafted in the selected year. The report shows batting statistics on the top, and pitching statistics further down. The report displays only players who had at least 1 at-bat or 1 inning pitched in the selected league, so a player who was drafted but didn't play in the big leagues would not be shown.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink Drafted Players.



2006 Sub League 1
Drafted Players

SL1 | SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards
Rookies · Drafted Players · Transactions Log · Injury Log

Batters

Rd	Pick	By	Player	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS
1	2	LOS	Alfonso Espinora	179	427	51	113	24	2	8	45	1	1	35	96	.265	.317	.386	.703
1	3	BAL	Chet Hart	132	238	16	47	2	0	1	24	0	0	12	55	.197	.234	.218	.453
1	4	SAI	Manuelo Montesinos	2	1	0	0	0	0	0	0	0	0	0	1	.000	.000	.000	.000
1	5	LON	Daryl Wilson	2	3	0	0	0	0	0	0	0	0	1	1	.000	.250	.000	.250
1	6	SAN	Doug Nelson	157	519	79	150	25	3	12	73	1	2	54	66	.289	.355	.418	.773
1	7	MIA	Jesse Griffith	144	422	50	111	24	3	2	34	18	9	38	84	.263	.328	.348	.676
1	8	OKL	Diego Sedilla	117	451	79	135	23	4	29	76	22	7	31	126	.299	.352	.561	.913
1	10	IND	Bill Breen	167	631	96	169	30	0	34	104	1	1	66	149	.268	.337	.477	.814
1	11	ROC	Pueblo Gallo	194	737	111	217	28	2	44	126	1	1	59	142	.294	.351	.517	.868
1	12	NEW	Bill Galloway	124	285	34	74	20	0	3	22	0	0	17	74	.260	.303	.361	.664
1	13	ALB	Kenny Edwards	7	5	1	1	1	0	0	1	0	0	0	0	.200	.200	.400	.600
1	14	SAI	Yoriyuki Nishiyama	25	44	3	8	4	0	0	3	0	1	1	13	.182	.196	.273	.468
1	16	SAN	Will Goodlett	253	1027	126	294	53	4	17	93	6	4	50	237	.286	.320	.395	.716
2	2	LOS	John Searcy	147	441	59	134	24	1	10	51	5	0	62	118	.304	.393	.431	.823

12.14. Transactions Report

In the history reports area of OOTPB, links to Transaction reports produce a report similar to the Major Transactions report report found in the current year reports in Section 11.10. The only difference is in the scope of the data. History reports might show all the transactions for a given team, subleague, or league in a specific year.

12.15. Injury Report

In the history reports area of OOTPB, links to Injury reports produce a report similar to the Injury Log report found in the current year reports in Section 11.11. The only difference is in the scope of the data. History reports might show all the injuries for a given team, subleague, or league in a specific year.

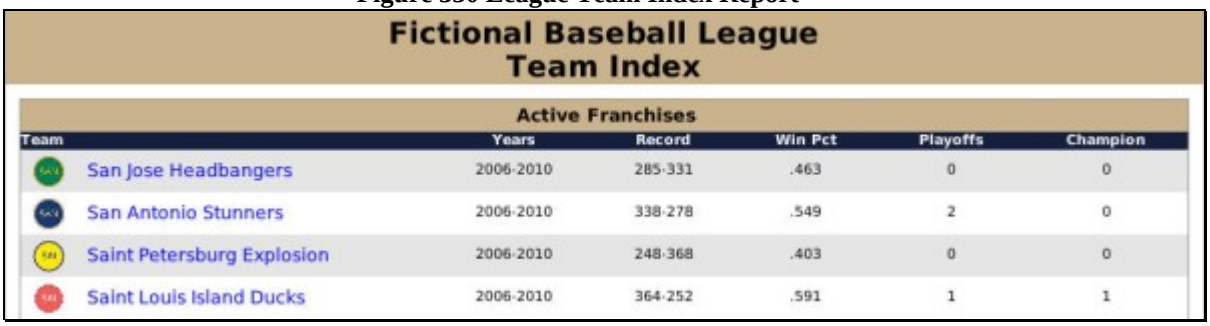
12.16. League Team Index Report

The League Team Index Report is a list of franchises in the selected league, including some basic information on those franchises: the years they have been in operation, their record and winning percentage during that time, the number of playoff appearances they have made, and the number of championships they have won.

To access this report:

- From within any history report, click on the Teams link in the History Link Bar

Figure 330 League Team Index Report



Fictional Baseball League
Team Index

Active Franchises

Team	Years	Record	Win Pct	Playoffs	Champion
San Jose Headbangers	2006-2010	285-331	.463	0	0
San Antonio Stunners	2006-2010	338-278	.549	2	0
Saint Petersburg Explosion	2006-2010	248-368	.403	0	0
Saint Louis Island Ducks	2006-2010	364-252	.591	1	1

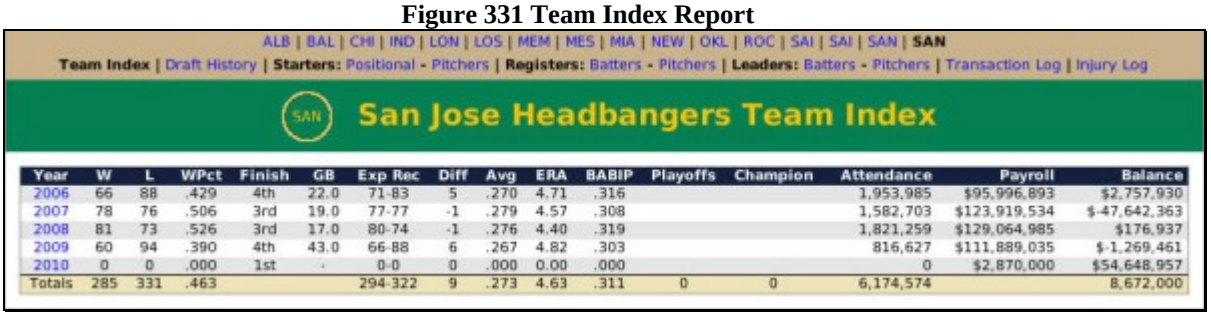
12.17. Team Index Report

The Team Index report is a portal of sorts to delve further into historical reports that pertain to a specific team.

To access this report:

- From within any history report, click the name of a team.

Figure 331 Team Index Report



ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers:** Batters - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Team Index

Year	W	L	WPct	Finish	GB	Exp Rec	Diff	Avg	ERA	BABIP	Playoffs	Champion	Attendance	Payroll	Balance
2006	66	88	.429	4th	22.0	71-83	5	.270	4.71	.316			1,953,985	$95,996,893	$2,757,930
2007	78	76	.506	3rd	19.0	77-77	-1	.279	4.57	.308			1,582,703	$123,919,534	$-47,642,363
2008	81	73	.526	3rd	17.0	80-74	-1	.276	4.40	.319			1,821,259	$129,064,985	$176,937
2009	60	94	.390	4th	43.0	66-88	6	.267	4.82	.303			816,627	$111,889,035	$-1,269,461
2010	0	0	.000	1st	-	0-0	0	.000	0.00	.000			0	$2,870,000	$54,648,957
Totals	285	331	.463			294-322	9	.273	4.63	.311	0	0	6,174,574		8,672,000

The Team Index and other team-related reports have a series of abbreviated links across the top of the page, one for each team.

There is also a series of links in a row below that, as follows, from left to right.

Link	Destination	Section
Team Index	Team Index report	12.17
Draft History	Team Draft History report	12.18
Starters: Positional	Team Positional Starters report	12.19
Starters: Pitchers	Team Pitching Staff report	12.20
Registers: Batters	Team Batting Register report	12.21
Registers: Pitchers	Team Pitching Register report	12.22
Leaders: Batters	Team Batting Leaders report	12.23
Leaders: Pitchers	Team Pitching Leaders report	12.24

12.18. Team Draft History Report

The Team Draft History report is a list of all of the draft picks in a team's history. There is one row of data for each year in the team's history.

To access this report:

- From within the Team Index report, click on the hyperlink Draft History.

This report is a little tricky to read. Here's how it works:

Each drafted player has a number in parentheses. This number represents the round in which the player was picked. For example, "Smith (2)" means that Smith was the team's second-round pick that year.

Team picks go across from left to right. So, in the graphic below, the Headbangers selected D.Nelson with their first pick in 2007. He was selected in the first round, as we can tell from the (1) next to his name. Moving to the right, their second pick was C. Guimond in the second round.

When a team has more than five picks in a draft, the list continues on a new row. So, for example, in 2009 the Headbangers selected S. Rochefort with their sixth pick, in the fourth round.

Figure 332 Team Draft History Report

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | **Draft History** | **Starters:** Positional - Pitchers | **Registers:** Batters - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Draft History

Year	Pick 1 Pick 6 Pick 11 Pick 16 Pick 21 Pick 26	Pick 2 Pick 7 Pick 12 Pick 17 Pick 22 Pick 27	Pick 3 Pick 8 Pick 13 Pick 18 Pick 23 Pick 28	Pick 4 Pick 9 Pick 14 Pick 19 Pick 24 Pick 29	Pick 5 Pick 10 Pick 15 Pick 20 Pick 25 Pick 30
2006 66-88	D. Nelson (1)	C. Guimond (2)	M. Hurrell (3)	P. Cadiz (4)	
2007 78-76	D. Devalides (1)	M. Crez (1)	G. Equihua (2)	J. Howey (3)	M. Griffin (4)
2008 81-73	H. Matthes (1)	P. Oralde (2)	P. Torres (2)	D. Irwin (4)	
2009 60-94	J. Dean (1) S. Rochefort (4)	H. Pena (1)	J. Lazenby (2)	N. Harding (2)	D. Hornaday (3)

Note: You cannot tell from this page which overall pick a player was in the draft. This is visible on the individual player report.

12.19. Team Positional Starters Report

The Team Positional Starters report is a list of the primary starters at all positions except pitcher through the history of the team. Each row of data represents one year. The players who started each position the most times during that year are listed under columns that represent those positions.

To access this report:

- From within the Team Index report, click the Positional hyperlink next to the word Starters at the top of the report.

Figure 333 Team Positional Starters Report

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters: Positional** - Pitchers | **Registers:** Batters - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Positional Chart

Year	C	1B	2B	3B	SS	LF	CF	RF
2006 66-88	Cumberbatch	Sain	Wilsdon	Costers	Callan	Serrano	Organista	McKettrick
2007 78-76	Arrango	Sain	Wilsdon	Costers	Callan	Organista	McDaniel	McKettrick
2008 81-73	Cumberbatch	Sain	Callan	Costers	Wilsdon	Serrano	McDaniel	McKettrick
2009 60-94	Sotos	Nelson	Callan	Love	Wilsdon	Serrano	McDaniel	McKettrick
2010 0-0	Sotos	Nelson	Callan	Love	Wilsdon	Serrano	McDaniel	McKettrick
5 years	3 players	2 players	2 players	2 players	2 players	2 players	2 players	1 players

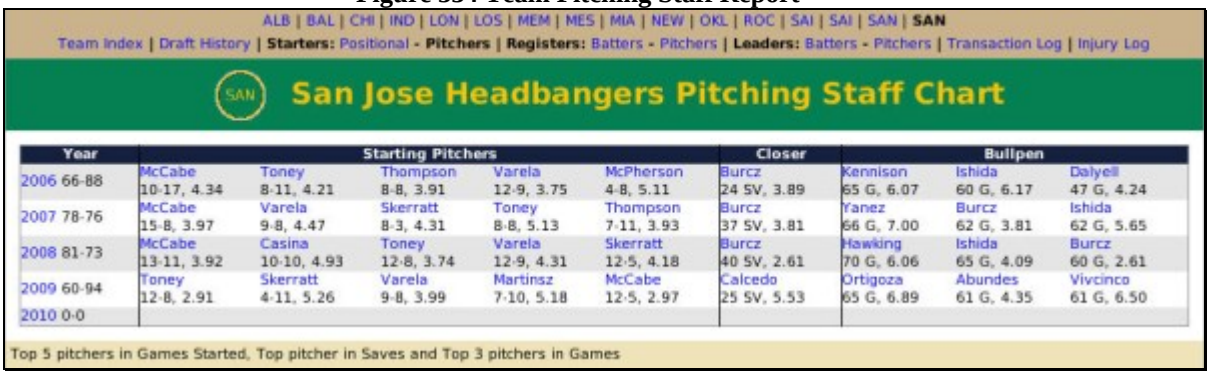
12.20. Team Pitching Staff Report

The Team Pitching Staff report is a list of the primary pitchers through the history of the team. Each row of data represents one year. The pitchers who played most frequently in each role on the pitching staff are listed under columns that represent those roles.

To access this report:

- From within the Team Index report, click the Pitchers hyperlink next to the word Starters at the top of the report.

Figure 334 Team Pitching Staff Report



ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - **Pitchers** | **Registers:** Batters - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Pitching Staff Chart

Year	Starting Pitchers					Closer	Bullpen		
2006 66-88	McCabe 10-17, 4.34	Toney 8-11, 4.21	Thompson 8-8, 3.91	Varela 12-9, 3.75	McPherson 4-8, 5.11	Burcz 24 SV, 3.89	Kennison 65 G, 6.07	Ishida 60 G, 6.17	Dalyell 47 G, 4.24
2007 78-76	McCabe 15-8, 3.97	Varela 9-8, 4.47	Skerratt 8-3, 4.31	Toney 8-8, 5.13	Thompson 7-11, 3.93	Burcz 37 SV, 3.81	Yanez 66 G, 7.00	Burcz 62 G, 3.81	Ishida 62 G, 5.65
2008 81-73	McCabe 13-11, 3.92	Casina 10-10, 4.93	Toney 12-8, 3.74	Varela 12-9, 4.31	Skerratt 12-5, 4.18	Burcz 40 SV, 2.61	Hawking 70 G, 6.06	Ishida 65 G, 4.09	Burcz 60 G, 2.61
2009 60-94	Toney 12-8, 2.91	Skerratt 4-11, 5.26	Varela 9-8, 3.99	Martinsz 7-10, 5.18	McCabe 12-5, 2.97	Calcedo 25 SV, 5.53	Ortigoza 65 G, 6.89	Abundes 61 G, 4.35	Vivcinco 61 G, 6.50
2010 0-0									

Top 5 pitchers in Games Started, Top pitcher in Saves and Top 3 pitchers in Games

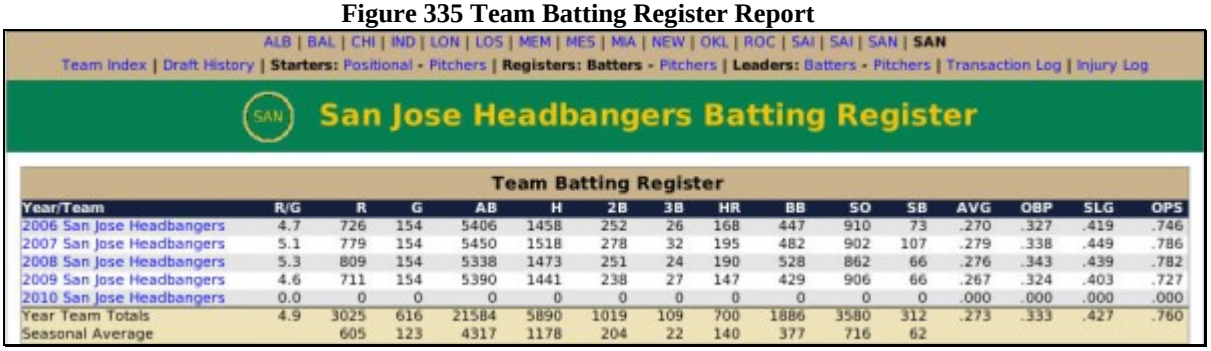
12.21. Team Batting Register Report

The Team Batting Register Report contains detail on the selected team's hitting over the years. The report is divided into two sections. The top part of the report shows year-by-year batting details for the team as a whole. In the bottom half, any player who has ever had an at-bat for the team is listed, along with that player's batting statistics.

To access this report:

- From within the Team Index report, click the Batters hyperlink next to the word Registers at the top of the report.

Figure 335 Team Batting Register Report



ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers: Batters** - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Batting Register

Team Batting Register

Year/Team	R/G	R	G	AB	H	2B	3B	HR	BB	SO	SB	AVG	OBP	SLG	OPS
2006 San Jose Headbangers	4.7	726	154	5406	1458	252	26	168	447	910	73	.270	.327	.419	.746
2007 San Jose Headbangers	5.1	779	154	5450	1518	278	32	195	482	902	107	.279	.338	.449	.786
2008 San Jose Headbangers	5.3	809	154	5338	1473	251	24	190	528	862	66	.276	.343	.439	.782
2009 San Jose Headbangers	4.6	711	154	5390	1441	238	27	147	429	906	66	.267	.324	.403	.727
2010 San Jose Headbangers	0.0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000
Year Team Totals	4.9	3025	616	21584	5890	1019	109	700	1886	3580	312	.273	.333	.427	.760
Seasonal Average		605	123	4317	1178	204	22	140	377	716	62				

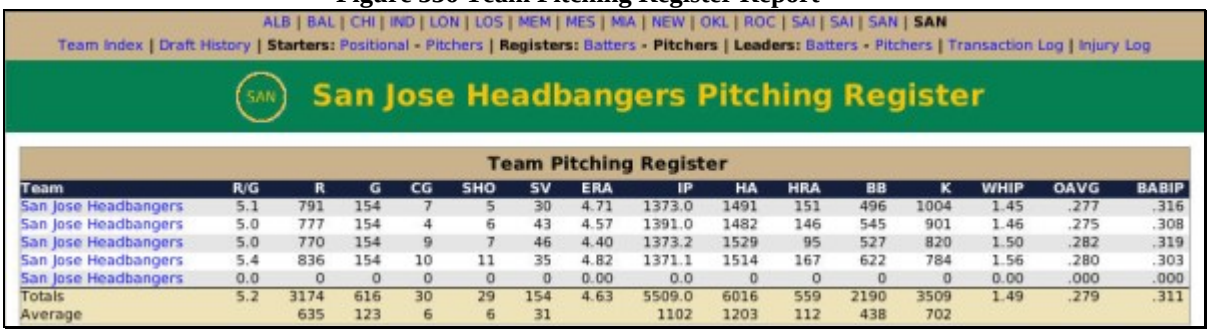
12.22. Team Pitching Register Report

The Team Pitching Register Report contains detail on the selected team's pitching over the years. The report is divided into two sections. The top part of the report shows year-by-year pitching details for the team as a whole. In the bottom half, any player who has ever pitched an inning for the team is listed, along with that player's pitching statistics.

To access this report:

- From within the Team Index report, click the Pitchers hyperlink next to the word Registers at the top of the report.

Figure 336 Team Pitching Register Report



ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers:** Batters - **Pitchers** | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Pitching Register

Team Pitching Register

Team	R/G	R	G	CG	SHO	SV	ERA	IP	HA	HRA	BB	K	WHIP	OAVG	BABIP
San Jose Headbangers	5.1	791	154	7	5	30	4.71	1373.0	1491	151	496	1004	1.45	.277	.316
San Jose Headbangers	5.0	777	154	4	6	43	4.57	1391.0	1482	146	545	901	1.46	.275	.308
San Jose Headbangers	5.0	770	154	9	7	46	4.40	1373.2	1529	95	527	820	1.50	.282	.319
San Jose Headbangers	5.4	836	154	10	11	35	4.82	1371.1	1514	167	622	784	1.56	.280	.303
San Jose Headbangers	0.0	0	0	0	0	0	0.00	0.0	0	0	0	0	0.00	.000	.000
Totals	5.2	3174	616	30	29	154	4.63	5509.0	6016	559	2190	3509	1.49	.279	.311
Average		635	123	6	6	31		1102	1203	112	438	702			

12.23. Team Batting Leaders Report

The Team Batting Leaders Report contains the top ten statistical leaders in numerous offensive categories over the history of the team. The left side of the report shows single-season leaders, such as the players who had the most home runs in a single season. The right side of the report shows career leaders, such as the players who have hit the most home runs ever for this team.

To access this report:

- From within the Team Index report, click the Batters hyperlink next to the word Leaders at the top of the report.

Figure 337 Team Batting Leaders Report

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers:** Batters - Pitchers | **Leaders: Batters** - Pitchers | Transaction Log | Injury Log

San Jose Headbangers Batting Leaders

Team Batting Single-Season Leaders

477 PA required for season rate statistics.

Batting Average - Single-Season

Rank	Player	AVG	Year
1.	Mario Organista	.346	2006
2.	Larry Callan	.323	2008
3.	Elmer Wilsdon	.321	2007
4.	Larry Callan	.315	2007
5.	Tim McDaniel	.314	2009
6.	Mario Organista	.311	2007
7.	Jeremy Sain	.311	2006
8.	Todd McKettrick	.303	2009
9.	Tim McDaniel	.303	2007
10.	Henry Costers	.303	2007

Team Batting Career Leaders

595 PA required for career rate statistics.

Batting Average - Career

Rank	Player	AVG	PA
1.	Mario Organista	.327	1915
2.	Larry Callan	.306	2241
3.	Tim McDaniel	.300	1797
4.	Todd McKettrick	.290	1910
5.	Jeremy Sain	.288	2173
6.	Elmer Wilsdon	.284	2082
7.	Henry Costers	.281	1931
8.	Dave Loughlin	.280	666
9.	Anselmo Sotos	.272	631
10.	Farruco Serrano	.266	1842

12.24. Team Pitching Leaders Report

The Team Pitching Leaders Report contains the top 10 statistical leaders in numerous pitching categories over the history of the team. The left side of the report shows single-season leaders, such as the players who had the most strikeouts in a single season. The right side of the report shows career leaders, such as the players who have had the most strikeouts ever for this team.

To access this report:

- From within the Team Index report, click the Pitchers hyperlink next to the word Leaders at the top of the report.

Figure 338 Team Pitching Leaders Report

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | **SAN**

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers:** Batters - Pitchers | **Leaders:** Batters - **Pitchers** | Transaction Log | Injury Log

San Jose Headbangers Pitching Leaders

Team Pitching Single-Season Leaders

154 IP required for season rate statistics.

ERA - Single-Season

Rank	Player	ERA	Year
1.	Eli Toney	2.91	2009
2.	Lee McCabe	2.97	2009
3.	Eli Toney	3.74	2008
4.	Eru Varela	3.75	2006
5.	Ben Thompson	3.91	2006
6.	Lee McCabe	3.92	2008
7.	Lee McCabe	3.97	2007
8.	Eru Varela	3.99	2009
9.	Tom Skerratt	4.18	2008
10.	Eli Toney	4.21	2006

Team Pitching Career Leaders

192 IP required for career rate statistics.

ERA - Career

Rank	Player	ERA	IP
1.	Lee McCabe	3.86	802.2
2.	Ben Thompson	3.92	351.1
3.	Eli Toney	3.93	663.2
4.	Eru Varela	4.14	721.1
5.	Tom Skerratt	4.60	454.0
6.	Juan Casina	4.88	273.0
7.	Yasuyuki Ishida	5.24	192.1
8.	Danilo Martinsz	5.31	235.2
9.	Cristóval Ortigoza	6.44	276.2

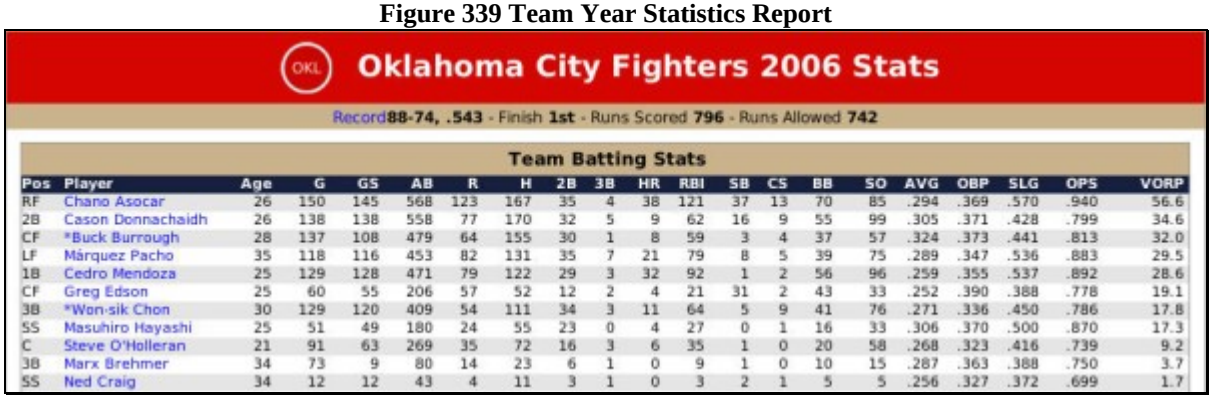
12.25. Team Year Statistics Report

The Team Year Statistics report is a summary of statistics for a team for one specific year. The report includes batting, pitching, and fielding stats, as well as the team batting and pitching leaders for the year.

To access this report:

- From within any team history report, click any hyperlinked year number, such as 2007.

Figure 339 Team Year Statistics Report



Oklahoma City Fighters 2006 Stats

Record **88-74, .543** - Finish **1st** - Runs Scored **796** - Runs Allowed **742**

Team Batting Stats

Pos	Player	Age	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
RF	Chano Asocar	26	150	145	568	123	167	35	4	38	121	37	13	70	85	.294	.369	.570	.940	56.6
2B	Cason Donnachaidh	26	138	138	558	77	170	32	5	9	62	16	9	55	99	.305	.371	.428	.799	34.6
CF	*Buck Burrough	28	137	108	479	64	155	30	1	8	59	3	4	37	57	.324	.373	.441	.813	32.0
LF	Márquez Pacho	35	118	116	453	82	131	35	7	21	79	8	5	39	75	.289	.347	.536	.883	29.5
1B	Cedro Mendoza	25	129	128	471	79	122	29	3	32	92	1	2	56	96	.259	.355	.537	.892	28.6
CF	Greg Edson	25	60	55	206	57	52	12	2	4	21	31	2	43	33	.252	.390	.388	.778	19.1
3B	*Won-sik Chon	30	129	120	409	54	111	34	3	11	64	5	9	41	76	.271	.336	.450	.786	17.8
SS	Masuhiro Hayashi	25	51	49	180	24	55	23	0	4	27	0	1	16	33	.306	.370	.500	.870	17.3
C	Steve O'Holleran	21	91	63	269	35	72	16	3	6	35	1	0	20	58	.268	.323	.416	.739	9.2
3B	Marx Brehmer	34	73	9	80	14	23	6	1	0	9	1	0	10	15	.287	.363	.388	.750	3.7
SS	Ned Craig	34	12	12	43	4	11	3	1	0	3	2	1	5	5	.256	.327	.372	.699	1.7

12.26. Manager Index Report

The Manager Index report is a history of all managers in your league, and their performance. The report includes wins, losses, and data about playoff appearances.

To access this report:

- From within any history report, click on the Managers link in the Link Bar.

Figure 340 Manager Index Report

Fictional Baseball League
Manager Index

Index | Leaders

Manager	Years	From-To	G	W	L	WPct	Best Finish	Worst Finish	Playoff App	Championships
Dan Johnson	2	2007-2007	89	34	55	.382	3rd	4th	0	0
Tony Pérez	1	2007-2007	162	83	79	.512	2nd	2nd	0	0
Ash Pettus	1	2007-2007	162	81	81	.500	3rd	3rd	0	0
Dan Rose	1	2007-2007	162	88	74	.543	1st	1st	1	1
Don Schank	1	2007-2007	73	21	52	.288	4th	4th	0	0
Jim Smith	1	2007-2007	3	1	2	.333	4th	4th	0	0
Darryl Stokes	1	2007-2007	162	103	59	.636	1st	1st	1	0
Manuel Valdés	1	2007-2007	162	68	94	.420	4th	4th	0	0
Richard Walton	1	2007-2007	162	93	69	.574	2nd	2nd	0	0
Victor Williams	1	2007-2007	162	77	85	.475	3rd	3rd	0	0

12.27. Manager Leaders Report

The Manager Leaders report tracks the all-time leaders among managers in your league. It include the leaders in wins, winning %, losses, and career games over .500.

To access this report:

- From the Manager Index report, click on the Leaders hyperlink.

Figure 341 Manager Leaders Report

Fictional Baseball League
Human Manager Leaders

Index | Leaders

Name	Wins
D. Stokes	103 (.636)
R. Walton	93 (.574)
D. Rose	88 (.543)
T. Pérez	83 (.512)
A. Pettus	81 (.500)
V. Williams	77 (.475)
M. Valdés	68 (.420)
D. Johnson	34 (.382)
D. Schank	21 (.288)
J. Smith	1 (.333)

Name	Win%
D. Stokes	.636 (103-59)
R. Walton	.574 (93-69)
D. Rose	.543 (88-74)
T. Pérez	.512 (83-79)
A. Pettus	.500 (81-81)
V. Williams	.475 (77-85)
M. Valdés	.420 (68-94)
D. Johnson	.382 (34-55)
J. Smith	.333 (1-2)
D. Schank	.288 (21-52)

Name	Losses
M. Valdés	94 (.420)
V. Williams	85 (.475)
A. Pettus	81 (.500)
T. Pérez	79 (.512)
D. Rose	74 (.543)
R. Walton	69 (.574)
D. Stokes	59 (.636)
D. Johnson	55 (.382)
D. Schank	52 (.288)
J. Smith	2 (.333)

Name	W > .500
D. Stokes	44 (103-59)
R. Walton	24 (93-69)
D. Rose	14 (88-74)
T. Pérez	4 (83-79)
A. Pettus	0 (81-81)
J. Smith	-1 (1-2)
V. Williams	-8 (77-85)
D. Johnson	-21 (34-55)
M. Valdés	-26 (68-94)
D. Schank	-31 (21-52)

12.28. League Leaderboards Reports

OOTPB's history reports include a large variety of historical league leaderboards reports. Most of the reports are similar in nature, so rather than describe each one individually, we will give some general information about the leaderboard reports.

To access this report:

- From within any history report, click the Leaderboards link in the History Link Bar.

When you select Leaderboards from the History Link Bar, you are taken to the Regular Season Leaderboard Report displayed below.

Figure 342 Regular Season Leaderboard Report

Regular Season Leaderboards

Regular Season

Positions: C · 1B · 2B · 3B · SS · LF · CF · RF

Single-Season Batting

502 PA required for season rate statistics.

Career Batting

1256 PA required for career rate statistics.

Player	Value	Board	Stat	Board	Value	Player
Ferdinand Branco	.370	Season	Batting Average	Career	.334	Ron Whittier
John Cox	.504	Season	On-Base Pct	Career	.460	John Cox
Eulogio Marquez	.724	Season	Slugging Pct	Career	.627	George Morrow
John Cox	1.184	Season	On-Base plus Slugging Pct	Career	1.082	John Cox
Eulogio Marquez	106.9	Season	VORP	Career	749.1	John Cox
Reyes Lombillo	159	Season	Games	Career	1401	Pete Jagger
Chicho Estrella	651	Season	At-Bats	Career	5289	Jimmy Halley
Eulogio Marquez	154	Season	Runs	Career	1109	Tommy Jacobs
Eulogio Marquez	217	Season	Hits	Career	1533	Carl Doan

This report shows all single-season records for the selected league on the left, and career records on the right. Batting information is listed first, pitching below that.

Across the top of the page are hyperlinks to individual positions. Clicking any of these hyperlinks will display a nearly identical report. The main difference is that the data on the page will now include only players who played the selected positions (for example, the leaderboard for all catchers).

Each report also has hyperlinks in each row, in the column called Board. Each row has a Season link on the left and a Career link on the right. Each of these hyperlinks will take you to another leaderboard. For example, if you click on the “Season” hyperlink in the Batting Average row, you will be taken to a report that shows the Single Season Batting Average Leaderboard.

Figure 343 Single Season Batting Average Leaderboard

Single Season Batting Average Leaderboard

* Indicates Hall of Fame, # indicates active Player

Rank	Player	AVG	YEAR	Open Career Leaderboard
1	Ferdinand Branco #	.3698	2009	
2	Soshu Shiskikura#	.3680	2012	
3	James Bollinger#	.3628	2014	
4	Dan Daniel#	.3575	2008	
5	Eulogio 'The Chef' Marquez#	.3557	2011	
6	Ron 'Money' Whittier#	.3551	2011	
7	Carl Doan#	.3550	2013	
8	Eulogio 'The Chef' Marquez#	.3549	2013	
9	Ferdinand Branco #	.3540	2012	
10	John 'Booger' Cox#	.3503	2008	
11	Eulogio 'The Chef' Marquez#	.3481	2012	
12	Ron 'Money' Whittier#	.3461	2009	

These boards can also be manipulated further by position. So, if you first select Catcher, and then click on the Season hyperlink in the Batting Average row, you will be taken to a report that shows the Single Season Batting Average Leaderboard for catchers.

Figure 344 Catchers Single Season Batting Average Leaderboard

Catchers Single Season Batting Average Leaderboard

* Indicates Hall of Fame, # indicates active Player

Rank	Player	AVG	YEAR	Open Career Leaderboard
1	James Bollinger#	.3628	2014	
2	John 'Booger' Cox#	.3503	2008	
3	John 'Booger' Cox#	.3445	2014	
4	James Bollinger#	.3440	2008	
5	John 'Booger' Cox#	.3357	2013	
6	James Bollinger#	.3302	2011	
7	John 'Booger' Cox#	.3236	2006	
8	Carl Moore#	.3195	2014	
9	James Bollinger#	.3189	2006	
10	John 'Booger' Cox#	.3185	2011	
11	Lázaro Quezida#	.3178	2011	

All of this provides for a vast number of leaderboard reports. All leaderboard reports use only regular season statistics. Playoff statistics are not tracked in the leaderboard reports.

*Note: In leaderboard reports, active players are noted with a # sign after the player's name. Players who are in the Hall of Fame are noted with a * after the player's name.*

12.29. Awards Index Report

The Awards Index report provides links to award-related reports for the selected league.

To access this report:

- From within any history report, click the Awards link in the History Link Bar.

Figure 345 Award Index Report

12.30. Subleague Award Winners Report

The Subleague Award Winners report shows the players who won the selected league's best hitter, best pitcher, and best rookie awards for each year in the league's history.

To access this report:

- From within the Award Index report, click the link to the Subleague Award Winners.

Figure 346 Subleague Award Winners Report

History Home | Players | Teams | Leagues | Leaderboards | Awards

Sub League 1
Award Winners

Year	Most Valuable Player	Most Valuable Pitcher	Rookie of the Year
2006 SL1	John Cox (SEA) .324/.464/.595, 31 HR, 86 RBI, 81.4 VORP	Pete MacDonald (POR) 22-8, 2.83 ERA, 242.0 IP, 242 K, 72.4 VORP	Eugenio Arzabala (POR) .340/.390/.497, 9 HR, 58 RBI, 30.5 VORP
2007 SL1	George Morrow (POR) .333/.419/.675, 43 HR, 105 RBI, 87.6 VORP	Pete MacDonald (POR) 21-5, 2.15 ERA, 251.0 IP, 241 K, 96.3 VORP	Dan Daniel (POR) .337/.414/.573, 20 HR, 86 RBI, 46.4 VORP
2008 SL1	John Cox (SEA) .350/.485/.690, 38 HR, 97 RBI, 99.4 VORP	Enrique Talmantes (POR) 4-1, 41 SV, 2.00 ERA, 85.2 IP, 73 K, 34.8 VORP	Ferdinand Branco (POR) .283/.346/.418, 9 HR, 63 RBI, 18.6 VORP
2009 SL1	Pete Jagger (ALB) .338/.432/.655, 46 HR, 113 RBI, 93.1 VORP	Lorenzo Lacayo (HOU) 22-9, 3.18 ERA, 246.0 IP, 203 K, 65.0 VORP	Randy Sutton (ALB) .305/.347/.467, 18 HR, 69 RBI, 30.0 VORP

12.31. Subleague Defensive Award Winners Report

The Subleague Defensive Award Winners report shows the players who won the selected league's defensive award at each position, for each year in the league's history.

To access this report:

- From within the Award Index report, click the link to the Subleague Defensive Award Winners.

Figure 347 Subleague Defensive Award Winners

History Home | Players | Teams | Leagues | Leaderboards | Awards

Sub League 1
Glove Wizard Award Winners

Year	P	C	1B	2B	3B	SS	LF	CF	RF
2006 SL1	C. Outhwaite	J. Cox	P. Jagger	H. Beechey	G. O'Mallun	C. O'Monaghan	R. Eodinez	C. Estrella	J. Breuer
2007 SL1	R. Reynolds	D. Lakin	P. Jagger	P. Degarcia	P. Rapp	K. Eilers	H. Coban	J. Alexander	H. Marsh
2008 SL1	P. Horn	D. Lakin	P. Jagger	D. Soveral	B. Maggs	J. Halley	H. Coban	E. Figueroa	C. Bennett
2009 SL1	L. Gillbard	J. Cox	P. Joynt	D. McPetrie	G. Muhlenburger	K. Eilers	L. Alvirez	C. Estrella	P. Irvin
2010 SL1	R. Reynolds	B. Cabildo	E. Marquez	D. McPetrie	B. Maggs	I. Colindres	D. Boudreaux	E. Figueroa	K. Risley
2011 SL1	R. Reynolds	C. Moore	E. Marquez	H. Wegg	J. Voorhees	J. Halley	D. Boudreaux	R. Sutton	K. Risley
2012 SL1	M. Clark	J. Cox	E. Marquez	G. Muhlenburger	J. Voorhees	T. Donohue	T. Jacobs	C. Armstrong	P. Ramis
2013 SL1	M. Tatsuno	C. Moore	E. Marquez	M. Segredo	J. Voorhees	F. Carlson	T. Jacobs	C. Armstrong	P. Delatrinidad
2014 SL1	G. Perez	J. Bollinger	E. Marquez	H. Wegg	I. Colindres	K. Penny	R. Remillard	C. Upfold	G. Thornton

9 Years

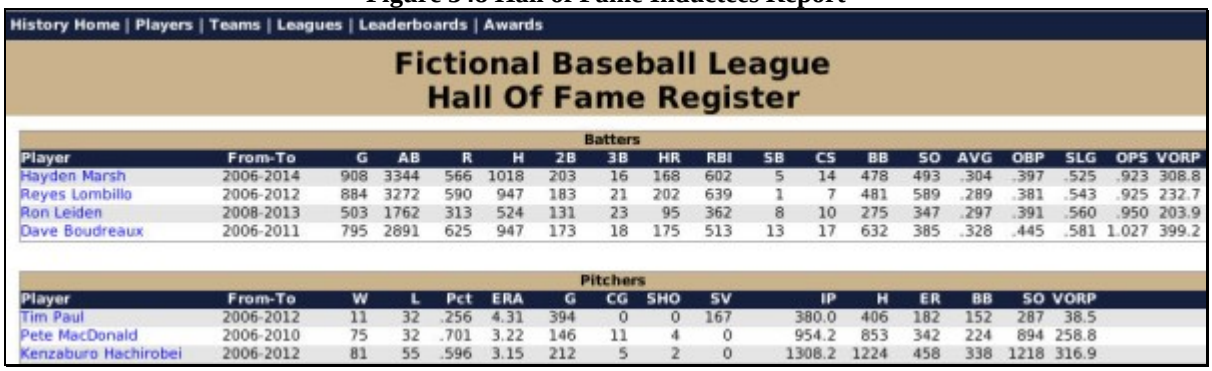
12.32. Hall of Fame Inductees Report

The Hall of Fame Inductees report shows a list of players who have been inducted into the Hall of Fame for the selected league.

To access this report:

- From within the Award Index report, click the link to the Hall of Fame Inductees.

Figure 348 Hall of Fame Inductees Report



History Home | Players | Teams | Leagues | Leaderboards | Awards

Fictional Baseball League
Hall Of Fame Register

Batters

Player	From-To	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
Hayden Marsh	2006-2014	908	3344	566	1018	203	16	168	602	5	14	478	493	.304	.397	.525	.923	308.8
Reyes Lombillo	2006-2012	884	3272	590	947	183	21	202	639	1	7	481	589	.289	.381	.543	.925	232.7
Ron Leiden	2008-2013	503	1762	313	524	131	23	95	362	8	10	275	347	.297	.391	.560	.950	203.9
Dave Boudreaux	2006-2011	795	2891	625	947	173	18	175	513	13	17	632	385	.328	.445	.581	1.027	399.2

Pitchers

Player	From-To	W	L	Pct	ERA	G	CG	SHO	SV	IP	H	ER	BB	SO	VORP
Tim Paul	2006-2012	11	32	.256	4.31	394	0	0	167	380.0	406	182	152	287	38.5
Pete MacDonald	2006-2010	75	32	.701	3.22	146	11	4	0	954.2	853	342	224	894	258.8
Kenzaburo Hachirobei	2006-2012	81	55	.596	3.15	212	5	2	0	1308.2	1224	458	338	1218	316.9

12.33. Accomplishments Index Report

The Accomplishments Index report provides links to accomplishment-related reports for the selected league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar.

The Accomplishments Index report has links to a number of different accomplishment reports, as follows.

Link	Section
3+ Home Runs	13.32
6+ Hits	13.33
15+ Strikeouts	13.34
Cycles	13.35
No-Hitters	13.36
50+ HR Seasons	13.37
150+ RBI Seasons	13.38
20+ Win Seasons	13.39
Triple Crowns	13.40
Milestones	13.41

12.34. 3+ Home Runs Report

The 3+ Home Runs report shows a list of every time a player has hit three or more home runs during a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 3+ Home Runs link.

Figure 349 3+ Home Runs Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	Home Runs
05-04-2007	Louie Johnstone	3 Home Runs, 3 for 4, 7 RBI versus Atlanta while playing for Portland
06-15-2007	Louie Johnstone	3 Home Runs, 4 for 5, 5 RBI versus Greensboro while playing for Portland
06-29-2007	Bob Wyatt	3 Home Runs, 3 for 4, 5 RBI versus Virginia Beach while playing for New York
09-14-2007	Manuel Bueno	3 Home Runs, 3 for 3, 3 RBI versus Pittsburgh while playing for Baltimore
04-30-2008	Britt Webb	3 Home Runs, 3 for 4, 6 RBI versus Virginia Beach while playing for Columbus
06-27-2008	Bob Wyatt	3 Home Runs, 4 for 5, 4 RBI versus Virginia Beach while playing for New York
08-03-2008	Bob Wyatt	3 Home Runs, 3 for 5, 5 RBI versus Virginia Beach while playing for New York
07-12-2009	Jim Johnston	3 Home Runs, 3 for 5, 4 RBI versus The Bronx while playing for Mesa
07-19-2009	Bob Wyatt	4 Home Runs, 4 for 4, 6 RBI versus Pittsburgh while playing for New York
07-28-2009	Alexis Washington	3 Home Runs, 4 for 5, 6 RBI versus Mesa while playing for Portland
10-02-2009	Ron Hamilton	3 Home Runs, 3 for 3, 5 RBI versus New York while playing for Washington

12.35. 6+ Hits Report

The 6+ Hits report shows a list of every time a player has gotten six or more hits during a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 6+ Hits link.

Figure 350 6+ Hits Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	Hits
04-13-2008	Jim Johnston	6 Hits in 10 AB, 2 HR and 4 RBI versus Lubbock while playing for Mesa
06-27-2008	Lewis Edwards	6 Hits in 6 AB, 1 HR and 3 RBI versus New York while playing for Virginia Beach
07-17-2009	Jim Johnston	7 Hits in 7 AB, 1 RBI versus Greensboro while playing for Mesa
09-23-2011	Scott Frazier	6 Hits in 7 AB, 1 HR and 4 RBI versus Greensboro while playing for Arlington
09-11-2013	Michael Baker	6 Hits in 6 AB, 1 HR and 4 RBI versus Brooklyn while playing for New York
06-12-2014	José Nevárez	6 Hits in 6 AB, 2 HR and 5 RBI versus Washington while playing for Brooklyn
06-21-2014	Jesús Reyes	6 Hits in 6 AB, 1 HR and 1 RBI versus Washington while playing for Columbus
08-19-2014	Reginald Bikham	6 Hits in 6 AB, 2 HR and 2 RBI versus Greensboro while playing for Mesa
09-20-2014	Barry Gregory	6 Hits in 6 AB, 1 HR and 7 RBI versus Atlanta while playing for Arlington
06-12-2015	Pat MacCeallaich	7 Hits in 7 AB, 1 HR and 8 RBI versus Baltimore while playing for Pittsburgh

12.36. 15+ Strikeouts Report

The 15+ Strikeouts report shows a list of every time a player has gotten fifteen or more strikeouts during a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 15+ Strikeouts link.

Figure 351 15+ Strikeouts Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | **15+ Ks** | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	Strikeouts
08-24-2011	Rigo Quintana	6.2 IP, 0 BB and 16 Strikeouts versus Virginia Beach while playing for New Orleans
08-20-2013	António Romero	8.0 IP, 2 BB and 15 Strikeouts versus Mesa while playing for Portland
06-17-2016	Danny Evans	7.1 IP, 1 BB and 16 Strikeouts versus Baltimore while playing for New Orleans
06-17-2017	Danny Evans	7.2 IP, 3 BB and 16 Strikeouts versus Baltimore while playing for New Orleans
09-12-2018	William Williams	6.0 IP, 3 BB and 15 Strikeouts versus Columbus while playing for Baltimore
05-10-2019	William Williams	8.0 IP, 0 BB and 15 Strikeouts versus Washington while playing for Baltimore
06-12-2019	David Gittens	8.0 IP, 0 BB and 16 Strikeouts versus Greensboro while playing for Lubbock
05-26-2033	Andre MacCook	8.0 IP, 3 BB and 15 Strikeouts versus Atlanta while playing for Arlington
06-20-2033	Andre MacCook	8.0 IP, 0 BB and 15 Strikeouts versus Lubbock while playing for Arlington
08-26-2036	Curt Davis	8.0 IP, 1 BB and 16 Strikeouts versus Lubbock while playing for Arlington
08-01-2038	Curt Davis	8.0 IP, 1 BB and 16 Strikeouts versus Atlanta while playing for Arlington
07-22-2040	Francisco Yánez	8.0 IP, 0 BB and 16 Strikeouts versus Arlington while playing for Portland

12.37. Cycles Report

The Cycles report shows a list of every time a player has hit for the cycle during a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Cycles link.

Figure 352 Cycles Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | **Cycles** | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	Cycles
05-15-2007	Gustavo Roa	4 Hits in 5 AB, 1 HR and 2 RBI versus Mesa while playing for Lubbock
06-22-2007	Nathan Ivey	5 Hits in 5 AB, 2 HR and 3 RBI versus Baltimore while playing for Washington
08-08-2007	Héctor Rosário	5 Hits in 5 AB, 1 HR and 5 RBI versus Columbus while playing for Baltimore
05-09-2008	Jake Morgan	5 Hits in 6 AB, 1 HR and 3 RBI versus Columbus while playing for Pittsburgh
09-09-2008	Júlio Zavala	4 Hits in 5 AB, 1 HR and 3 RBI versus New Orleans while playing for Virginia Beach
07-21-2009	Jimmy White	4 Hits in 4 AB, 1 HR and 2 RBI versus Brooklyn while playing for New York
09-06-2009	Goldofrede Macoilos	4 Hits in 5 AB, 1 HR and 5 RBI versus The Bronx while playing for Mesa
09-27-2010	Jorge Flores	5 Hits in 5 AB, 2 HR and 4 RBI versus Mesa while playing for Portland
05-01-2011	Juan Hernández	5 Hits in 6 AB, 1 HR and 6 RBI versus The Bronx while playing for Lubbock
09-14-2011	Geraldo Vega	4 Hits in 5 AB, 1 HR and 4 RBI versus New York while playing for Brooklyn
09-20-2011	Salvador Santiago	4 Hits in 5 AB, 1 HR and 1 RBI versus Washington while playing for New Orleans
05-06-2012	Bob Hart	5 Hits in 5 AB, 1 HR and 4 RBI versus Virginia Beach while playing for Baltimore

12.38. No-Hitters Report

The No-Hitters report shows a list of every time a player has thrown a no-hitter in the history of the league. Perfect games are noted as well.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the No-Hitters link.

Figure 353 No-Hitters Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | **No-Hitters** | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	No-Hitters
06-06-2008	Rigo Quintana	9 IP, 1 BB and 12 Strikeouts versus Pittsburgh while playing for New Orleans
07-28-2008	David Bowman	9 IP, 0 BB and 10 Strikeouts versus The Bronx while playing for Greensboro (PERFECT GAME)
10-08-2008	António Romero	9 IP, 1 BB and 13 Strikeouts versus Atlanta while playing for Portland
06-09-2009	Seth Aubry	9 IP, 2 BB and 10 Strikeouts versus New Orleans while playing for Pittsburgh
07-05-2013	Leonard Sutton	9 IP, 1 BB and 10 Strikeouts versus New Orleans while playing for New York
07-21-2013	Daniel Holloway	9 IP, 1 BB and 11 Strikeouts versus Lubbock while playing for Portland
05-15-2015	José Aguirre	9 IP, 1 BB and 7 Strikeouts versus Columbus while playing for Virginia Beach
06-19-2015	Joshua Cage	9 IP, 1 BB and 5 Strikeouts versus New Orleans while playing for Baltimore
05-09-2018	David Gittens	9 IP, 3 BB and 14 Strikeouts versus Mesa while playing for Lubbock
08-19-2018	Christian Wolfe	9 IP, 3 BB and 5 Strikeouts versus Columbus while playing for New York
08-01-2019	Pedro Ortega	9 IP, 3 BB and 9 Strikeouts versus Washington while playing for Columbus

12.39. 50+ HR Report

The 50+ HR report shows a list of every time a player has hit 50 or more home runs during a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 50+ HR link.

Figure 354 50+ HR Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | **50+ HR Seasons** | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	HR Seasons
2007	José González	56 Home Runs, .342/.399/.707, 161 RBI and 115 Runs in 594 AB, 88.1 VORP
2008	Sancho Rodriguez	58 Home Runs, .352/.435/.710, 151 RBI and 154 Runs in 617 AB, 113.0 VORP
2008	Edward Meyer	50 Home Runs, .352/.408/.678, 138 RBI and 140 Runs in 628 AB, 100.1 VORP
2009	Sancho Rodriguez	54 Home Runs, .313/.383/.636, 126 RBI and 133 Runs in 624 AB, 72.2 VORP
2010	Geraldo Vega	53 Home Runs, .273/.355/.595, 136 RBI and 123 Runs in 598 AB, 55.0 VORP
2012	Adrián Solis	51 Home Runs, .295/.343/.603, 153 RBI and 103 Runs in 630 AB, 52.0 VORP
2014	Sancho Rodriguez	53 Home Runs, .338/.405/.717, 111 RBI and 112 Runs in 548 AB, 90.0 VORP
2014	Adrián Solis	57 Home Runs, .310/.348/.645, 160 RBI and 114 Runs in 651 AB, 61.1 VORP
2015	Sancho Rodriguez	54 Home Runs, .337/.416/.699, 133 RBI and 118 Runs in 572 AB, 93.0 VORP
2016	Dusty Thomas	53 Home Runs, .305/.358/.639, 132 RBI and 117 Runs in 626 AB, 64.5 VORP
2017	Daniel Thomas	51 Home Runs, .286/.331/.565, 123 RBI and 119 Runs in 625 AB, 52.1 VORP
2017	Dusty Thomas	51 Home Runs, .341/.389/.664, 135 RBI and 130 Runs in 625 AB, 84.3 VORP

12.40. 150+ RBI Report

The 150+ RBI report shows a list of every time a player has had 150 or more runs batted in during a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 150+ RBI link.

Figure 355 150+ RBI Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | **150+ RBI Seasons** | 20+ Win Seasons | Triple Crowns | Milestones | Hitting Streaks

Date	Player	RBI Seasons
2007	José González	161 RBI, .342/.399/.707, 56 Home Runs and 115 Runs in 594 AB, 88.1 VORP
2008	Sancho Rodríguez	151 RBI, .352/.435/.710, 58 Home Runs and 154 Runs in 617 AB, 113.0 VORP
2012	Adrián Solís	153 RBI, .295/.343/.603, 51 Home Runs and 103 Runs in 630 AB, 52.0 VORP
2014	Adrián Solís	160 RBI, .310/.348/.645, 57 Home Runs and 114 Runs in 651 AB, 61.1 VORP
2018	Daniel Thomas	173 RBI, .304/.363/.641, 60 Home Runs and 124 Runs in 618 AB, 87.0 VORP
2026	Jesús Fernández	168 RBI, .362/.421/.757, 61 Home Runs and 129 Runs in 635 AB, 114.9 VORP
2030	Zong-yuan Xiang	155 RBI, .352/.426/.728, 60 Home Runs and 131 Runs in 585 AB, 105.4 VORP
2032	Jesús Fernández	150 RBI, .321/.398/.687, 54 Home Runs and 129 Runs in 617 AB, 80.0 VORP
2037	Alberto Muñóz	158 RBI, .307/.391/.613, 47 Home Runs and 118 Runs in 605 AB, 76.0 VORP
2039	Walton Davis	160 RBI, .318/.376/.696, 54 Home Runs and 108 Runs in 560 AB, 74.3 VORP
2042	Thomas Cox	162 RBI, .304/.376/.650, 54 Home Runs and 125 Runs in 609 AB, 88.9 VORP
2044	Ernesto Hawkins	154 RBI, .344/.411/.663, 51 Home Runs and 126 Runs in 587 AB, 67.4 VORP
2045	Jake Taylor	155 RBI, .361/.486/.739, 56 Home Runs and 148 Runs in 582 AB, 139.8 VORP

12.41. 20+ Win Seasons Report

The 20+ Win Seasons report shows a list of every time a pitcher has had 20 or more wins during a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 20+ Win Seasons link.

Figure 356 20+ Win Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | **20+ Win Seasons** | Triple Crowns | Milestones | Hitting Streaks

Date	Player	Win Seasons
2007	Ashton Frazier	22-7, 2.55 ERA, 251.0 IP, 32 BB and 218 K
2007	David Bowman	21-8, 2.06 ERA, 249.1 IP, 46 BB and 262 K
2008	Dwight Miller	20-11, 4.14 ERA, 241.1 IP, 49 BB and 109 K
2008	Brett Christian	20-13, 3.54 ERA, 228.2 IP, 52 BB and 139 K
2008	Rigo Quintana	21-6, 1.57 ERA, 235.2 IP, 32 BB and 276 K
2008	David Bowman	22-9, 1.96 ERA, 248.1 IP, 51 BB and 276 K
2008	António Romero	24-4, 2.25 ERA, 264.0 IP, 48 BB and 257 K
2008	Daniel Holloway	23-5, 2.07 ERA, 225.2 IP, 32 BB and 222 K
2009	David Bowman	22-6, 2.16 ERA, 258.2 IP, 42 BB and 249 K
2009	António Romero	20-10, 2.04 ERA, 260.1 IP, 47 BB and 268 K
2009	Max Garrett	22-9, 2.54 ERA, 219.2 IP, 66 BB and 183 K
2010	Rigo Quintana	22-4, 1.51 ERA, 221.0 IP, 34 BB and 293 K
2010	António Romero	20-12, 2.04 ERA, 278.1 IP, 47 BB and 254 K
2010	Dale Gibbs	20-6, 2.48 ERA, 257.1 IP, 52 BB and 264 K

12.42. Triple Crowns Report

The Triple Crowns report shows a list of every time a player has won the Triple Crown in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Triple Crowns link.

Figure 357 Triple Crown Report

History Home | Players | Teams | Managers | Leagues | Leaderboards | Awards | Accomplishments

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | **Triple Crowns** | Milestones | Hitting Streaks

Date	Player	Triple Crowns
2007	Pat MacCeallaich	47 Home Runs, .369/.447/.673, 140 RBI and 131 Runs in 618 AB, 106.3 VORP
2008	Sancho Rodríguez	58 Home Runs, .352/.435/.710, 151 RBI and 154 Runs in 617 AB, 113.0 VORP
2015	Trey Ward	48 Home Runs, .331/.386/.642, 147 RBI and 91 Runs in 593 AB, 61.6 VORP
2017	Dusty Thomas	51 Home Runs, .341/.389/.664, 135 RBI and 130 Runs in 625 AB, 84.3 VORP
2026	Jesús Fernández	61 Home Runs, .362/.421/.757, 168 RBI and 129 Runs in 635 AB, 114.9 VORP
2034	Arturo Valdel	49 Home Runs, .344/.415/.676, 125 RBI and 134 Runs in 599 AB, 101.6 VORP
2038	Arturo Valdel	50 Home Runs, .385/.484/.755, 130 RBI and 141 Runs in 519 AB, 134.8 VORP
2041	Li-ren Tian	51 Home Runs, .362/.432/.727, 130 RBI and 129 Runs in 564 AB, 111.1 VORP
2047	Jake Taylor	56 Home Runs, .374/.507/.766, 142 RBI and 159 Runs in 580 AB, 161.1 VORP
2049	Mike Fields	65 Home Runs, .357/.398/.696, 162 RBI and 130 Runs in 644 AB, 83.5 VORP
2055	Mike Fields	50 Home Runs, .358/.483/.700, 110 RBI and 135 Runs in 520 AB, 110.7 VORP
2057	Miguel Torres	60 Home Runs, .359/.457/.737, 160 RBI and 173 Runs in 605 AB, 123.5 VORP
2059	Mike Fields	61 Home Runs, .386/.508/.764, 146 RBI and 143 Runs in 572 AB, 145.1 VORP
2060	Tomás Gómez	48 Home Runs, .337/.395/.654, 135 RBI and 133 Runs in 624 AB, 84.1 VORP

12.43. Milestones Report

The Milestones report shows a list of every major milestone in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Milestones link.

Figure 358 Milestones Report

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | **Milestones** | Hitting Streaks

Date	Player	Milestones
06-04-2016	Chris McBride	1000 Runs Batted In, while playing for Austin
07-30-2016	Chris McBride	300 Home Runs, while playing for Austin

12.44. Hitting Streaks Report

The Hitting Streaks report shows a list of every hitting streak in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Hitting Streaks link.

Figure 359 Hitting Streaks Report

Fictional Baseball League
Accomplishments

3+ HRs | 6+ Hits | 15+ Ks | Cycles | No-Hitters | 50+ HR Seasons | 150+ RBI Seasons | 20+ Win Seasons | Triple Crowns | Milestones | **Hitting Streaks**

Date	Player	Hitting Streaks
06-28-2013	William Gentry	25 Games, while playing for Denver
07-11-2014	José López	30 Games, while playing for Glendale

Chapter Five: Important Game Concepts

This chapter focuses on some important game concepts that have been touched on in the page-by-page reference chapter.

13.0 The Player Model

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

There are four main categories of player abilities: batting, pitching, defensive, and other. Each player receives a rating in each ability. However, the Player Profile page, described in Section 8.3, typically displays only the ratings that are most relevant to a player's current position.

By default, ratings use a 1–20 scale. However, you can choose to view ratings using a number of different scales, and you can even choose to show some ratings with one scale and other ratings with a different scale. For more information on changing rating scales, see the Global Setup page described in Section 4.4.1.You can change the rating scales at any time, and changing the rating scales does not affect player abilities. It's just a matter of which scale you prefer.

By default, when displaying player ratings, the game displays the ratings according to scouts. For more information, see the scouting model described in Section 15.0. If scouts have been turned off in the Game Options described in Section 3.4.2.1, all current ratings and potential ratings displayed will be the actual values.

13.1. Rating Color Codes

Each page that shows player ratings also has a color coding system, as follows:

Text Color	Definition	Rating Range	Sample (1–20 scale)
Blue	Excellent	81%+	17–20
Green	Good	61%–80%	13–16
Yellow	Average	41%–60%	9–12
Orange	Poor	21%–40%	5–8
Red	Awful	0%–20%	1–4

13.2. Current Ratings and Potential Ratings

Batting and pitching abilities each have a current rating and a potential rating. For example, batters have both a Contact rating and a Contact Potential rating. The value given with just the ability name (Contact) is an assessment of the player's current skill level in this particular ability. A potential rating (such as Contact Potential) is your scout's assessment of how good this player could possibly become at this ability over time.

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

13.3. Batting Ratings

The five basic batting ratings are Contact, Gap Power, Home Run Power, Eye/Discipline, and Avoid K's. Each of these has a matching potential rating. See Section 13.2, Current Ratings and Potential Ratings, for more information on the distinction between the two. Batting ratings are used by the game engine to determine the outcome of a pitch.

13.3.1. Contact

Contact is a measure of how good a player is at getting his bat on the ball. Contact directly affects a player's batting average. Players with high Contact ratings are more likely to put the ball in play, and get more hits, with a higher batting average. Contact, however, has no direct effect on what the result of a hit will be.

13.3.2. Gap Power

Gap Power is a measure of how much power a player has to the gaps—the places in the outfield between the left fielder and center fielder, and between the center fielder and right fielder. Gap Power directly affects the number of doubles and triples a player hits. Gap Power, however, has no direct effect on home runs, or on the likelihood that a player will make contact.

13.3.3. Home Run Power

Home Run Power is a measure of how much home run power a player has. Home Run Power, unsurprisingly, directly affects the number of home runs a player hits. Home Run Power, however, has no direct effect on the likelihood that a player will make contact.

13.3.4. Eye/Discipline

Eye/Discipline is a measure of how well a player assesses incoming pitches and determines whether they will be balls or strikes. Eye/Discipline directly affects the number of times a player walks. However, Eye/Discipline has no direct effect on the likelihood that a player will make contact, or strike out.

13.3.5. Avoid K's

Avoid K's is a measure of how well a player avoids striking out. Avoid K's directly affects the number of times a player strikes out. For example, players with high Avoid K's ratings are more likely to foul off pitches with two strikes than to go down swinging.

13.4. Pitching Ratings

The three basic pitching ratings are Stuff, Movement, and Control. Each of these has a matching potential rating. See Section 13.2, Current Ratings and Potential Ratings, 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.

13.4.1. Stuff

Stuff is a measure of the quality of a pitcher's pitches. Stuff is a vague combination of factors. Stuff directly affects the number of strikeouts a pitcher throws.

13.4.2. Movement

Movement is a measure of the movement on a pitcher's pitches. It is harder for batters to make good contact with pitches that have good movement. As a result, pitchers with high Movement ratings tend to give up fewer home runs.

13.4.3. Control

Control is a measure of a pitcher's accuracy. Pitchers with good Control ratings tend to walk fewer batters.

13.4.4. Velocity

Velocity is a measure of how fast a pitcher throws. Velocity is not measured according to the standard rating system, but rather is measured in miles per hour.

13.4.5. Endurance

Endurance is a measure of how many pitches a pitcher can throw before tiring. Pitchers with high Endurance ratings tend to be used as starting pitchers, while pitchers with low Endurance ratings tend to be used as relievers.

13.4.6. Hold Runners

Hold Runners is a measure of a pitcher's ability to hold runners on base. It is harder for runners on base to steal against pitchers who have high Hold Runners ratings.

13.4.7. Ground Ball %

Ground Ball % is a measure of how many balls hit off this pitcher are ground balls, as compared to fly balls. Pitchers with high Ground Ball % ratings tend to get more double plays. Pitchers with low Ground Ball % ratings tend to have a lower BABIP (batting average on balls in play), because fly balls are generally more likely to turn into outs than ground balls.

13.4.8. Pitches

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

13.5. Defensive Ratings

The five basic defensive ratings are 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.

13.5.1. Infield / Outfield Range

Range is a measure of how well a defensive player can reach a ball in play. Players with high Range ratings are more likely to reach a batted ball and potentially make an out. For example, a shortstop with good Range might reach a groundball to his right, whereas a shortstop with poor Range might not reach the ball, letting it go into left field for a single. Players have separate ratings for infield and outfield range. These values can be fairly different, based on the player's experience.

13.5.2. Infield / Outfield Error

Error is a measure of how likely a defensive player is to commit an error. This rating includes both fielding errors (dropping or misplaying the ball) and throwing errors (pulling the first baseman off the bag, throwing inaccurately). The Error rating is inversely related to errors. That is, players with high Error ratings are less likely to commit errors. Players have separate ratings for infield and outfield error. These values can be fairly different, based on the player's experience.

13.5.3. Infield / Outfield Arm

Arm is a measure of the strength of a player's arm. Players with higher Arm ratings are more likely to throw out runners on a close play. Arm is factored into accuracy as well. Players have separate ratings for infield and outfield arm. These values can be fairly different, based on the player's experience.

Note: Arm is not strictly a measure of strength. If a player has a high infield arm rating, but a low outfield arm rating, it doesn't mean that his arm suddenly gets weaker in the outfield, of course. Rather, it implies

that in the infield, his throws are strong, accurate, and timely. In the outfield, he is weaker, partly because of arm strength, but also because of experience, accuracy, hesitation, and so forth.

13.5.4. Turn Double Play

Turn Double Play is a measure of how well infielders, pitchers, and catchers can turn infield double plays. Players with high Turn Double Play ratings are more likely to successfully turn double plays when given the opportunity.

Note: The Turn Double Play rating is not displayed by default in an outfielder's Player Profile.

13.5.5. Rating at Position

Rating at Position is a measure of a player's overall defensive ability at a given position. Individual ratings exist for each defensive position. Players can have ratings at one or more positions. Players with higher Rating at Position ratings are better overall defensively. Rating at Position isn't truly a distinct rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.

See Section 13.9 for more information on player positions.

Note: It is possible for a player to be excellent defensively at one position, but poor at another. Players do tend to perform similarly at similar positions, however.

13.5.6. Catcher Ability

Catcher Ability is a measure of a catcher's overall catching skill. Catcher Ability isn't truly a distinct rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.

13.5.7. Catcher Arm

Catcher Arm is a measure of a catcher's arm. Catchers with higher Catcher Arm are more likely to throw out runners stealing a base. Catchers with high Catcher Arm ratings could also cause opposing managers to think twice before attempting a steal.

13.6. Other Ratings

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

13.6.1. Running Speed

Running Speed is a measure of how quickly a player can run from one base to the next. Players with a high rating in Running Speed are more of a threat to steal bases, and are more likely to advance further on a ball in play. Running Speed is strictly for offensive play. For example, Running Speed does not factor into an outfielder's range. However, Running Speed and Defensive Range are linked internally. For example, as a player ages, his speed and range will generally decline at the same pace.

13.6.2. Stealing Bases

Stealing Bases is a measure of how good a player is at stealing. Stealing bases is not a matter only of speed, but also timing, knowledge of pitchers, and ability to "get a good jump." It is possible for a player to have a

high Running Speed rating, but a low Stealing Bases rating, and vice versa, although the most dangerous baserunners have high ratings in both.

13.6.3. Baserunning Instincts

Baserunning Instincts is a measure of a player's instincts when running the bases. Players with a high rating in Baserunning Instincts are more likely to take advantage of fielder miscues to advance a base, and less likely to get thrown out due to baserunning mistakes.

13.6.4. Sacrifice Bunt

Sacrifice Bunt is a measure of how well a player can execute a sacrifice bunt. Players with a high rating in Sacrifice Bunt are more likely to execute the bunt correctly, advancing the runner. They are also less likely to strike out while bunting.

13.6.5. Bunt for Hit

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

13.6.6. Hitter Type

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

Hitter Type	Characteristics
Spray hitter	Batted balls are more or less equally likely to go to any part of the field.
Normal	Batted balls are distributed normally, which means that the majority of balls will go to the hitter's "pull" side. (Right-handed hitters will hit a majority of balls to the left side of the field, and left-handed hitters will hit a majority of balls to the right side of the field.)
Pull hitter	Batted balls are noticeably more likely to be pulled to the hitter's side. (Right-handed hitters will hit most balls to the left side of the field, and left-handed hitters will hit most balls to the right side of the field.)

Note: Hitter Type does not affect the likelihood that a player will make contact, or how much power the hitter has. It affects only the trajectory of a batted ball.

13.7. Ratings Changes

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

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

13.7.1. Player Development

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

Factor	Impact
Coaching / management	The coaching / managing ratings of the general manager, manager, bench coach, hitting coach, and pitching coach can all affect a player's development. See Section 14.1 for more information on coach / personnel ratings.
Playing time	Minor league players who get little playing time might not develop as quickly as others. However, major league players and players on a reserve roster develop normally even without playing time.
Potential / individual qualities	Very talented players often (but not always) develop more quickly. In addition, some players simply develop more quickly than others. You might be baffled by the high-potential player who fails to live up to expectations, or be pleasantly surprised by the late-round draft pick who quickly advances.
Age	Players in OOTPB age as seasons go by. Younger players might mature with age. Older players' skills might begin to diminish. Not all players will lose their skills at the same time—some could remain productive into their 40s, while others might fall apart much sooner than that. All these factors can directly affect a player's current ratings or even his potential ratings. See Section 13.10 for more information on player aging.
Challenge	Players respond differently to challenges. Often, a player who is tearing up Double A hitting might not be developing very quickly, because he isn't being challenged. Similarly, putting an overmatched rookie into your major league starting lineup could actually hurt his development.
Injuries	Injuries often cause a player's development to slow, or could even cause his skills to regress. Injuries can immediately affect a player's current ratings and his potential ratings. The more severe an injury is, the more likely that the player's ratings will suffer.
Spring Training	Players have an opportunity to play during spring training, and this often gives them an opportunity to improve outside the regular season. See Section 21.2 for more information on Spring Training.
Chance	Chance also plays a hand in rating changes. Sometimes, the light bulb inside a player's head will just go on, and he will jump to a new level of play. Players can experience significant changes in their ratings and potential in a short time. Of course, the same is true in reverse. Some players will never live up to their potential.
Player Development Modifiers	The speed with which players develop can also be adjusted by the player development modifiers described in Section 3.4.2.3.

13.8. Overall Rating

Players are 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.

13.9. Player Positions and Roles

Each player has a position that is shown on his player profile. A player can have one assigned position at a time. Think of it as the player's preferred position. This position value is typically displayed in lists in the game that show positions, such as the Roster page, or in-game reports.

13.9.1. Changing a Player's Preferred Position

You can change a player's preferred position by using the Set Position To . . . action menu described in Section 8.1.2. Alternatively, if you are the commissioner, you can change it through the player editor described in Section 25.4.1.

13.9.2. Player Ratings at Multiple Positions

Players can be rated at multiple positions. If you look at a player's profile, you can see his ratings at each position.

Figure 360 Position Ratings

For example, in the display above, the player is rated at second base, third base, and shortstop, meaning he can play any of those positions without suffering any undue penalties. This player might have a preferred position of shortstop, but he's an adequate second baseman as well.

13.9.3. Playing out of Position

Even if your player does not have a rating at a position, you can still have him play any position in a game. Just place him wherever you would like in your lineup or depth chart. You could even place a second baseman in your pitching rotation, although he's not likely to do well.

A player who is not rated at a position is well below average in his ability at that position, and is likely to have poor range and make frequent errors.

13.9.4. Learning New Positions

Players learn new positions through practice. The best way to accomplish this is by having them play in a new position. Players learn more quickly when they play regularly in the minor leagues, or in spring training. The more a player plays at a certain position, the more he improves. After he has acquired a certain amount of experience at a position, he will be given a position rating that will display on his profile.

The defensive spectrum is as follows: DH - 1B - LF - RF - 3B - CF - 2B - SS. Generally speaking, the further to the right, the harder the position is to play and the harder it will be to convert a player to that position. Position players can learn to play catcher, but it often takes a very long time, and they typically don't make very good ones.

Note: A player cannot "lose" positions. Once he has learned a position, he will always have a rating at that position.

13.9.5. Pitching Roles

In addition to a position, pitchers also have a role, which can be set to one of three values: starting pitcher, middle reliever, or closer. Roles do not affect a pitcher's ability in any way. However, some pitchers might be better in certain roles. For example, pitchers with very low Endurance make poor starting pitchers. Roles also play a part in how the computer managers make decisions. For example, the computer is unlikely to place a closer in a starting spot.

13.10. Injuries, Fatigue, and Aging

Injury, fatigue, and aging are an unavoidable part of any baseball player's career. Here is a little more information on how these factors work in OOTPB.

13.10.1. Injuries

Players in OOTPB do suffer from injuries, fatigue, and aging. In the normal course of play, a wide variety of injuries can occur, ranging from minor annoyances to career-ending injuries. The frequency of injuries can be adjusted in the injury options described in Section 3.4.2.9. Players also have injury tendencies. For example, a player who suffers a major knee injury will be much more likely to experience future knee or leg problems than a player who has never been injured before. Having a good team doctor can be a huge advantage in dealing with injuries. See Section 14.9 for more information on team doctors.

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. It's quite possible for an injury to turn a great player into an average one.

Injuries in the game are of three types.

Option	Description
Day-to-day	Day-to-day injuries don't prevent players from missing games, but they reduce a player's effectiveness. Additionally, a player who plays with a day-to-day injury is at greater risk for additional injury, especially in that area of the body. For example, a player playing on a sprained ankle is more likely to suffer a foot injury.
Out	These are injuries that force a player out of the lineup. These injuries can last anywhere from a few days to almost a year.
Career-ending	Some injuries are career-ending. When a player suffers a career-ending injury, they can be released without any financial penalty. You are no longer responsible for the remainder of their contracts. This is rather different from real life. However, we thought that insurance policies and so forth might be taking things a bit too far. Also, even if the person suffering the career-ending injury is extremely popular, you will receive no fan penalty for releasing him.

OOTPB's injury database now also includes illnesses and off-the-field injuries. So, players might miss time at any time during the year for various reasons.

Note: Injuries in OOTPB are customizable. See Section 30.0 for more information about customizing injuries.

13.10.2. Aging

Players age in a model that is relatively consistent with modern-day baseball players. Some older players might continue to be productive into their 40s, while others might lose their skills in rapid fashion. You can adjust this by tweaking the player aging modifier described in Section 3.4.2.3.

13.10.3. Rust

Players who do not play for a long time can get rusty, resulting in reduced performance, so it's a good idea to get your players some at-bats or innings pitched at least occasionally. This is particularly true during spring training, described more in Section 21.2.

13.10.4. Fatigue

Players accumulate fatigue as the season goes on. Each time a player participates in a game, he gains a certain amount of fatigue. Each day off he gets reduces that figure. Once a certain amount of fatigue has

been accumulated, the player becomes tired and no longer plays as effectively. Tired players, especially pitchers, are also more prone to suffering injuries. Pitchers are often very tired or even exhausted immediately after pitching.

The health status of your players is displayed on almost every page that includes a list of players, including the roster, the player profile, and more. Be sure to take good care of your players!

13.11. Player Personality

Players in OOTPB have six different personality ratings. These ratings are a large factor in computer decisions in the game, most notably in contract negotiations. The six personality ratings are as follows.

Rating	Description
Leadership	A player's ability to lead. Players with high leadership have some positive effect on other players in the clubhouse.
Loyalty	How loyal a player is to a certain team. Players with high loyalty might be more likely to sign extensions.
Desire for Winning Team	How important it is for a player to be on a winning team. Players who need winning teams factor this into their decisions about where to sign contracts or extensions. Has a strong impact on morale.
Greed	How greedy the player is. Greed is a strong factor in contract negotiations.
Intelligence	How intelligent the player is. Intelligent players might have some positive effect on other players in the clubhouse, and can influence in-game decisions and player development.
Work Ethic	How strong the player's work ethic is. Players with a strong work ethic might have some positive effect on other players in the clubhouse, and can influence player development, slump management, etc.

Personality ratings use the same scale as other player ratings. The player personality model can be disabled entirely in the Player Options page described in Section 4.4.2.1.

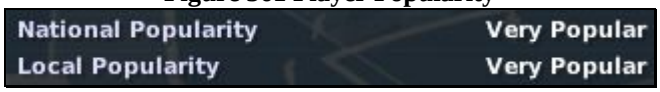
Note: The effects of personalities are unpredictable, just as in the real world. Personalities might affect the game in ways other than what is described above, and personalities are not absolutes! For example, a player with a high loyalty might elect not to sign an extension with your team. Players will not always behave precisely according to their player personalities.

13.12. Player Popularity

Players in OOTPB have two popularity ratings: national and local. Popularity is largely based on player performance, although it can also be influenced by player personality factors, news articles about players, and contract signings.

Player popularity is displayed on the lower left of the Player Profile page described in Section 8.3.

Figure 361 Player Popularity



Player popularity is an important consideration for general managers, since letting a popular player go can have a profound impact on fan interest. The fans will let you know, too, when they're unhappy with your moves. On the other hand, signing a high-profile player or two can go a long way to restoring flagging interest in your franchise.

13.13. Player Morale

OOTPB 2007 has a player morale model, in which players can have varying levels of happiness. Player morale values include Angry, Very Unhappy, Unhappy, Normal, Good, Very Good, and Great.

The overall player morale is displayed on the lower left of the Player Profile page described in Section 8.3. In addition, a toggle link allows you to switch between viewing the player's health status and details about the player's morale. In the screenshot below, the toggle has been switched to show morale details:

Figure 362 Player Morale

The player morale model can be disabled entirely in the Player Options page described in Section 4.4.2.1.

13.13.1. What Does Morale Affect?

Morale can affect a number of things in the game, including:

- Player performance
- Likelihood of the player asking for or accepting a contract extension
- Likelihood of the player re-signing with your team in free agency
- Likelihood of the player requesting or demanding a trade
- Likelihood that the player will demand a change in his role on the team

13.13.2. How Is Morale Determined?

The overall player morale rating is a composite of four different factors.

Rating	Description
Team Performance	How well the player thinks the team is doing. This rating isn't strictly by record. For example, your team might be over .500 overall, but in the middle of a 10-game losing streak that causes player morale to drop. This rating is also influenced by a player's desire to play for a winning team.
Team Transactions	How the player feels about the transactions the team has made, most notably signings, released players, and trades. Signing high profile players can boost morale, as can making a good trade. Treating players poorly, such as cutting them in the middle of a contract, can hurt morale. Player popularity also has a big effect here. Things aren't always black and white, though. If you sign a high-profile second baseman, the other second basemen on your team might not be too happy about their own future prospects. Team Transaction morale is also affected by transactions affecting the current player. For example, if you promote or demote a player, sign or release a player, or change a player's trade status or shop them, this affects their Team Transactions morale.

Player Performance	How the player feels about his own performance. Players who are performing well are happier than players who are not.
Role on Team	How the player feels about his role on the team. In OOTPB, each player has an "expected role" on the team. Some pitchers might expect to be starters, others members of the bullpen. Position players might expect a spot in the middle of the lineup, and so forth. This expected role is displayed on the lower left of the Player Profile page described in Section 8.3, and also on the Contract & Status subpage described in Section 8.3.2. The Role on Team morale factor is based on this expected role. Players whose expected roles are not being met are likely to be unhappy.

The overall morale rating of each player is the combined result of these four areas. Different players have different personalities, and different levels of sensitivity as well. So, just as in real life, there are no hard and fast rules about how certain players will react. You might find out that you've signed a prima donna, or that your star player is a steady, unflappable team player.

14.0 Coaches and Personnel

Parent league teams in OOTPB have a staff of twelve personnel: a general manager, a manager, a bench coach, a hitting coach, a pitching coach, a head scout with a team of five more scouts, and a team doctor. Affiliated league teams have just four staff members: a manager, a hitting coach, a pitching coach, and a head scout. Each type of personnel has ratings just as players do.

Additionally, all personnel have distinct personalities in the form of strategic preferences. All coaches and personnel have ratings in all areas and strategies, even though (for instance) a team doctor has little use for pitching tendencies. Each person has a preferred occupation based on his particular skills and experience. However, team personnel can change jobs at any time. That is, you can hire a hitting coach and make him into a manager, or hire a bench coach and make him your pitching coach. Technically, you could make a scout into your team doctor, but you probably won't want to stick around the training facility long after making that move.

14.1. Coach / Personnel Ratings

Personnel are rated in sixteen categories: six expressly designed for managers and coaches, five for scouts, and five for the team doctor. As with player ratings, the rating scale for personnel can be set on the Preferences page, and the rating scale for personnel does not need to be the same as the scale for players. Your personnel have a profound effect on the development and performance of your players over the course of a season.

You can also disable the coaching / personnel system entirely in the game options described in Section 3.4.2.1. If the coaching system is disabled, players will still develop, of course. However, each team will be treated as if it had average and identical personnel in all roles.

Note: Coach and personnel ratings use the same color coding used for player ratings. See Section 13.1 for more information.

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

Category	Rating	Description
Managing / Coaching	Handle Rookies	The ability to work with rookies. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players under the age of 25 are considered rookies.

		Note: This is not the definition of "rookie" used to determine rookie award winners.
	Handle Veterans	The ability to work with veterans. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players with at least 10 years of professional experience are considered veterans.
	Handle Players	The ability to handle players. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players who are not rookies or veterans, as described above, are considered players.
Coaching / Managing	Teach Hitting	The ability to teach hitting. The higher this rating is, the more likely young players are to develop hitting skills, and the more likely veteran players are to perform at their expected level or above. This rating is most relevant for managers and hitting coaches.
	Teach Pitching	The ability to teach pitching. The higher this rating is, the more likely young players are to develop pitching skills, and the more likely veteran players are to perform at their expected level or above. This rating is most relevant for managers and pitching coaches.
	Teach Fielding	The ability to teach fielding. The higher this rating is, the more likely young players are to develop fielding skills, and the more likely veteran players are to perform at their expected level or above. This rating is most relevant for managers and bench coaches.
Scouting	Scout Hitting	The ability 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 ability in this area is accurate.
	Scout Hitting Potential	The ability to accurately measure a player's hitting potential. The higher the rating, the more likely that a scout's assessment of the player's ability in this area is accurate.
	Scout Pitching	The ability 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 ability in this area is accurate.
	Scout Pitching Potential	The ability to accurately measure a player's pitching potential. The higher the rating, the more likely that a scout's assessment of the player's ability in this area is accurate.
	Scout Fielding	The ability to accurately measure a player's fielding ability. The higher the rating, the more likely that a scout's assessment of the player's ability in this area is accurate.
Doctor	Heal Arms, Legs, Back, Other	The ability to heal injuries to the specified body part. A higher rating means players with those injuries will heal more quickly, possibly more quickly than the original estimate. A higher rating also means players are less likely to get those injuries in the first place. See 13.10.1 for more information about player injuries.
	Fatigue Recovery	The ability to help players recover from fatigue. You can think of this rating as if your team also has a training staff. The better your training staff, the more "in shape" your players will be, and therefore the more quickly they will recover from fatigue. See 13.10.4 for more information about fatigue.

14.1.1. Coach / Personnel Experience

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

14.1.2. Coach / Personnel Ratings Changes

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

14.2. Coach / Personnel Personalities and Strategies

Coaches and personnel also have personalities, which are defined by their strategic preferences. These are set on the Strategy Preferences page described in Section 9.3.

Note: Strategic preferences are irrelevant for team doctors, unless of course you assign one to a different job.

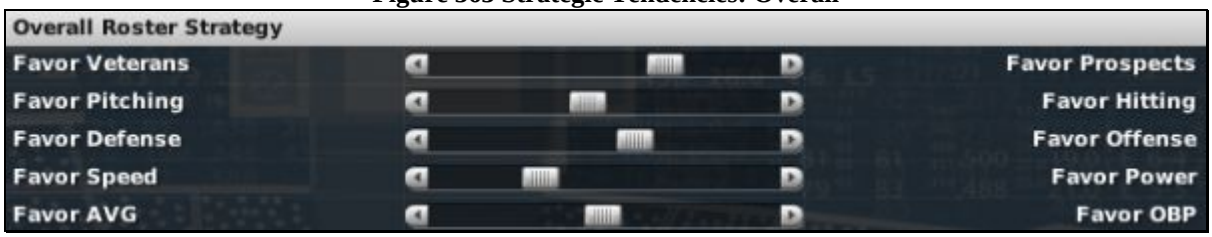
Commissioner Options

Commissioners can adjust the strategic preferences for any coaches or personnel in the game.

14.2.1. Overall Roster Strategy

The Overall Roster Strategy section defines a person's overall preferences when building or managing a team. These settings also influence your scouts. For example, if you send a scout to cover the first-year player draft, and he favors players with power over those with speed, then amateur players with high power are more likely to get good reviews from the scout than those with good speed.

Figure 363 Strategic Tendencies: Overall



14.2.2. Offensive Strategy Tendencies

The Offensive Strategy section defines a person's approach to the offensive side of the game.

Figure 364 Strategic Tendencies: Offensive

14.2.3. Pitching & Defensive Strategy Tendencies

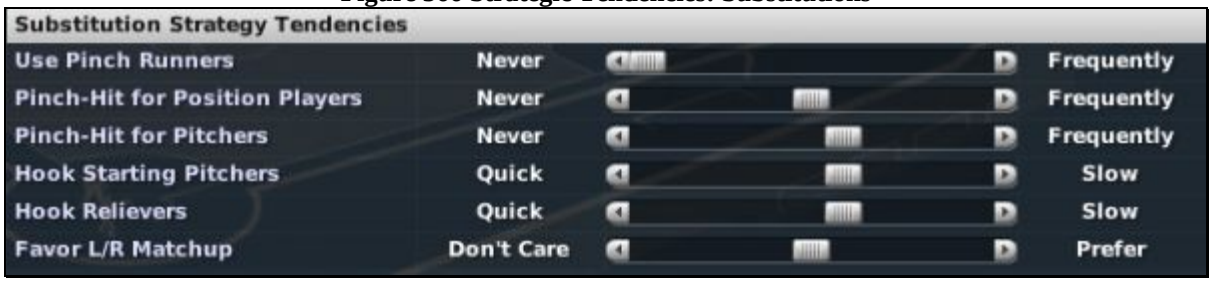
The Pitching & Defensive Strategy section defines a person's approach to pitching and defensive play.

Figure 365 Strategic Tendencies: Pitching / Defensive

14.2.4. Substitution Strategy Tendencies

The Substitution Strategy section defines a person's approach to in-game substitutions.

Figure 366 Strategic Tendencies: Substitutions



14.3. General Managers

A general manager is responsible for running a baseball team, including all hiring and firing as well as all transactional decisions related to the team, including trades, drafts, free agent and waiver pickups, and so forth. Although it does not happen often in real life, in OOTPB a general manager often also acts as the day-to-day manager of a club.

14.4. Managers

A manager is responsible for handling the execution of a game. Managers control lineups, pitching rotation, and make all the in-game decisions, but they typically have no responsibility for hiring, firing, and other general management tasks. Managers work together with bench coaches to manage a game. Managers have some impact on all areas of play, including hitting, pitching, and fielding. In some cases, a general manager also acts as a manager. This does not happen often in real life, but it does happen frequently in OOTPB.

14.5. Bench Coaches

Bench coaches are responsible for helping the manager handle his responsibilities, especially during actual games. Bench coaches have some impact on all areas of play, including fielding. You have the option of delegating decision-making authority to your bench coach during a game.

14.6. Hitting Coaches

Hitting coaches are responsible for teaching players the ins and outs of hitting in professional baseball. The hitting coach has a direct impact on the hitting performance of players on the team. The hitting coach also affects the speed with which a player progresses toward his hitting potential.

14.7. Pitching Coaches

Pitching coaches are responsible for teaching players the ins and outs of pitching in professional baseball. The pitching coach has a direct impact on the pitching performance of players on the team. The pitching coach also affects the speed with which a player progresses toward his pitching potential.

14.8. Scouts

Scouts are responsible for analyzing the skills and potential of current players or new first-year player draft players. Although 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 15.0 for more information on scouting.

14.9. Team Doctors

Team doctors are responsible for the health of the team. Better team doctors help their players recover more quickly from injuries, and the doctor's training staff helps ensure that players recover more quickly from fatigue. See Section 13.10 for more information on player injuries and fatigue.

14.10. Coach and Personnel Contracts

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

14.10.1. Hiring Coaches and Personnel

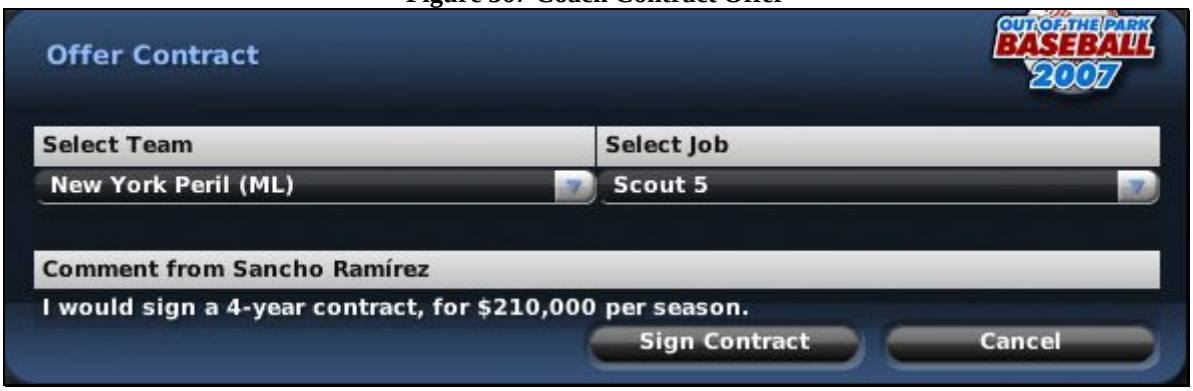
Typically, at the start of a game, all your team's coach and personnel positions will be filled. If you are playing as a general manager, you have the ability to hire coaches and personnel at all levels of your organization. If you are playing as the manager of a affiliated league team, you cannot hire coaches or personnel.

To hire personnel, go to the Available Personnel page described in Section 6.7.6. Use the Preferred Occupation drop-down and the Views and Filters to find a person who suits your needs.

Note: To hire a coach or other staff member, you must have an open position. You cannot hire a coach if your staff is already full.

Once you have found your target, right-click on his name in the Available Personnel page and select Offer Contract.

Figure 367 Coach Contract Offer



The contract system for personnel is simple compared to that for players. The person will tell you if he is interested in the position, and at what price. You can either sign him to that contract, or not. There is no negotiation involved. It's possible, of course, that certain personnel will not want to work for your organization.

Note: Remember, each person has a unique set of strategic preferences. If you're trying to build a team on speed, don't hire a manager who favors power.

14.10.2. Firing Coaches and Personnel

Before you can hire someone, you need to first fire someone, or have his contract expire. To fire a member of your staff, go to the Personnel page described in Section 7.8. Right-click on the person you want to fire and then select Fire Person. After you confirm your choice, the person will be relieved of his duties immediately and returned to the available personnel pool. You can also fire staff using the Action menu on the Coach Profile & Ratings (Section 9.2) or Strategy Preferences (Section 9.3) pages.

Note: Just as with player contracts, if you fire a coach, your team must pay the salary for all years remaining on the coach's contract. Firing a coach also has a very strong impact on how that person and other potential candidates perceive you.

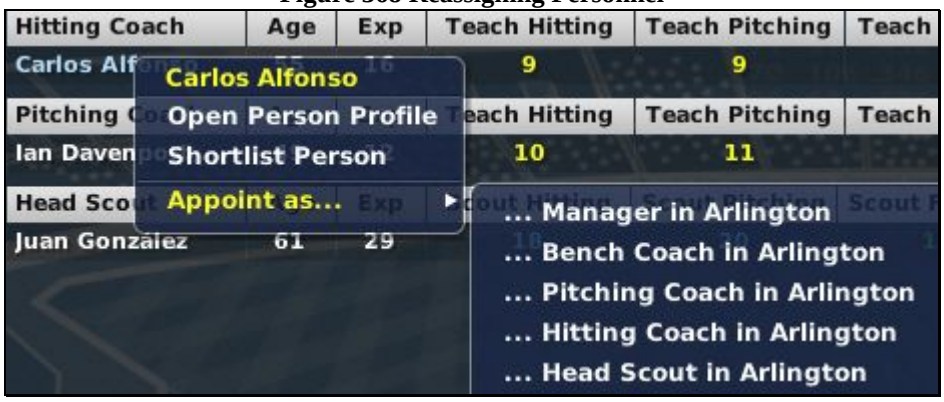
14.10.3. Reassigning Coaches and Personnel

You can reassign coaches and personnel as you see fit. Of course, certain combinations don't make much sense. You probably don't want to make your scout into a manager, or your bench coach into a team doctor. But changes between managers, bench coaches, and hitting / pitching coaches are quite common. Additionally, general managers of large organizations can, of course, move personnel between different levels of the organization.

Note: Reassigning personnel has no impact on contract length or salary.

To reassign a person, go to the Personnel page described in Section 7.8. Right-click on the person you want to reassign, and then select Appoint as... You will see a submenu displaying all the different positions within the organization.

Figure 368 Reassigning Personnel



Once you select a position, the person will be moved immediately, with no chance for you to confirm your choice. You can also reassign staff using the Action menu on the Coach Profile & Ratings (Section 9.2) or Strategy Preferences (Section 9.3) pages.

Staff members whom you try to demote to a lower level might refuse the assignment. They are, after all, under contract.

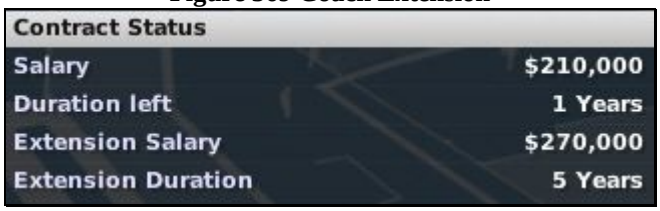
Note: If the position to which you are moving a person is currently filled, then the two people will switch roles. For example, Todd Smith is your Triple A manager, and Bill White is your Double A manager. If you reassign Todd Smith to become your Double A manager, then Bill White will switch places with Todd and become your Triple A manager.

14.10.4. Coach and Personnel Contract Extensions

Once you have the people you want in place, it makes sense to keep them there. If you are a general manager, you can extend the contracts of personnel. To offer an extension, go to the Personnel page described in Section 7.8. Right-click on the person you want to re-sign and then select Offer Extension.

You will see an identical page to that described in Section 14.10.1, Hiring Coaches and Personnel. As with hirings, the person will either refuse to sign or will name his price in dollars and years. If the terms are acceptable to you, sign the person by clicking the Sign Extension button. The extension will be shown on the Coach Profile & Ratings page described in Section 9.2.

Figure 369 Coach Extension



14.10.5. Coach and Personnel Retirement

Coaches and personnel can and will retire at some point. You will receive a notification message if this happens. Additionally, this information will be displayed in the Transaction report described in Section 11.10.

14.10.6. New Coaches and Personnel

The game will periodically generate new coaches and personnel. These will appear in the Available Personnel page described in Section 6.7.6 automatically. Occasionally, retired players can become coaches.

15.0 Scouting

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

Note: The scouting system can be disabled entirely through the game options described in Section 3.4.2.1. If scouting is disabled, all player ratings shown in the game will be the actual values.

15.1. 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, it updates its reports on each player only once per year. SISA scouts are also woefully underpaid, and as a result, they can be wildly inaccurate at times. SISA scouting is more inaccurate for younger, less established players than it is for veterans, the "known quantities" of any league. Most scouts who are available for you to hire will provide better information than the SISA scouts do. The bottom line is that, whenever possible, you should use your own scouts' information.

Note: When scouting is off, all scouting is equal and 100% accurate. In this scenario, SISA scouts show the "true" player ratings.

15.2. The Scouting Process

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

1. You assign a scout to a 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. This message can be disabled, if desired, when assigning tasks by using the Scouting Tasklist.
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.*

15.2.1. Assigning Scouts to Tasks

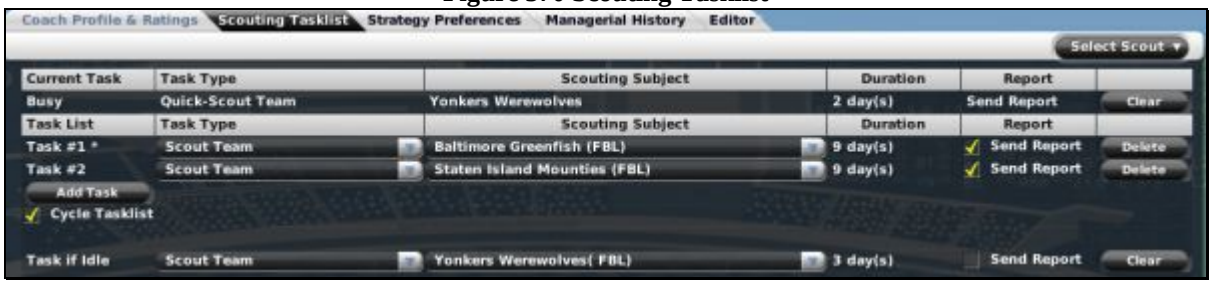
There are two general ways to request that a scout compile a report on a player or group of players. The first is the Scout Action Menu described in Section 1.10.2. From the Player Profile screen, for instance, it allows you to send a scout to report on that particular player. The full range of these buttons and where you can find them are discussed in the sections below. The other way to assign tasks for your scouts to complete is through the Scouting Tasklist.

15.2.1.1. The Scouting Tasklist

The Scouting Tasklist is a tab that can be found within the Profile of every scout in the game. This screen is the most efficient way to give each of your scouts long-term assignments. From here, you can queue up multiple tasks for your scout to complete, control whether you want to receive a personal

message reporting on the completion of each task, specify if the scout should repeat his tasks from the beginning once he reaches the end of the list, and even set an Idle Task for him to do whenever he runs out of other work.

Figure 370 Scouting Tasklist



The Tasklist screen is divided into three sections.

The top row displays the scout's current assignment, how many days are left until he completes it, whether he will send a report on the results when he's done, and has a button for you to cancel the task if you choose. Note that if a task is canceled, no reports are sent and all progress on it is lost.

The middle section of the screen is where you queue up any future tasks for the scout. Click the Add Task button and select the desired assignment from the menus that appear. Note that if you select Scout Player, only players on your Shortlist are displayed as options, because presenting a list of every player in your world would produce a dauntingly long list. If you want to scout a specific player, either add him to your Shortlist first or assign the task directly from the player's profile. Also, you cannot request that a nation be scouted from the tasklist. Nation assignments last indefinitely: if one were added to a tasklist, the scout would never get to any tasks placed below it. As a result, you can choose the Scout Nation option only from the Task if Idle area of the screen.

The Task if Idle options are the final section of this screen. The buttons here work in the same fashion as for the main tasklist; however, the scout will perform the Task if Idle only after he has completed any jobs in his primary Tasklist. Note that if you set the main tasklist to cycle, the scout will never have time to perform his Task if Idle.

15.2.2. Scouting Results

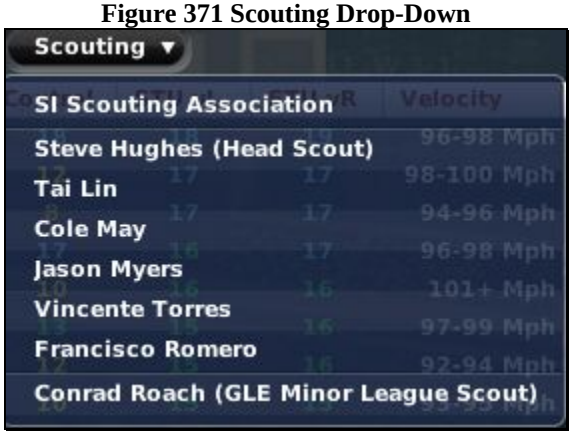
Once a scout has completed a task, you will typically receive a message from the scout with results. Different tasks result in slightly different reports, but generally speaking the report contains the scout's assessment of the overall current ratings and potential ratings of the players scouted.

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.

15.2.2.1. Scouted Ratings on Player Lists

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

Figure 371 Scouting Drop-Down



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

15.2.2.2. Scouted Ratings on Scouting Reports Page

Many pages allow you to view one scout's ratings at a time. However, the Scouting Reports subpage, described in Section 8.3.6, gives you easy access to all of the most recent scouting reports on a single player.

Figure 372 Scouting Reports Page

Batting Reports	League	Contact	Power	Eye/Patience	Contact Potential	Power Potential	Eye Potential
SISA (01-01-2007)	FBL	15	12	15	17	12	18
S. Hughes (01-02-2007)	FBL	13	12	14	14	13	14
T. Lin (01-02-2007)	FBL	14	13	14	14	13	14
C. May (01-02-2007)	FBL	13	11	14	13	11	14
J. Myers (01-02-2007)	FBL	14	14	14	15	15	15
V. Torres (01-02-2007)	FBL	12	12	14	13	12	14
F. Romero (01-02-2007)	FBL	12	10	13	12	10	15
Average (excl. SISA)	-	13	12	14	14	12	15

Overall Rating Reports	League	Position	Current Rating relative to FBL	Potential Rating relative to FBL
S. Hughes (01-02-2007)	FBL	CF	★★★★	★★★★½
T. Lin (01-02-2007)	FBL	CF	★★★★	★★★★½
C. May (01-02-2007)	FBL	CF	★★★½	★★★★
J. Myers (01-02-2007)	FBL	CF	★★★★½	★★★★★
V. Torres (01-02-2007)	FBL	CF	★★★★	★★★★½
F. Romero (01-02-2007)	FBL	CF	★★★	★★★★
Average (excl. SISA)	-	-	★★★★	★★★★½

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.

When a scout leaves your team, you lose access to that scout's reports.

A scout also rates each player's overall current skills and potential on a scale of 20–80, or using a star-based ranking, compared to the other players at the same position in the selected league. Players who have 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.

15.2.2.3. Impact of Scout Preferences

It's important to note that scouts also have individual preferences, as established on the Strategy Preferences page described in Section 9.3. For example, let's say you have two scouts, Bob and Dave. Bob strongly favors power, while Dave strongly favors speed. If they both scout John Johnson, an outfield prospect with good power but no speed, Bob is much more likely to give John a high overall grade, while Dave is much more likely to give a lower grade.

15.2.2.4. 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 a player is, the more likely scouts will be inaccurate when assessing the potential of a player. Keep this in mind when scouting players for first-year player drafts.

15.2.3. 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, any information he had already gathered on his current task is lost.

Some general times for scouts to finish compiling their reports are given below. 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

15.2.4. Checking on Scout Progress

Once you have assigned a scout to a task, you can check his progress on the Personnel page described in Section 7.8. Check the Task column to see how the work is progressing. This information is also accessible from the Tasklist within each scout's profile.

Figure 373 Scouting in Progress

Scouts	Age	Exp	Scout Hitting	Scout Pitching	Scout Fielding	Salary	Through	Task
Tai Lin	46	11	13	14	18	$166,000	2009	Busy scouting YON, 2 day(s) left
Cole May	34	0	14	8	10	$104,000	2007	
Jason Myers	32	0	10	12	8	$102,000	2007	Busy scouting YON organization, 6 day(s) left
Vincente Torres	42	8	9	10	15	$100,000	2007	Busy scouting GLE, 8 day(s) left
Francisco Romero	41	3	9	9	15	$84,000	2009	

15.2.5. 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 the task is assigned. 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 a scout regarding a quick-scout task. You simply 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 in a day.

15.2.6. 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.

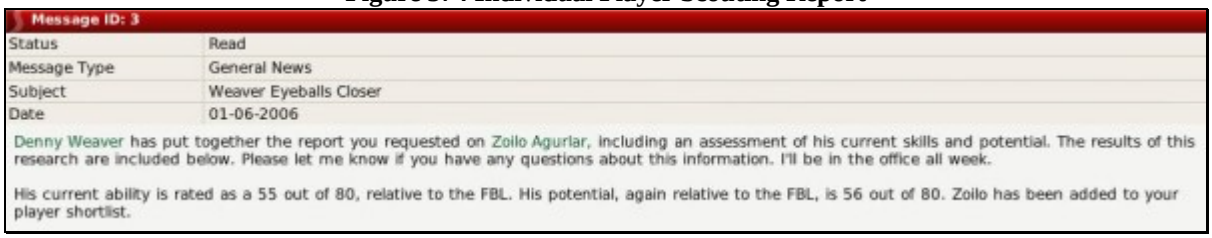
15.2.7. Firing / Losing Scouts

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.

15.3. Scouting a Player

A scouting report on an individual player takes a few days to complete. When a report is complete, you will receive a message with the results. Individually scouted players are also automatically added to your manager shortlist, described in Section 5.9.

Figure 374 Individual Player Scouting Report



You can scout a player from the Player Profile, described in Section 8.0.

15.4. Scouting a Team

A scouting report on a team takes 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 team's top prospects.

Figure 375 Team Scouting Report

Message ID: 57	
Status	Read
Message Type	General News
Subject	Info / Team Scouting Report of Albuquerque Donkeys Complete
Date	05-19-2015

Here is the report on your team:

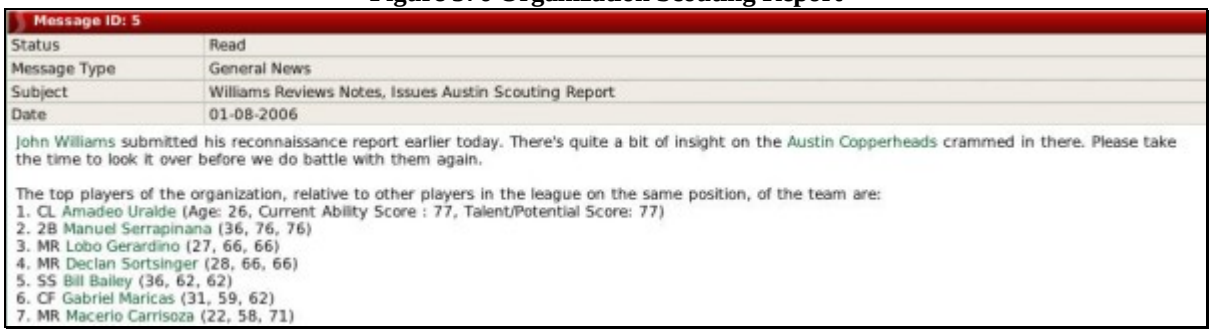
The top players, relative to other players in the league on the same position, of the team are:
1. SP Ken Courtney (Age: 21, Current Ability Score : 69, Talent/Potential Score: 78)
2. CL Dan Isenberg (25, 66, 70)
3. SP Cristón Familia (26, 64, 65)
4. 1B Pete Jagger (36, 64, 64)
5. SP Paul Bussard (23, 58, 58)
6. MR Kemen Orjuela (26, 58, 58)
7. MR Tobías Rodriguez (21, 56, 58)
8. MR Ricardo Monerosas (22, 55, 55)

You can scout a team from almost any page in the Teams menu, described in Section 7.0.

15.5. Scouting an Organization

A scouting report on an organization 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 organization's top prospects. This report could potentially include players from all levels of the organization.

Figure 376 Organization Scouting Report



Message ID: 5	
Status	Read
Message Type	General News
Subject	Williams Reviews Notes, Issues Austin Scouting Report
Date	01-08-2006

John Williams submitted his reconnaissance report earlier today. There's quite a bit of insight on the Austin Copperheads crammed in there. Please take the time to look it over before we do battle with them again.

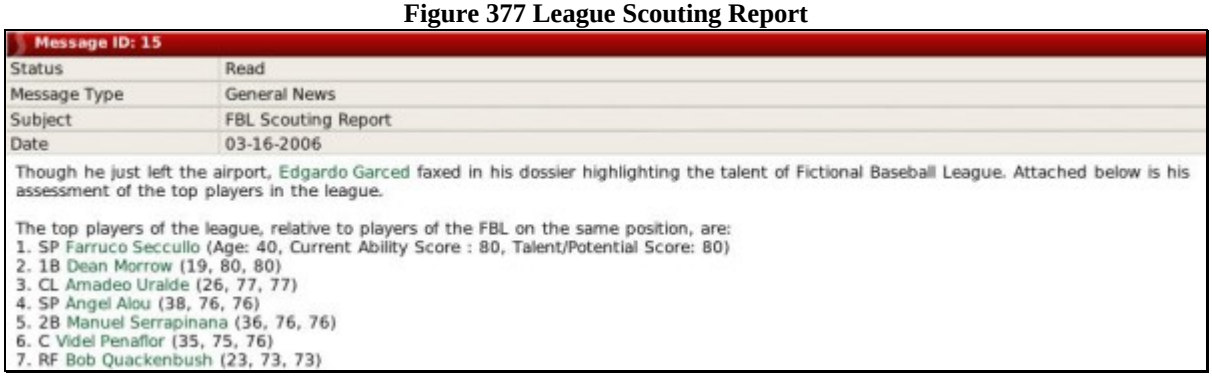
The top players of the organization, relative to other players in the league on the same position, of the team are:
1. CL Amadeo Uralde (Age: 26, Current Ability Score : 77, Talent/Potential Score: 77)
2. 2B Manuel Serrapinana (36, 76, 76)
3. MR Lobo Gerardino (27, 66, 66)
4. MR Declan Sortsinger (28, 66, 66)
5. SS Bill Bailey (36, 62, 62)
6. CF Gabriel Maricas (31, 59, 62)
7. MR Macerio Carrisoza (22, 58, 71)

You can scout an organization from almost any page in the Teams menu, described in Section 7.0.

15.6. Scouting a League

A scouting report on a league 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 league's top prospects.

Figure 377 League Scouting Report



Message ID: 15

Status	Read
Message Type	General News
Subject	FBL Scouting Report
Date	03-16-2006

Though he just left the airport, Edgardo Garced faxed in his dossier highlighting the talent of Fictional Baseball League. Attached below is his assessment of the top players in the league.

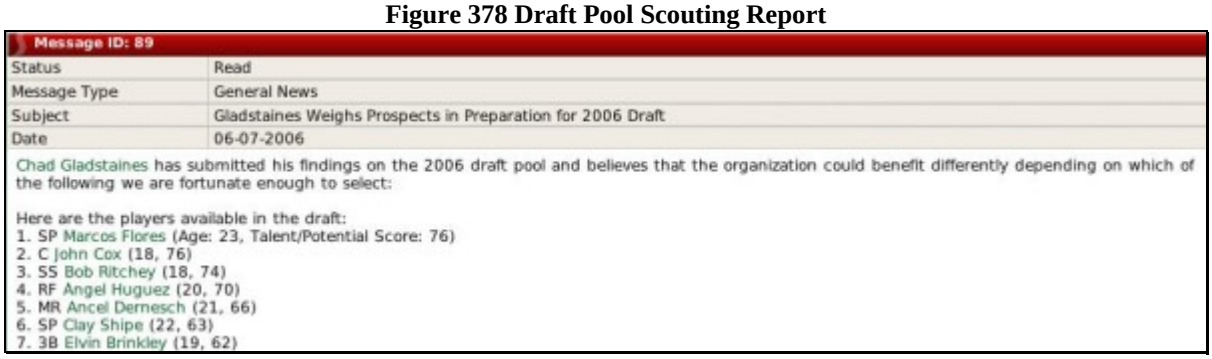
The top players of the league, relative to players of the FBL on the same position, are:
1. SP Farruco Seccullo (Age: 40, Current Ability Score : 80, Talent/Potential Score: 80)
2. 1B Dean Morrow (19, 80, 80)
3. CL Amadeo Uralde (26, 77, 77)
4. SP Angel Alou (38, 76, 76)
5. 2B Manuel Serrapinana (36, 76, 76)
6. C Videl Penaflor (35, 75, 76)
7. RF Bob Quackenbush (23, 73, 73)

You can scout a league from the Player Trade page described in Section 6.7.3.

15.7. Scouting a Draft Pool

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

Figure 378 Draft Pool Scouting Report



Message ID: 89

Status	Read
Message Type	General News
Subject	Gladstaines Weighs Prospects in Preparation for 2006 Draft
Date	06-07-2006

Chad Gladstaines has submitted his findings on the 2006 draft pool and believes that the organization could benefit differently depending on which of the following we are fortunate enough to select:

Here are the players available in the draft:
1. SP Marcos Flores (Age: 23, Talent/Potential Score: 76)
2. C John Cox (18, 76)
3. SS Bob Ritchey (18, 74)
4. RF Angel Huguez (20, 70)
5. MR Ancel Dernesch (21, 66)
6. SP Clay Shipe (22, 63)
7. 3B Elvin Brinkley (19, 62)

You can scout a draft pool from the Draft Pool page described in Section 6.7.1.

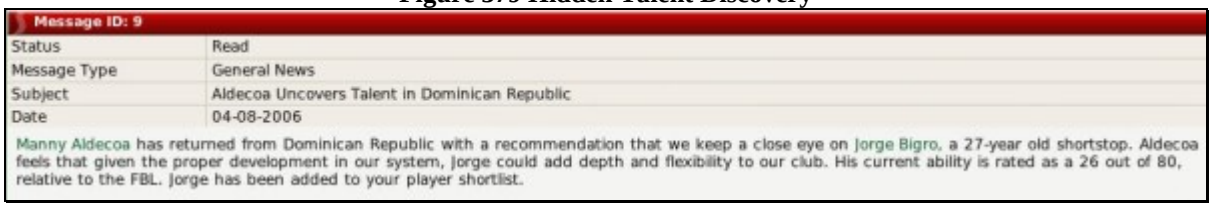
Warning! *Draft pools are announced 30 days before the draft. Since your scouts will need 20 days to scout the draft, don't overlook sending them right away. Being unprepared for the draft is a good way to get on the owner's bad side.*

15.8. Scouting a Nation

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

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

Figure 379 Hidden Talent Discovery



Once you have found a hidden talent, the player will automatically be added to your manager shortlist, described in Section 5.9. The player will not immediately appear as a free agent for other teams to sign. But, a hidden talent that has been scouted will enter the free agency pool for your league shortly after being scouted, so if you want to sign him, don't take too much time! (It's hard for a super-talented player to escape the notice of the rest of the world for very long.)

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

You can scout a nation from the Nation Profile page described in Section 5.10.1.

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

15.8.1. Signing a Hidden Talent

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

15.9. Scouting Your Own Team or Organization

The moment a human manager takes over a team, the head scouts at each level of the organization 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. 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 own major league teams, when they can get feedback from any number of coaches or staff members directly. If scouting your own team 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.

15.10. Player Development Reports

Occasionally, you might receive a message from one of your scouts about a player in your organization. From time to time, scouts will report on noticeable changes in a player's hitting or pitching potential. These could come from any scout at any time, although you will not necessarily be informed any time a player improves. Additionally, this is one scout's opinion.

Figure 380 Player Development Report

Player development reports can even come from scouts who are on separate assignments. You do not have to assign a scout to your team in order to receive player development reports. Think of it as the scout compiling information he has gleaned from coaches and other members of your organization.

15.11. Playing with Scouting Off

In the game options in Section 3.4.2.1, you can turn off scouting. When you turn scouting off prior to the start of a game, there will be no scouts in the game. Additionally, anyplace you see player ratings in the game, they will be the actual player ratings, not colored by the opinions of any scouts or coaches. All general managers in a game will see the same values. Additionally, the scouting action menus and drop-downs will no longer be available.

If you turn scouting off after a game has already been created, the behavior of the game will not be as "clean." Scouts will disappear from your team personnel page. However, many of the scouting drop-downs and action menus will still be available. If you want to play without scouts, we recommend you turn this setting off at the time of the game's creation.

15.12. Troubleshooting Scouting

If you're running into problems with scouting, here are a few common issues and the reason for their occurrence:

Issue	Reason
I don't see any scouting buttons when I look at a nation. Why can't I scout this country?	There are several possible reasons why you can't scout a nation: • Only nations that do not already have a league can be scouted. To scout players in nations that have active leagues, you have to scout those leagues. • If you have scouting disabled in the Game Setup page, you will not be able to scout. • If you are just the commissioner and not the manager of a team as well, you cannot scout a country. • If "create and maintain hidden players" is not selected in the Game Setup, you cannot scout other nations.
I'm sending out scouts, but I never hear anything back. Why not?	If you are a commissioner "acting as" a manager of a team, you cannot receive reports back from scouts. Only the true manager of a team can receive scouting reports. (A commissioner who is also a manager could receive the reports.) See Section 25.6 for more information on the Act As option.

16.0 Player Drafts

There are several types of player drafts in OOTPB: inaugural drafts, first-year player drafts, expansion drafts, and the Rule 5 Draft. Drafting the right players is an essential part of building a winning franchise. Only managers of parent league teams are allowed to draft. If you have chosen to play as the manager of a affiliated team such as a minor league team, you won't have to worry about drafting.

16.1. Inaugural Drafts

Inaugural drafts (sometimes called fantasy drafts) are one-time events in a league. In a league with an inaugural draft, all teams begin play with no players on their rosters at any level. At the time of a league's creation, you can define whether or not an inaugural draft will be held in the options page described in Section 3.4.9. If no draft is held, the computer will randomly populate all teams' rosters, and play will begin.

If you elect to hold an inaugural draft, and you are managing a team, the inaugural draft will be the first page you see. Read through the rest of this section to understand how to handle the draft. Your head scout also scouts all players in an inaugural draft in advance. See Section 15.0 for more information on scouting.

In an inaugural draft, all players are entered into the inaugural draft pool. On January 2 of the first year of your league, all teams will select players until all team rosters have been filled. This includes all affiliated leagues as well as major leagues. The precise number of rounds in an inaugural draft depends on the number of levels in the league.

Note: It is possible to have multiple leagues, some of which have inaugural drafts and some of which do not.

16.1.1. Number of Rounds in the Inaugural Draft

When determining the number of rounds in the inaugural draft, the game first looks at the number of affiliations within the league. For example, if you have the standard five levels of minors, then each major league team has five affiliated teams. The game takes the number of affiliations, plus one for the major league team, and multiplies this by the active roster limit. So, for the example above, you would get:

(5+1) x 25 = 6 x 25 = 150 rounds in the inaugural draft

However, when determining the number of rounds, it actually uses the greatest number of affiliations of any single team in the league. So, let's say your setup has one team that has six minor league teams, while all other teams have five. In that case, the equation would be:

(6+1) x 25 = 7 x 25 = 175 rounds in the inaugural draft

In this case, only the team that has six affiliations would select during those last 25 rounds, since all the other teams would have filled their rosters by the time round 151 was reached.

You can also customize amateur draft settings. This is described in Section 3.4.8.5.

16.2. First-year Player Drafts

First-year player drafts (sometimes called "amateur" or "rookie" drafts) are usually 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 first-year player draft will be held in the Options page described in Section 3.4.9. You can also define the date the draft will be held and the number of rounds in the draft. Changing the number of rounds will change the number of new players generated for the draft. Even after a league has been created and play has begun, you can still change first-year player draft settings at any time.

Warning! *If you are playing a historical league, be careful about when you set your first-year player draft, since this could impact when historical players come into your league. See Section 3.4.8.4 for more historical rookie options.*

Note: It is possible to have multiple leagues, some of which have first-year player drafts and some of which do not.

16.3. Expansion Drafts

OOTPB also has built-in league expansion, including expansion drafts. This is described in more detail in Section 25.2.

16.4. Rule 5 Drafts

OOTPB also supports the Rule 5 Draft, a special draft involving certain minor league players. The Rule 5 Draft is described in more detail in Section 19.5.

16.5. Scouting Drafts

If you have scouts turned on in your game, scouting a first-year player draft class is essential to having a successful draft. By default, you will receive a notification that a list of players in the draft class has been released 30 days prior to the draft. This can be changed in the amateur draft settings described in Section 3.4.8.5.

Once you receive notification that a draft pool has been announced, you can send your scouts to research the draft class. See Section 15.7 for more information on scouting a draft pool. The inaugural draft class is automatically scouted by your head scout prior to the inaugural draft, so there is no need to send anyone to scout the inaugural draft.

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

16.6. The Draft Process

On the day of the draft, a new option called Inaugural Draft or First-Year Player Draft will become available in the League menu.

Figure 381 Draft Menu Option

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

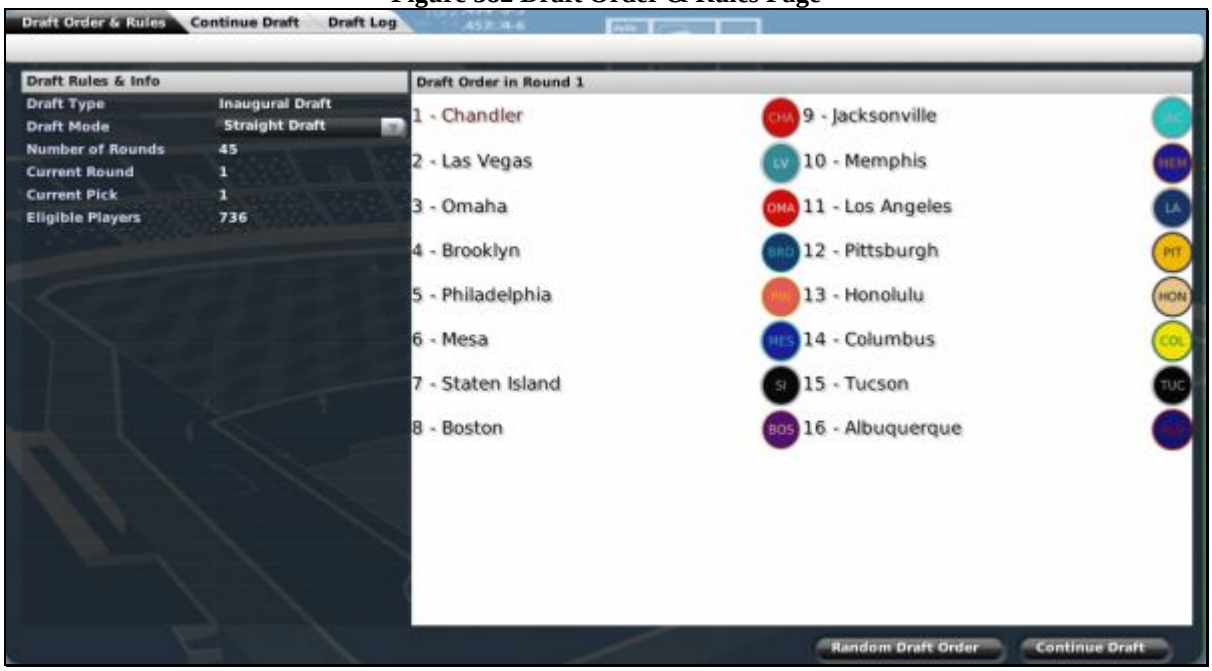
There are three main pages that comprise the draft process: the Draft Order & Rules page, the Continue Draft page, and the Draft Log. The process goes like this:

1. Note the draft order and rules.
2. Begin the draft.
3. Each team selects players until all rounds have been completed.

16.6.1. The Draft Order & Rules Page

The draft process starts on the Draft Order & Rules page. There is not much to do here—you simply review the information on the page. For inaugural drafts, the draft order is random. For first-year player drafts, teams draft in the opposite order of their finish in the previous year. The order for first-year player drafts in the first year of a league is determined randomly.

Figure 382 Draft Order & Rules Page



The right side of the page displays the order of the draft in the current round. The left side of the page has some basic information about the rules in this particular draft.

Item	Definition
Draft Type	There are two types of drafts, first-year player drafts and inaugural drafts.
Draft Mode	There are two draft modes, straight and serpentine. **Straight:** Teams select in a fixed order each round. First-year player drafts are always straight drafts. **Serpentine:** Teams select in order in odd-numbered rounds, and in reverse order in even-numbered rounds. Serpentine is frequently used for inaugural drafts to prevent the teams with high picks from becoming unbalanced at the start of a league.
Number of Rounds	The total number of rounds in the draft. This is established in the options page described in Section 3.4.9.
Current Round	The current round of the draft. This is updated automatically as the draft progresses.
Current Pick	The next pick in the current round. This is updated automatically as the draft progresses.
Eligible Players	The number of players in the draft pool.

16.6.1.1. Actions

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

Click the Random Draft Order action button to randomize the order of the draft. You can click this as many times as you want.

Once you are comfortable with the draft settings, click the Continue Draft button in the lower right to proceed with the draft.

Commissioner Options

If you are the commissioner, there is an additional button at the bottom of the screen entitled Use Current Order for All Remaining Rounds. This button allows you to fix the draft order for the entire draft.

Commissioners can also change the order of the draft by selecting from drop-downs next to each draft pick.

16.6.2. The Continue Draft Page

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

Figure 383 Continue Draft Page

The page is divided into four panes, one on top and three across the bottom.

16.6.2.1. The Draft Pool Pane

The Draft Pool pane is a list of all the players in the draft pool who have not yet been selected. On this page, you can take advantage of OOTPB's views and filters, described in Section 1.7, to sort through the data. You can also use most of the common drop-downs described in Section 1.9. Review those sections to get a better understanding of how to manipulate the data on this page to suit your needs.

Figure 384 Draft Pool Pane

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.

16.6.2.2. The Selected Player Pane

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

Figure 385 Selected Player Pane

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

Note: The name of the selected player in this pane is hyperlinked.

16.6.2.3. The Team Info Pane

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

of players in different positions in the organization. This pane updates automatically as the draft progresses.

Figure 386 Team Info Pane

Note: The team name in this pane is hyperlinked.

16.6.2.4. The Draft Info Pane

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

Figure 387 Draft Info Pane

Note: Both the last team to pick and the last player selected are hyperlinked.

16.6.2.5. The Auto-Draft Action Menu

The Auto-Draft action menu has three options.

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

	all picks for human-controlled teams.
Until Next Pick by Team	This option has the computer complete all picks until the next pick for the current human manager's team. *Note: This option is not available if you are a commissioner who does not manage a team..*

16.6.2.6. The Head Scout Recommendation Action Button

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

16.6.3. The Draft Log

The Draft Log is updated constantly as the draft progresses. See Section 11.12 for more information about the Draft Log.

16.7. 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.

16.8. Players in the Draft

Players in the draft have certain characteristics defined by the league. Player names, nationalities, ratings, and potential are all determined by random factors. Most of this can be changed through customizing the game. See Section 26.0 for more information about customizing OOTPB.

16.9. Drafts Pools and Multiple Leagues

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

However, the worldwide free agent pool is shared. See Section 18.5 for more information on free agency.

17.0 Trading

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

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

Note: Only commissioners and managers of parent league teams can make trades.

17.1. Global Trading Options

There are a few trading options that affect the entire game world. These are established in the trading options described in Section 3.4.2.8.

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

17.2. League-Specific Trading Options

League-specific trading options are configured on the rules page described in Section 3.4.8.3 for new games, or the game setup page described in Section 4.4.6.7 for existing games. There are four key variables in trading that can be set differently for each league in your game.

Option	Result
Player Trades	If this option is enabled, players can be traded. If this option is disabled, no trades are allowed in the league.
Trading Deadline Date	Each league that has trading enabled must have a trading deadline date. See below for more information on trading deadlines.
Trades with Other Major Leagues	If this option is enabled, players can be traded to other leagues throughout the world—for example, from a Japan-based league to a U.S.-based league. If this option is disabled, players can be traded only inside one league. *Note: This setting has no effect on the ability of free agents to move between leagues.*
Allow Draft Pick Trading	If this option is enabled, teams can trade draft picks in the upcoming first-year player draft, as well as players. If this option is disabled, draft picks cannot be traded.

17.3. The Trading Deadline

Each league that has trading enabled has a trading deadline. Generally, 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 only under special conditions. To complete a trade after the deadline, each player involved in the trade must successfully pass through waivers. See Section 19.6 for more information on waivers.

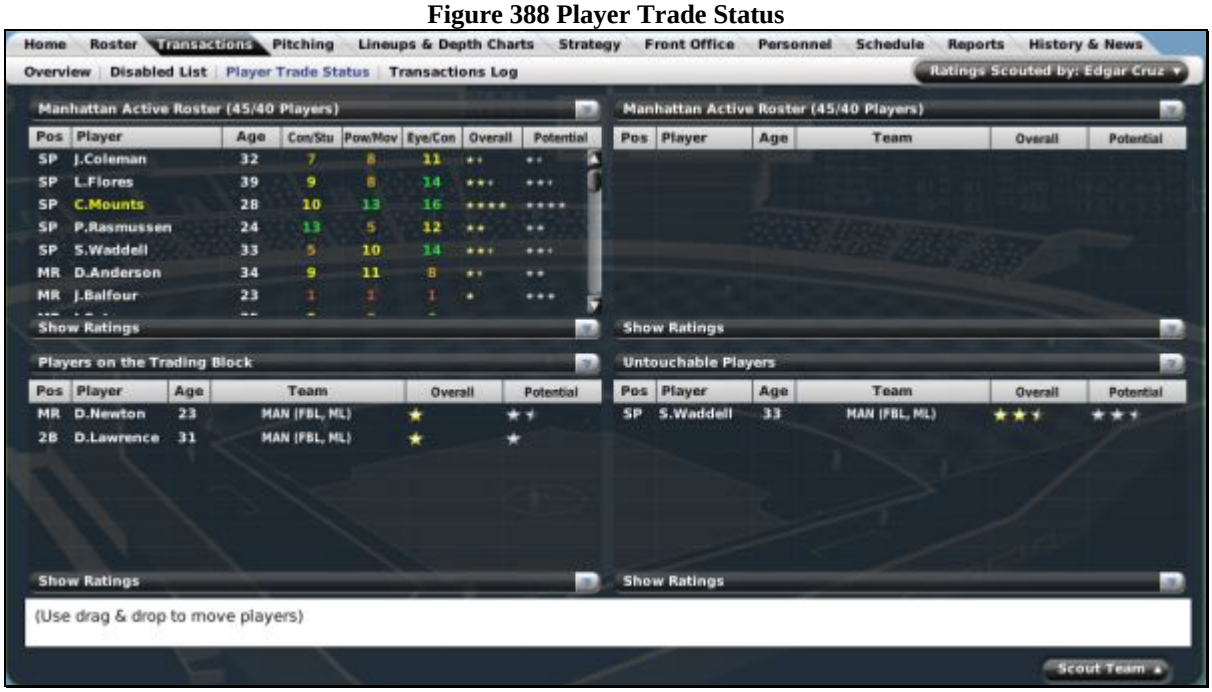
Note: In most cases, postdeadline trading is difficult, because any talented players placed on waivers will almost certainly be claimed by another team. Generally, only the most minor of trades can be completed successfully after the deadline.

17.4. Trading Status

In OOTPB, a player can be assigned to one of three different trading statuses: Available, On the Block, or Untouchable. By default, all players are set to Available. Setting a player to Untouchable means he they will not be considered in any trade deal. Attempts to trade or trade for untouchable players will not be approved. Setting a player to On the Block identifies this player as someone the general manager is actively trying to trade.

There are three ways to set a player's trade status. The main way is through the Player Trade Status subpage described in Section 7.3.6:

Figure 388 Player Trade Status



You can also drag and drop players to the "on the Trading Block" and "Untouchable" boxes on this screen to change their trade status. Any players who are not in one of these two boxes are considered "Available."

The third way to set trade statuses is by right-clicking on any player in your organization, and selecting a value from the Trade Options drop-down:

Figure 389 Trade Options

You can accomplish the same thing using the Action menu on the Player Profile page described in Section 8.0.

Trading status can also have an impact on player morale. Sometimes a player will catch wind of his trade status. A player who does not want to be traded will suffer a morale hit if he learns that he is being actively shopped.

17.5. Trading-Related Pages

Apart from setting trade statuses, all trading activity in OOTPB is conducted through the Player Trade page described in Section 6.7.3. This page can be accessed by selecting Trade from the League menu, or by clicking on the Initiate Trade link on the Manager Home page.

The Player Trade page consists of five subpages.

Initiate Trade
Shop a Player
Strength Overview
Trading Block
Pending Trades

17.5.1. The Initiate Trade Subpage

The Initiate Trade subpage is where all trade offers are created. On this page, your team is always the team on the left side of the screen, and your trading partner is the team on the right.

Figure 390 Initiate Trade Subpage

The Initiate Trade page also has two buttons at the bottom left. These open up the Position Strength Overview report described in Section 11.31 for each team in the trade.

For more detailed information on how to use this screen, see Section 17.6 on making trades.

17.5.2. The Shop a Player Subpage

The Shop a Player subpage allows you to shop up to three players each day, effectively asking other general managers throughout the selected league which players they would trade for the current player in a straight-up deal.

Figure 391 Shop a Player Subpage

You can shop a player from this page by dragging the player name onto the box in the upper left of the screen. You can also shop a player by right-clicking on a player and selecting Shop Player from the Trade Options section.

Once you have received return offers, you can immediately initiate a trade for any of the offered players by clicking the Trade link next to that player. Doing this will open up the Initiate Trade subpage described in Section 17.5.1, with the selected players already entered into the transaction.

Shopping a player will not always result in return offers.

17.5.3. The Strength Overview Subpage

The Strength Overview subpage opens the league Position Strength by Position report described in Section 11.32.

17.5.4. The Trading Block Subpage

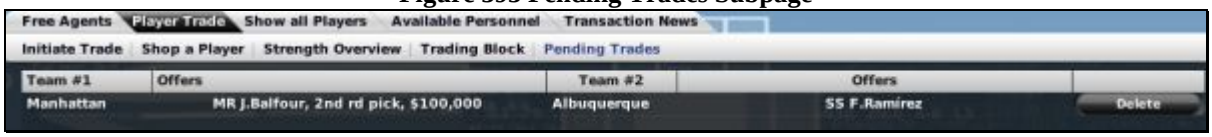
The Trading Block subpage is a list of players throughout the selected league who have been placed on their teams' trading blocks.

Figure 392 Trading Block Subpage

17.5.5. The Pending Trades Subpage

The Pending Trades subpage displays a list of trades that you have initiated but have not yet completed. Once a trade is completed, it disappears from this list.

Figure 393 Pending Trades Subpage



You can click on the Delete button next to any pending trade to remove that trade from consideration immediately.

17.6. Making Trades

Trades initiated by human managers begin at the Initiate Trade subpage described in Section 17.5.1. Unless you are the commissioner, your team is always on the left, and your trading partner is on the right.

Figure 394 Initiate Trade Subpage

The first thing you must do when creating a trade is to select a trading partner. To do this, select a league and a team from the drop-downs in the top right corner of the screen.

Once you have done this, you can begin building the components of your trade. Each side of the screen has a trade components section in which you can place players, cash, or draft picks:

Figure 395 Trade Components

17.6.1. Adding Players to a Trade

Each team can include up to ten players in a trade proposal. Add players to your trade components by dragging them from the roster section at the bottom of the screen into the Offered Players section of the screen. You can remove any player from the trade by clicking the Remove button next to the player's name.

Each team must be able to take on the salaries of the players it will be receiving. The Front Office page described in Section 7.7 includes a dollar figure at the bottom that tells you how much salary you can afford to take on. If either team cannot afford the contracts of the offered players, the trade is invalid and cannot be completed.

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

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

Note: In 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.

17.6.2. Trading Cash

Each team can offer cash in a deal, up to the amount of cash the team has on hand. The amount of available cash can be found on the team's Front Office page, described in Section 7.7. After typing in a cash figure, always hit the Enter key.

17.6.3. Trading Draft Picks

If draft pick trading is enabled, each team can trade up to five draft picks in a single trade. (If you don't see a draft pick option on this page, your league likely does not have draft pick trading enabled.) Trading a draft pick means that you are giving the other team the right to make a selection in the upcoming first-year player draft instead of your team. For example, Philadelphia is scheduled to pick 15th in the first round of the draft, and New York is scheduled to pick 22nd. If Philadelphia trades its first-round pick to New York, then New York will get to select twice in the first round of the draft—pick number 15 (received from Philadelphia) and pick number 22 (its original pick). Philadelphia will not get to pick in the first round at all (unless it receives a draft pick as the result of another trade).

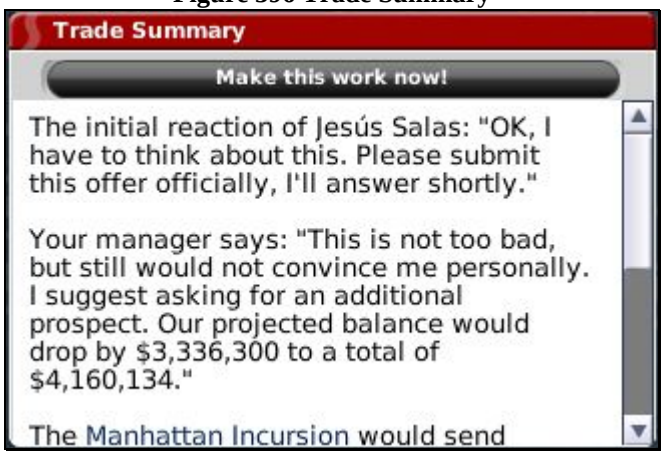
Draft picks can be traded only for the next first-year player draft. You cannot trade future-year draft picks. Traded draft picks also cannot be traded immediately after a trade. For example, if Philadelphia trades its third-round pick to New York, New York cannot then trade Philadelphia's third-round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

17.6.4. Trade Summary

The top center pane on the Initiate Trade screen is the Trade Summary. Initially, this pane will list the positional weaknesses of each team. As you build your trade, this pane will display information about your trade.

Figure 396 Trade Summary



The Trade Summary will typically show some basic feedback from your trading partner's general manager. A message will tell you if your deal is unacceptable. There will also be feedback from your own manager, usually together with some information about the financial impact on your team.

The Trade Summary will also tell you if this trade is invalid. This usually happens when one team cannot afford the contracts of the players involved, or when you have included an untouchable player in the trade.

17.6.5. Submitting a Trade Offer

To submit a trade offer, do the following:

1. Select a league and a team to trade with from the Select the Second Team pane on the top right.
2. On the left side of the page, drag and drop the players you want to trade from your Roster pane to your Offered Players pane above. Use the Roster drop-down to select players from rosters other than your active roster. Click the Remove button to remove a player from the trade.
3. Type in the amount of cash you want to trade, and then press the Enter key. The dollar amount will not register correctly until you press Enter.
4. Select any draft picks you want to trade in the Add Draft Picks pane.
5. Repeat Steps 2–4 for the receiving team.
6. Once you have done this, the Trade Summary pane will tell you if your trade is invalid. If the trade is valid, the general manager of your partner will give you a quick idea of what he thinks. Typically, if the trade is worth considering, the GM will ask you to submit the offer.
7. To submit the offer, click on the Submit Trade Offer button at the bottom of the page.

17.6.6. Reaction to Trade Proposals

Once you have submitted a trade, the other team's general manager will take some time to consider the offer. The response might come on the following day, or it could take several days. One exception is during the league's Winter Meetings. During Winter Meetings, responses will be much quicker. See Section 21.10 for more information about Winter Meetings.

Eventually, you will receive a personal message containing your trading partner's formal response. This message will tell you whether the other team accepts or rejects the deal.

Figure 397 Response to Trade Proposal

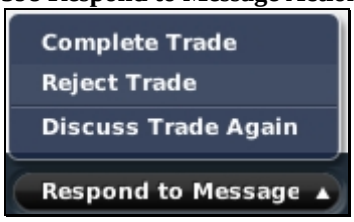
Congratulations, your trade has been accepted! But you're not done yet! Once you receive a response to a trade proposal, you must formally complete the deal within 14 days, or the trade will be invalidated.

Warning! *If you delete a trade proposal or a reaction to a trade proposal without completing the deal, the trade is canceled.*

17.6.7. Completing a Trade

Once your trading partner sends you a positive response to a trade proposal, you must complete the trade within 14 days, or the trade will be invalidated. To complete the deal, you must select Complete Trade from the Respond to Message action menu at the bottom of the Manager News page.

Figure 398 Respond to Message Action Menu



Once a trade has been completed, the players are placed immediately in each team's Designated for Assignment transaction area. See Section 19.8 for more information on DFA. Cash changes hands immediately. Also, any players acquired by trade who were on their previous team's secondary roster must also be placed on the acquiring team's secondary roster.

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

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

17.6.8. Rejecting a Trade

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

17.6.9. Discussing a Trade Again

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

Warning! *Do not use the back arrow to get out of discussing a trade! If you do so, the trade will expire immediately without you having an opportunity to accept or decline the offer.*

17.6.10. Make This Work Now

Another way to make a trade happen is to use the Make this Work Now button, located in the Trade Summary pane. This button appears only when you have selected a player you want to trade for, but haven't yet added any players from your own team.

Figure 399 Make this Work Now!

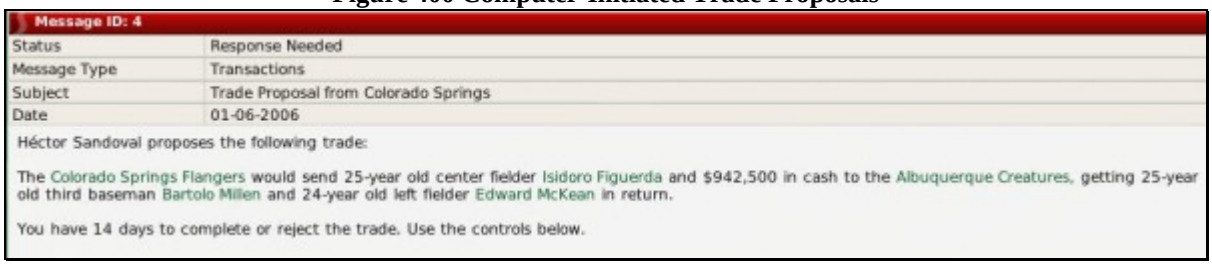
The Make this Work Now button essentially tells the computer, "I want this player. What would it take for you to trade him to me?" The computer responds by providing a list of players that would make this deal work. You can easily add one of these players by clicking the Add button.

Using this option enables you to circumvent the normal negotiation process and complete a deal immediately.

17.6.11. Computer-Initiated Trade Proposals

Even if you do not offer a trade, computer-controlled teams might offer trades to you out of the blue. In this case, you will receive a personal message like the one below.

Figure 400 Computer-Initiated Trade Proposals



Computer-initiated trades are handled very similarly to human-initiated ones. Use the Respond to Message menu to complete or reject the trade, or discuss the trade again.

17.6.12. Trade Proposal Expirations

Trade offers expire automatically after 14 days, so be sure to review and act upon any trade proposals in a prompt manner.

17.7. 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 taken in online leagues.

See Section 25.5.6 for more information on forcing trades.

18.0 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. It can be turned on or off or tweaked using the financial rules described in Section 3.4.8.6. Since the financial model is built on a per-league basis, you could also have a game world wherein some leagues have a financial model, and others do not.

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

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

18.1. The Team Financial Model

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

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

- Owner infusion of cash
- Cash received from trades

You can control your team's ticket prices, but the other revenue streams are largely affected by the team market size, fan loyalty, and fan interest.

Teams spend money in just four ways.

- Player salaries
- Staff salaries
- Revenue sharing (if applicable)
- Cash given in trades

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

(sum of revenue items) - (sum of expenses)

If revenue sharing is enabled, any cash in excess of the cash maximum is shared with the other teams in the league. If there is a cash maximum, cash in excess of the maximum is lost. If revenue sharing is not enabled, then cash in excess of the cash maximum is lost.

See the Front Office page described in Section 7.7 for more detailed information.

18.1.1. First Year Finances

In the first year of any franchise, the prior year's financial data is random. You have no control over these values. However, you can adjust your financial situation if you wish by making modifications to your team's financial situation in commissioner mode.

18.2. Owners and Budgets

The financial model itself is fairly simple. But before you can start spending, you have to understand how much you can spend. In the financial rules described in Section 3.4.8.6, you can choose between having the team owner control the budget, or not.

18.2.1. Owner Controls Budget

If the team owner controls the budget, then each season you are given a specific budget to work with. In this scenario, the budget is decided arbitrarily by your owner. Different owners might create different-sized budgets. This amount is shown under the Current Budget field on the Payroll Information section of the Front Office page described in Section 7.7.1.1.

18.2.2. Entire Revenue Available

If you choose not to have an owner control the budget, then you can spend up to your team's entire revenue. The amount you can spend is shown under the Current Budget field on the Payroll Information section of the Front Office page described in Section 7.7.1.1. However, you still report to the owner in this case, and you can still be fired, unless you are the commissioner.

18.2.3. Owner Infusion of Cash

Owners may periodically elect to give your team more cash. Different owners have different personalities, though, so don't hold your breath waiting for a windfall! Often, infusions can come when your team is making a run at the pennant.

18.3. Player Contracts

Most general managers primarily need to worry about two financial 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 one or two years, although some might be longer. The league calculates the average player quality at each position. Then it compares each player to that baseline, and based on the difference assigns a contract that is based on the salary steps (above average, good, star, and so on) in the league financial rules. Also factored in are service time 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.*

18.3.1. Contract Types

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

Contract Type	Description
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 18.5.1. 2. The player is added to a team's secondary roster. When this happens, the player's contract immediately changes to a one-year major league contract for the league minimum salary. 3. The player is traded, retires, or is given a major league contract extension. *Note: In 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 18.5), or be eligible for salary arbitration (Section 18.6). *Note: Player contracts expire on the last day of the playoffs.* *Note: Players without a contract who have less than three years of major league service time are automatically signed to a contract for the league minimum.*

18.3.2. Offering a Contract

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

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

Figure 401 Contract Offer Page

You offer a contract by defining your contract in the top right part of the page:

Figure 402 Contract Offer Definition

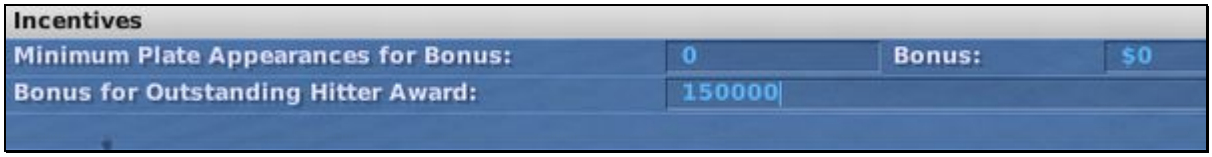
Here are the options that you can change within an offer.

Option	Description
Contract Type	You can offer a major or minor league contract. *Note: You cannot offer minor league contracts to players in leagues that have no minor leagues.*
Total Number of	The total number of years in the contract, from 1–10. Minor league contracts do

Years	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 number of years, then when you select the years, all years will have the same salary. Doing this makes it much easier to quickly build a multiyear deal.*
No-Trade Clause	You can opt to include a no-trade clause. A no-trade clause has no dollar value, but players appreciate the security and are likely to accept less money when offered a no-trade clause. *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." See Section 18.3.4 for more information on option years.

18.3.3. Incentives

You can also choose to include incentives in your offer:



There are two types of incentives available to hitters and pitchers:

Option	Description
Hitter Incentives	Hitters can be given two contract incentives. Minimum Plate Appearances: This incentive gives the player a bonus if he makes a certain number of plate appearances. GMs typically give this sort of bonus to players whose health is suspect. Outstanding Hitter Award: This incentive give the player a bonus if he wins the league's Outstanding Hitter Award in any season during the term of the contract.
Pitcher Incentives	Pitchers can be given two contract incentives. Minimum Innings: This incentive gives the player a bonus if he pitches a certain number of innings. GMs typically give this sort of bonus to players whose health is suspect. Outstanding Pitcher Award: This incentive gives the player a bonus if he wins the league's Outstanding Pitcher Award in any season during the term of the contract.

18.3.4. Option Years

There are three types of option years available in player contracts:

Option	Description
Team Option	The team decides whether to honor the final year of the contract or make the player a free agent.
Player Option	The player decides whether to honor the final year of the contract or become a free agent.
Mutual Option	Both sides must agree on whether to honor the final year of the contract, or else the player becomes a free agent.

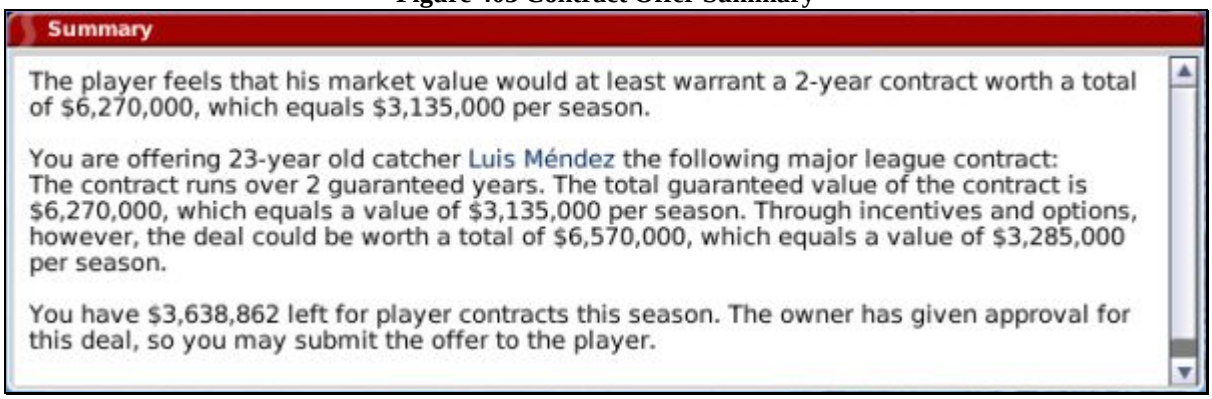
After the last year of a contract preceding an option year, the general manager will receive a message concerning the option year.

- If the option year was a player option, the player will inform you whether he has accepted the option year, or whether he will become a free agent.
- If the option was a team option, the team will be asked if it wants to accept the option year. You respond using the Respond to Message action menu at the bottom of the Manager News page.
- Mutual options are a combination of the previous two options. If the player refuses the option, you will receive the refusal message. If the player accepts, you will receive a message like the one described above. You will then need to decide how to respond, just as if it were a team option.

18.3.5. Summary

The bottom right of the screen includes a summary of your contract offer:

Figure 403 Contract Offer Summary



The summary begins with a suggestion for what the player is looking for in a contract. It's possible that the player would accept less, or that you could offer the indicated amount and get outbid by another team. It's also possible that the numbers will change over time.

As you work on your offer in the top half of the screen, a text description of your offer will be automatically updated at the bottom of the page.

18.3.6. Money Available for Contract Signings

The summary also shows the amount of money you have left for player contracts this season. Your owner will not allow you to submit an offer that would exceed this amount.

The game uses the following formula to determine the amount of money you have available for signings:

[budget room + cash] - current payroll - pending offers

Your money available for contracts can change drastically just after player arbitration values are decided, so be careful!

Note: Players on the active roster with minor league contracts are considered as making the league minimum for purposes of this calculation.

18.3.7. Action Buttons

There are three action buttons at the bottom of the contract offer page:

Figure 404 Contract Offer Action Buttons

Option	Description
Submit Offer	Submits the offer to the player as currently configured.
Meet Demand	Automatically configures your offer in the top half of the screen in a way that will match what the player is currently demanding. You can then edit the offer further if you wish.
Go to Player Profile	Opens the Player Profile, described in Section 8.3.

18.3.8. Player Responses

Once you have sent an offer, you need to wait for a response. Generally, responses take from a day to several days. During the Winter Meetings, responses are usually faster. Responses are received in your Manager News page:

Figure 405 Signed Contract Offer

If the player accepts your offer, he signs immediately, and the deal is completed with no further action required. The player will be placed in your Designated for Assignment area, described in Section 19.8, or on your reserve roster, described in Section 19.2, if you don't have any minor leagues.

However, sometimes the player will inform you that he's not ready to sign. Sometimes you might be in the lead for a player's services, but he is waiting to hear back from other teams. Sometimes he will make it clear your offer is unacceptable. In some cases, you can offend a player so badly that he will cut off all negotiations with you.

Contract negotiations have a strong impact on player morale, described in Section 13.13.

You can check the status of any pending offers to free agents on the Pending Offers subpage described in Section 6.7.2.2. This is helpful if you forget whether or not you submitted an offer!

18.3.9. Factors Affecting Player Contract Decisions

Money talks, and the configuration of your offer has the biggest impact on whether or not a player will accept a contract offer. However, above and beyond the contract terms, players are affected by a number of factors when considering a contract, including:

- the distance of the franchise from the player's hometown
- the level of the league (good players might not be interested in playing in a low-level league)
- your team's reputation
- your personal reputation with the player
- your team's recent performance
- the likelihood of playing time
- the player's morale (especially with contract extensions)

In addition to these factors, players have certain personality traits such as greed, loyalty, work ethic, and leadership. These characteristics also affect players' responses to contract offers. Personality ratings are described in Section 13.11.

Note: Once you have offered a player a contract, you cannot adjust your offer until you have received a response from the player on that offer.

18.3.10. Signing Extensions

You can attempt to extend the contracts of players already under contract, to avoid losing them to free agency. Most players prefer to negotiate extensions only in the final year of their current contracts. However, this is not necessarily always the case. To offer an extension to a player currently under contract, open his Player Profile and select Offer Extension from the Action menu. Alternatively, right-click on the player's name and select Offer Extension from the right-click menu.

Apart from the different action name, the process for offering an extension is identical to offering a free agent contract.

You can see a player's current contract extension (if any) in the upper right of his Contract & Status subpage described in Section 8.3.2.

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

18.3.11. Withdrawing Contract Offers

Contract offers that have not been responded to can be withdrawn at any time on the Pending Offers subpage described in Section 6.7.2.2.

Figure 406 Withdrawing Contract Offers

To withdraw an offer, click the Withdraw button to the right of the contract offer you wish to withdraw.

Note: Withdrawing a contract offer has a strong effect on how players feel about you! Word gets around the league, too. So, If you make a habit of withdrawing contracft offers, don't be surprised if you find fewer players interested in signing with you!

18.3.12. Guaranteed Contracts

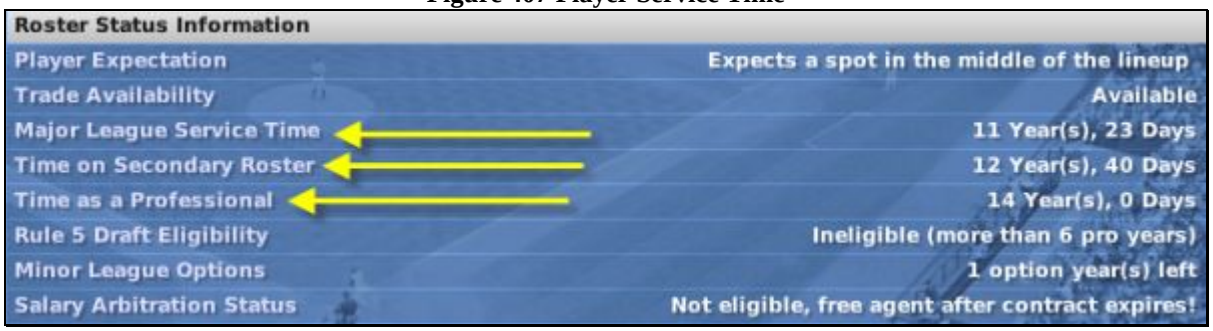
Baseball contracts are guaranteed. If you choose to release a player from his contract, you must immediately pay all of the remaining salary due on the contract, even if it spans multiple years. Players who retire void the remaining portion of their contracts.

18.4. Service Time

Service time is a critical concept for leagues with finances enabled.

In OOTPB, each player accumulates three types of service time that are very important in understanding free agency and salary arbitration: major league service time, time on the secondary roster, and professional service time. These can be checked on the player's Contract & Status subpage described in Section 8.3.2.

Figure 407 Player Service Time



18.4.1. Accumulation of Service Time

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 time on April 1 and April 2.

18.4.2. 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 in the roster rules in Section 3.4.8.2; the default is 172 days.

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

You can see a player's major league service time on his Contract & Status subpage described in Section 8.3.2.

18.4.3. Time on Secondary Roster

A player accumulates one day of time on a secondary rosters for each day he is:

1. On the secondary roster of a major league team
2. On the 15-day disabled list

Time on a secondary roster is used for determining minor league free agency. A player will attain minor league free agency at the end of a season in which his professional service time minus his time on a secondary roster is greater than six years. So, on the day the season ends, if a minor league player is not currently on the secondary roster, the player becomes a free agent if:

Professional Service Time – Time on Secondary Roster >= 6 years

See Section 18.5.1 for more information on minor league free agency. You can see a player's major league service time on his Contract & Status subpage described in Section 8.3.2.

18.4.4. Time as a Professional (Professional Service Time)

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

1. On any team's roster, major or minor league
2. On a 15-day disabled list

Professional service time is tracked in years, as defined in the league setup. A player drafted in 2000, for example, will have one 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 in the roster rules in Section 3.4.8.2; the default is 172 days.

Professional service time affects Rule 5 draft eligibility and minor league free agency. On the day the season ends, if a minor league player is not currently on the secondary roster, the player becomes a free agent if:

Professional Service Time – Time on Secondary Roster >= 6 years

See Section 18.5.1 for more information on minor league free agency. You can see a player's professional service time on his Contract & Status subpage described in Section 8.3.2.

18.5. Free Agency

A free agent is a major league player whose contract with a team has expired, meaning that the player is free 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 18.4 for more information about service time.)
2. Any player who has been released from his contract by his team.
3. At the start of a new league, any players who are not selected by a team in the inaugural draft.

Free agency can be turned on and off in the financial rules described in Section 3.4.8.6.

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

18.5.1. Minor League Free Agency

It is possible to enable rules for minor league free agency as well. Minor league free agency is handled in a similar fashion to major league free agency, with the exception that professional service time and time on secondary roster are used instead of major league service team. See Section 18.4.4 for more information on professional service time.

Players who are on a team's secondary roster, as described in Section 18.5.1, are not eligible for minor league free agency.

Minor League Free Agency can be turned on and off in the financial rules described in Section 3.4.8.6.

18.5.2. Draft Pick Compensation for Lost Free Agents

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

In OOTPB, when a team loses a player via free agency, they receive an additional draft pick in the upcoming first-year player draft as compensation from the team that signed the free agent. These picks come from the team that signed the player.

Note: OOTP's draft pick compensation model is not intended to precisely match major league rules. Compensation picks are not "sandwich" picks, added onto the end of the draft round, as they usually are in real life. Additionally, there is no requirement for the team losing a player to have tendered an offer in order to receive compensation.

Draft pick compensation can be turned on and off in the financial rules described in Section 3.4.8.6.

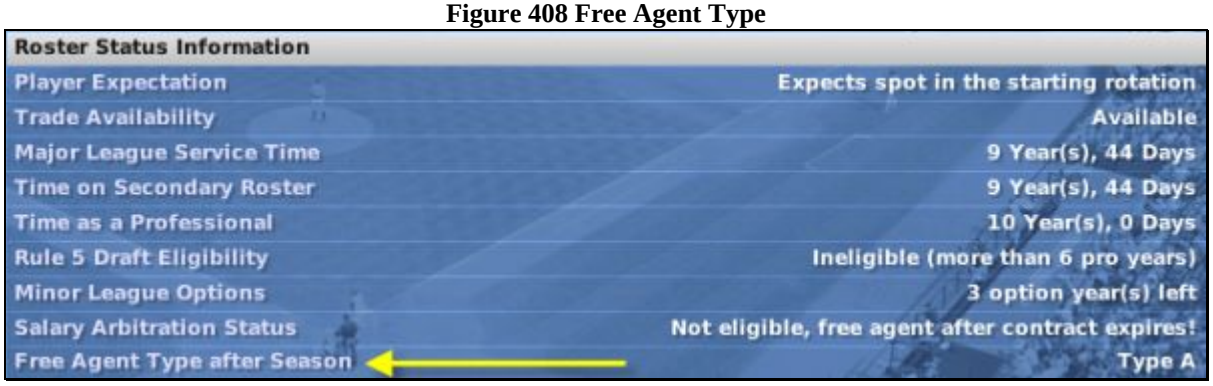
18.5.3. Free Agent Types

Each free agent is classified as one of three types, based on his performance compared to other players at the same position. The types are designated A or B in descending order of quality. The compensation a team receives for a lost free agent is based on these types. Additionally, any weaker players who are not designated as types A–B are designated instead as "no compensation."

Free Agent Type	Compensation Pick
A	First round
B	Second round
No compensation	No compensation

You can see a player's free agent type on his Contract & Status subpage described in Section 8.3.2:

Figure 408 Free Agent Type



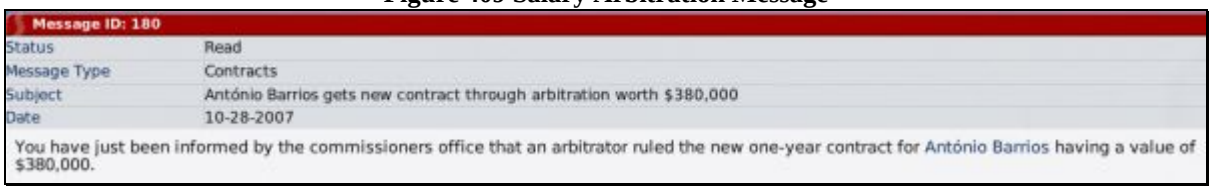
18.6. Salary Arbitration

Some leagues have a process called salary arbitration in which an experienced player who has not yet attained free agency can have his salary determined by an independent arbitrator. By default, a player with more than three years of major league service time is eligible for arbitration. A player ceases to be arbitration-eligible once he has attained free agency.

In OOTPB, at the end of a league season, any player whose contract has expired, and who is not a free agent, and who has at least three 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 one-year contract with your team at the new salary amount. General managers are informed by mail about the value of each player's new contract.

Note: Unlike in real life, there are no negotiations in OOTPB's version of arbitration—you are simply informed of the arbitrator's decision. Additionally, in the real world, players who were in the top 17% of players in terms of service time under three years are eligible for arbitration. This is called "Super Two" arbitration. However, this rule does not currently exist in OOTPB.

Figure 409 Salary Arbitration Message



You can see a player's arbitration eligibility on his Contract & Status subpage described in Section 8.3.2.

Figure 410 Salary Arbitration Status

19.0 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.

19.1. 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 who have major league contracts are allowed on the active roster of a parent league.

The size of your active roster can be adjusted in the roster rules described in Section 3.4.8.2.

Minor league teams also have their own active rosters, which can have different size limits than their parent leagues' limits.

Note: OOTPB does not have reserve rosters or disabled lists for minor league teams. As a result, we recommend that the roster limit of your lowest-level minor league team be kept around 40. This gives teams a buffer to handle transactions due to injuries. If you set the lowest-level roster limit to 25, you will see teams making a very large number of roster moves to try to deal with injuries and other roster-affecting moves.

Note: If you place a player who has a minor league contract onto your active roster, his contract will immediately become a minimum-salary major league contract.

19.2. Reserve Rosters

A parent league team 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 that have reserve rosters, and some that do not.

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.

19.3. Secondary (40-Man) Rosters

Some leagues also have a secondary roster. In professional baseball, the secondary roster typically holds 40 players, and so it is often referred to as the "40-man roster." The secondary roster allows teams to sign additional backup players for their active roster and have some sort of roster flexibility over the course of a season. Minor league teams also do not have secondary rosters.

The size of the secondary roster in OOTPB can be configured in the roster rules described in Section 3.4.8.2. The secondary roster can be set to any number greater than or equal to the active roster, up to a maximum of 50 (which is also the maximum for the active roster). You can also disable the secondary roster entirely. Teams in leagues that do not have affiliated teams typically have reserve rosters instead of secondary rosters.

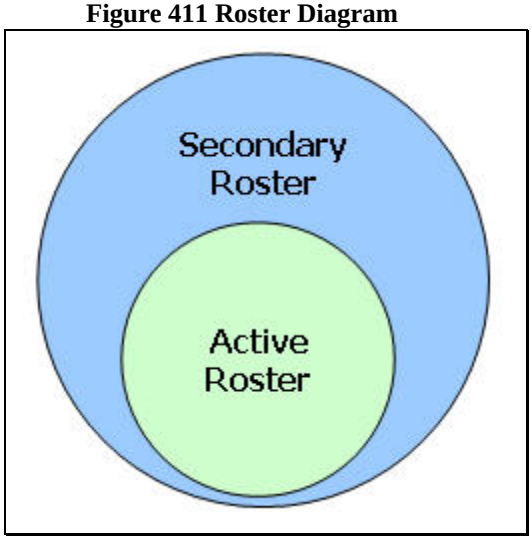
When considering your league setup, your secondary roster should always be at least a few spots larger than the active roster. To do otherwise defeats the purpose of having a secondary roster.

Note: Even if you set your secondary roster to a number other than 40, some pages still refer to the "40-man roster."

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

The relationship between active and secondary rosters can be displayed like this:

Figure 411 Roster Diagram



19.3.1. Who Goes on the Secondary Roster?

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

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

19.3.2. Reasons for Placing Players on the Secondary Roster

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

One big reason for placing a player on the secondary roster is the Rule 5 draft, described in Section 19.5. Players on the secondary roster cannot be selected in the Rule 5 draft, and therefore the secondary roster is used to "protect" talented young players who are not quite ready for the major leagues.

In addition, if minor league free agency is enabled, as described in Section 18.5.1, any player who has a certain number of years of professional service time (the default is six years) who is not on the secondary roster can elect to become a free agent at the end of the season. Placing these players on the secondary roster prevents them from becoming free agents.

19.3.3. Injuries and the Secondary Roster

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

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

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

19.3.4. Removing Players from the Secondary Roster

A team wanting to remove a player from the secondary roster must first place the player on waivers, as described in Section 19.6. If the player clears waivers, the player can then be sent to the minors. Doing this is called "outrighting" the player to the minors. If a player has five years of major league service time, he can also elect to refuse assignment and become a free agent.

The steps to remove a player from the secondary roster are as follows:

1. Waive the player and designate him for assignment. You can do this by right-clicking on the player and selecting Transactions > Waive & Designate for Assignment.
2. If the player accepts the assignment, and clears waivers, remove him from the secondary roster by dragging him from the secondary roster to the bottom area of the Transaction page, as described in Section 7.3.2.

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.

19.3.5. Contract Implications of Removing Players from the Secondary Roster

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

19.3.6. Drawbacks of Putting Minor Leaguers on the Secondary Roster

When a player is placed on the secondary roster but doesn't end up on the active roster, he is considered to be on "optional assignment." See Section 19.7 for more information on minor league option years.

19.4. Expanded Rosters

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

Be careful, though—once you place a minor leaguer on the active roster, he receives a major league contract and begins to accrue major league service time.

19.5. 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. It can be disabled from the Roster Rules section of the Rules page, described in Section 3.4.8.2.

19.5.1. Rule 5 Draft Eligibility

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

1. The player has at least three but fewer than six years of professional service time, as described in Section 18.4.4, and the player was age 19 or older when he first signed a contract.
2. The player is not on the team's secondary roster, as described in Section 19.3.

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

Another way of looking at this rule is:

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

Players who are eligible for the Rule 5 draft are designated by a pound sign (#) on the Transactions page described in Section 7.3. You can also see a player's Rule 5 eligibility on the Contract & Status subpage described in Section 8.3.2.

19.5.2. Rule 5 Draft Process

The Rule 5 draft progresses in reverse order of the team's final record in the previous season. The draft proceeds just like an first-year player draft as described in Section 16.6, 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.

19.5.3. Rule 5 Draft Roster Rules

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

1. A team that wants to select a player in the Rule 5 draft must have at least one spot open on its secondary roster.
2. A player selected in the Rule 5 draft must remain on the selecting team's active roster or disabled list for the entire season.
3. A player who was drafted in the Rule 5 draft can be waived. If he is claimed, then the player must remain on the claiming team's active roster for the remainder of the season.
4. A player selected in the Rule 5 draft can be traded. The team that receives the player must keep the player on its active roster for the remainder of the season.
5. A player selected in the Rule 5 draft must spend 90 days on the active roster. This rule prevents teams from picking players and then dumping them on the disabled list for an entire season to avoid using an active roster spot. This rule can extend into the following season if necessary.

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

19.6. 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 number of days. This number is customizable in the Roster Rules section of the Rules page, described in Section 3.4.8.2.) While a player is on waivers, he can be claimed by any team in the league, which can then take ownership of the player and his current contract. If the player is not claimed, he is said to have "cleared waivers", and his team can proceed with whatever transaction it was planning. In some cases, a team can remove a player from the waiver wire if it is notified that he has been claimed ("revocable" waivers). In other cases, it cannot withdraw the player ("irrevocable" waivers).

There are numerous tricky scenarios within the waiver process, and OOTPB does not quite replicate all the rules that exist in professional baseball. This section should give you a somewhat clearer picture of waivers in OOTPB.

19.6.1. When Must a Player Be Placed on Waivers?

In OOTPB, a team must place a player on waivers in any of the following scenarios.

1. The player is being removed from the secondary roster (this is called outright waivers).
2. The player is being demoted to the minor leagues from the major league club and is out of option years (this is also outright waivers).
3. The player is being demoted to the minor leagues from the major league club and has three or more years of major league service time (major league waivers).
4. The player is being released (unconditional release waivers).

19.6.2. Outright Waivers

When a player is placed on outright waivers, that player is made available to any team in the league that wants to claim him. If the player clears these waivers, the club can process the transaction it wanted to undertake (remove him from the secondary roster, demote him 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.

19.6.3. Unconditional Release Waivers

When a player is placed on unconditional release waivers, he is removed from all rosters (active and secondary) 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 he 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 (in other words, the remainder of his guaranteed contract). This waiver is also irrevocable.

19.6.4. Major League Waivers

Major league waivers are used to demote a player who has three or more years of major league service time but who still has option years remaining. These waivers are revocable, so if a player is claimed during this time, the player can be pulled back and remain on the active 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, typically 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.

19.6.5. Revocable versus Irrevocable Waivers

In some cases, a team can remove a player from the waiver wire if it is notified that he has been claimed ("revocable" waivers). In other cases, it cannot withdraw the player ("irrevocable" waivers).

In OOTPB, in waivers are irrevocable when you are trying to send a player who is out of options to the minors. They are revocable in other cases.

19.6.6. How Waivers Work

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

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.

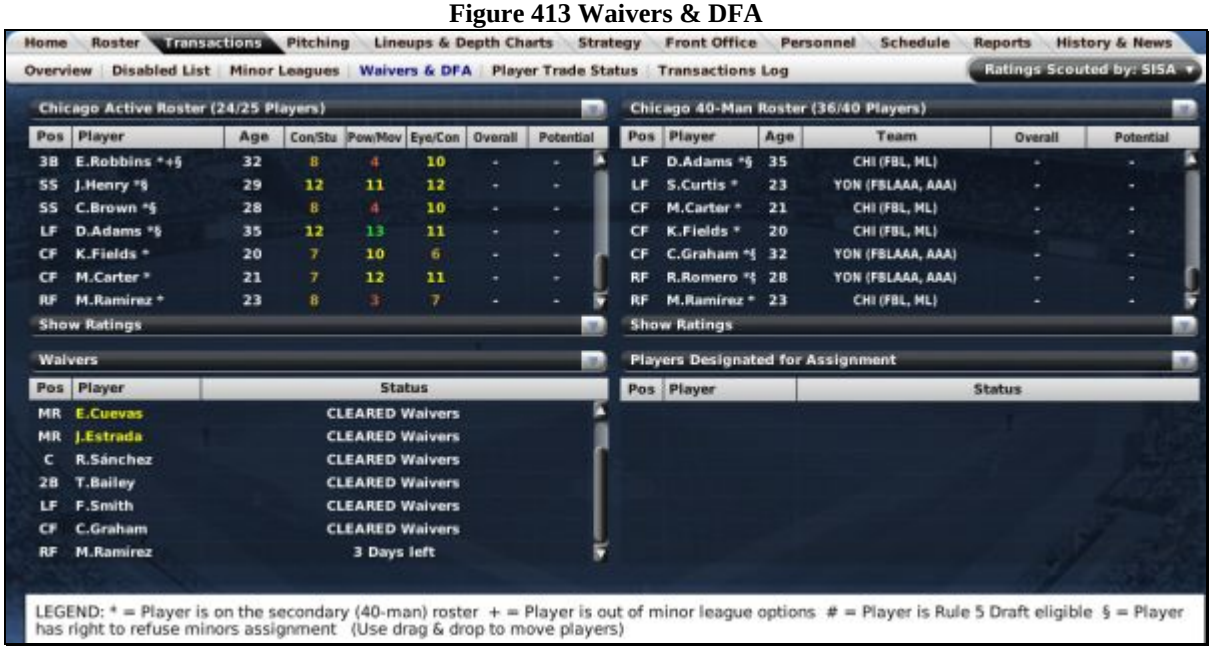
1. It can send him to the minors (subject to his consent, if he's a veteran player; more on that below).
2. It can release him, which makes the player a free agent and thus available to sign with any team.
3. It can trade him to another team, even if the trading deadline has passed. Any trades made after the trading deadline can involve only players who have cleared waivers.

19.6.7. Waiving a Player

There are two ways to waive a player in OOTPB:

1. Go to the Waivers & DFA subpage of the Transactions page, described in Section 7.3.5, and drag the player to the Waivers box, usually located in the lower left:

Figure 412 Waiver Status
Figure 413 Waivers & DFA

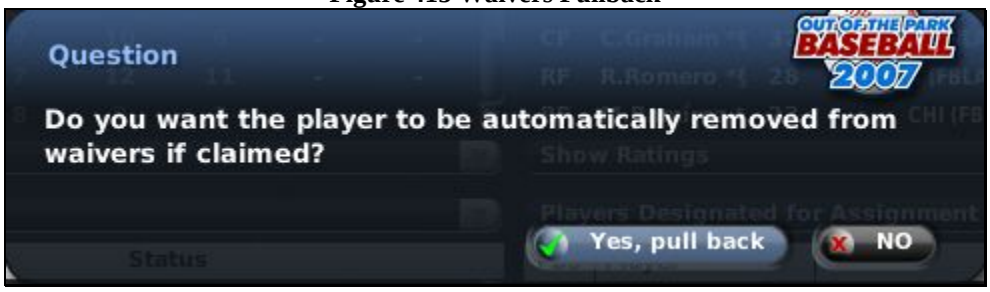


2. Right-click on any player, select Transactions, then select Waiver Player or Waive & Designate for Assignment:

Figure 414 Waive by Right-Clicking

Either way that you waive a player, you will receive this warning message:

Figure 415 Waivers Pullback



This option allows you to instruct the game to automatically pull back your player from revocable waivers if claimed by another team.

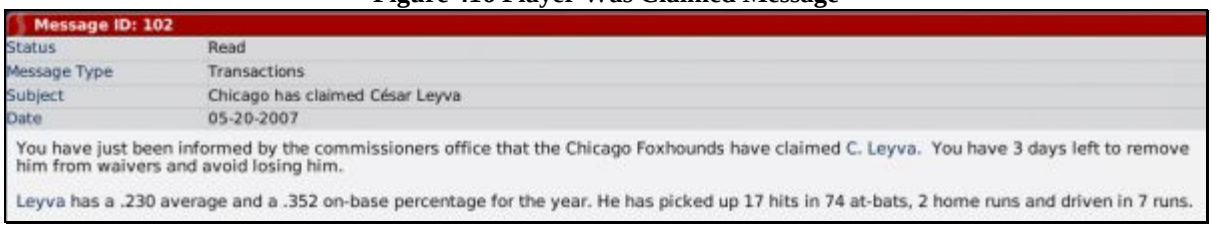
Once the waiver period has passed, you can reassign your player as desired.

Note: In the real world, waivers last for three business days, not calendar days. In OOTPB, waivers last for a certain number of calendar days.

19.6.8. When Your Waived Player is Claimed

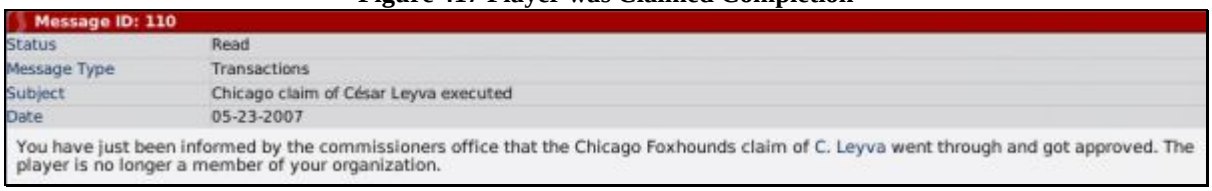
If a waived player is claimed by another team, you will receive a message like the following:

Figure 416 Player Was Claimed Message



If the waiver was revocable, you have a certain amount of time to take the player off waivers. If you fail to do so, or if the waiver was irrevocable, you will receive a message like the one below.

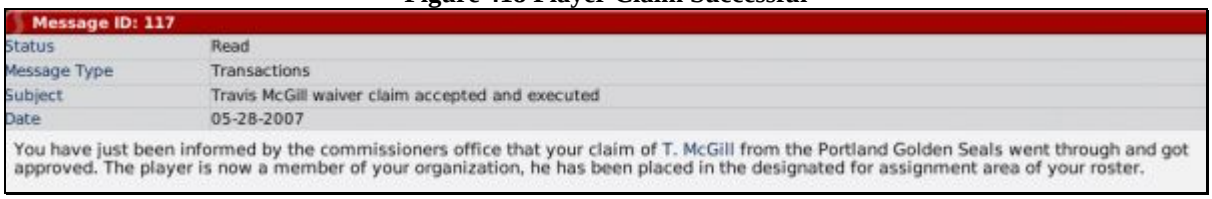
Figure 417 Player was Claimed Completion



19.6.9. Claiming a Player

To claim a player, use the right-click menu on the Waiver Wire page and select Claim Player. If another team with a worse record has already claimed the player, your claim will be denied outright. However, if it is accepted, you will receive a notification. Once the waiver period has passed, you will receive a message like the following.

Figure 418 Player Claim Successful



The claimed player lands in your DFA (designated for assignment) area, which can been seen on the Waivers & DFA subpage of the Transactions page, described in Section 7.3.5. 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.

19.6.10. 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.)

19.7. 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 in the League Setup. When a player is placed on the secondary roster but doesn't end up on the active roster, he is considered to be on "optional assignment." This optional assignment, or "option," gives the team the right to freely move the player from the minors to the active roster and back again, as many times as desired, for the remainder of the current season.

The first time a 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 "option years," meaning that once a 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 at ending spring training on the active roster. As camp moves on, players get cut and reassigned. If a player on the secondary roster 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 in the previous season, but the player made the opening day active roster this season, he would still have two option years remaining, because he has not been optioned to the minors this season.

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

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

19.8. 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 (whether 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 Triple A 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 a number of days (the waiver period) before clearing him from your roster. Luckily, when the player is designated for assignment, he doesn't count toward any roster limits, such as the active or secondary roster limits. So as soon as your first player is DFA, you are free to add your new player to the secondary or active roster.

Essentially, the DFA rule 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 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. Occasionally, a club will designate a player for assignment while it is trying to trade him.

Your DFA (designated for assignment) area can been seen on the Waivers & DFA subpage of the Transactions page, described in Section 7.3.5

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.

19.8.1. How Does a Player Get Designated for Assignment?

A player becomes designated for assignment in one of three ways.

1. If you attempt to demote (move from the majors to the minors) a player who has no option years remaining and has not previously cleared waivers, he will be placed on the DFA list (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 on the DFA list (and on revocable waivers).
3. All newly acquired players are placed on the DFA list. (In the real world, acquired players who have minor league contracts are placed on the Triple A roster. This is not the case in OOTPB.)

19.8.2. What Can I Do with a Player on the DFA List?

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

1. You can assign him to your 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 has a major league contract, he must be placed on the 40-man roster before being assigned to the minors.
    c. If the player has no option years remaining, he must clear irrevocable waivers before being assigned to the minors.
3. You can attempt to negotiate a trade involving the player.
4. You can release the player.

Players can remain on the DFA list for only a certain number of calendar days, defined in the league setup. Once that time has expired, you cannot proceed until you have either assigned the player or released him.

19.9. Disabled Lists

Baseball, and OOTPB, have two disabled lists that teams can use to help manage their rosters when players on the active and secondary rosters suffer injuries: the 15-day disabled list and the 60-day disabled list.

19.9.1. 15-Day Disabled List

Players placed on the 15-day disabled list remain on the team's secondary roster.

19.9.2. 60-Day Disabled List

Players placed on the 60-day disabled list are removed from the team's secondary roster, opening up a slot for a replacement player.

19.9.3. Minor League Disabled Lists

There are no minor league disabled lists in OOTPB. Injured players in the minor leagues remain on their active rosters.

19.9.4. Retroactive Disabled List Assignments

In the real world, a player can be disabled retroactively, up to a maximum of 10 days, beginning with the day after the last day on which he 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, a player can remain on the disabled list past the end of the season.

19.10. 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 he is still under contract, the remaining term of the contract is voided, and the team no longer has to pay the player.

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

Players in OOTPB will not come out of retirement to return to the list of active players. However, commissioners can manually force players to retire, or unretire them.

You can see retired players on the Retired Players page described in Section 6.8.4.

20.0 Manager Careers

This section provides a quick overview of how manager careers work in OOTPB.

20.1. Getting Hired

When you first create a manager identity, you have the option of taking any manager position in your game that is not already held by a human manager. However, if you choose to begin your career unemployed, once the identity has been created, you have effectively entered the job market. Once this happens, only certain teams might offer you a position.

Teams decide whether to offer you a job based on your reputation. Your reputation improves primarily by gaining experience and by winning. Your reputation suffers when you perform poorly, or when you do untrustworthy things such as quitting in the middle of a contract. You can see your reputation on the Human Manager Status page described in Section 4.1.

20.1.1. Receiving Job Offers

In OOTPB, if you are unemployed, teams may offer you a job via your news page by sending you messages, like this one:

Figure 419 Manager Job Offer

If you are offered a job that interests you, you can accept the job by clicking on the Respond to Message action menu in the lower right, and then clicking Accept Offer. Presto! You're now the manager of that team.

Remember, your reputation and experience play into who will offer you jobs. You're not likely to get solicited aggressively by major league clubs if you have no experience. If you have minor leagues in your game, you may need to get some experience at lower levels before moving up.

20.1.2. Seeking out Jobs

You can look for a job yourself by going to the Available Jobs page described in Section 5.7. This page will display a list of teams that are currently offering you a position:

Figure 420 Available Jobs

You can accept any of these jobs by clicking on the Apply button next to the team you wish to manage.

20.2. Ownership

Just as in real life, you have little control over your team ownership. During the year, ownership might send you messages occasionally, to inform you of its expectations, or in changes in the team's financial situation that might affect you. You'll also be notified of your budget on an annual basis. Be sure to pay attention to these notes: Getting fired doesn't look very good when you're trying to establish a solid track record.

20.3. Getting Fired

A manager can get fired at any time. At the start of a season, the team owner sends you a personal message with a general sense of how he expects your team to perform. It's a safe bet that if you fail to meet the owner's expectations, your job could be in jeopardy. Different owners react differently. Some owners might be patient. Others might fire managers halfway through a season.

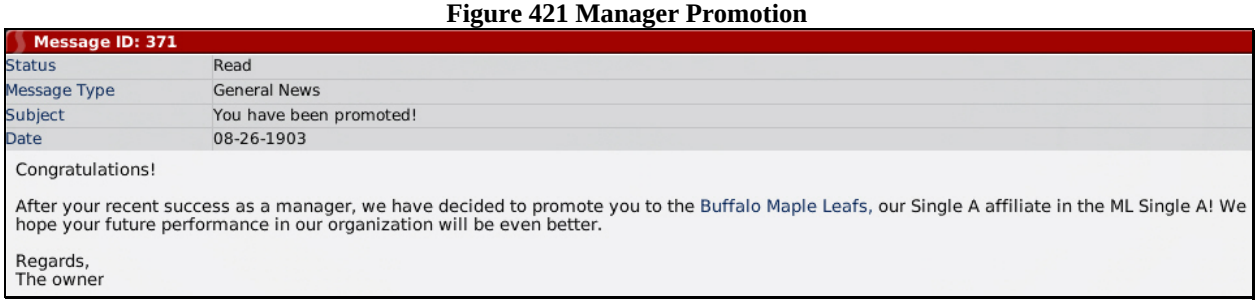
20.4. Changing Jobs

You can change your job whenever you like. If you go to the Available Jobs page described in Section 5.7, you will see a list of positions that are being offered to you. Even if you are currently employed, some positions might be available. If you want to take another job, just apply directly from the Available Jobs page. You will immediately resign your current position and take on your new responsibilities. Be warned, though: if you quit your current job in the middle of a contract, it can negatively affect how you are viewed by teams throughout your game world.

20.5. Manager Promotions

In OOTBP 2007, if you are managing a minor league team, there is a chance that you could be promoted to a higher level. If this happens, you will receive a message like this one:

Figure 421 Manager Promotion



Message ID: 371

Status	Read
Message Type	General News
Subject	You have been promoted!
Date	08-26-1903

Congratulations!

After your recent success as a manager, we have decided to promote you to the Buffalo Maple Leafs, our Single A affiliate in the ML Single A! We hope your future performance in our organization will be even better.

Regards,
The owner

However, even if you are doing well, there is no guarantee that ownership will decide to promote you. You may need to keep your eye on other opportunities as well.

20.6. Manager Score

In OOTBP 2007, at the end of each season, you will receive a "manager score" from the game. This score is on a 1-100 scale. (No, you can't change this scale.):

Figure 422 Manager Score

Manager scores have no real impact on the game. They're just a way of assigning a number to your performance. The score takes into account a number of things, such as your regular season winning percentage, playoff rounds won, how well you met the owner's expectations and so forth. So, for example, you could get a significantly higher score by winning a championship when your owner only expected the club to play .500 ball, than you would if your team was the odds-on favorite all season long.

21.0 League Events

There are a number of standard league events during a calendar year in OOTPB. Some events such as the first-year player draft, the Rule 5 draft, and the trading deadline are described elsewhere in the guide. You can see a list of upcoming League Events by going to the League Events page described in Section 6.2.2.

Below are descriptions of some of the more important events that occur in one season, and how they affect you as a manager.

21.1. Preseason

Every league has an event that is the start of the preseason, no matter what kind of league. The preseason lasts 30 days if the league has spring training, or 60 days prior to Opening Day if the league has no spring training. The preseason is primarily important to note because many league settings can be changed only during the preseason. If you're interested in changing league settings, such as enabling or disabling free agency, you might need to play through to the next preseason.

21.2. Spring Training

Spring training is typically held beginning in early March for a period of 30 days. Spring training is only for major league teams. During spring training, the active roster limit is removed, and any players on a team's secondary roster can be moved onto the active roster without recording major league service time. Before Opening Day, you must reduce the number of players on your active roster back to 25 (or whatever the active roster limit is in your league).

Each player in OOTPB has a certain amount of "rust" after an offseason. For each at-bat or inning pitched during spring training, a player shakes off some of that rust. Therefore, it is important to make sure all your key players get at least some playing time during spring training, because rusty players won't perform well. See Section

Players learn positions much more quickly when they play them during spring training. See Section 13.9.4 for more information about new positions. Additionally, players are slightly more susceptible to injuries during spring training.

During spring training, special spring training statistics and standings pages are available in the League menu:

Figure 423 Spring Training Menu Option

There will also be a special link on the Manager Home page as well.

Figure 424 Spring Training Manager Home

This option brings you to a series of four tabs that display spring training data:

Figure 425 Spring Training Pages

SL1 Division 1	W	L	PCT	GB	G	SL2 Division 1	W	L	PCT	GB	G
Tampa	2	0	1.000	-	2	Memphis	2	0	1.000	-	2
Las Vegas	1	1	.500	1	2	Baltimore	1	1	.500	1	2
Los Angeles	1	1	.500	1	2	Queens	1	1	.500	1	2
Columbus	0	2	.000	2	2	Albuquerque	0	2	.000	2	2
SL1 Division 2	**W**	**L**	**PCT**	**GB**	**G**	**SL2 Division 2**	**W**	**L**	**PCT**	**GB**	**G**
Sacramento	2	0	1.000	-	2	Oakland	2	0	1.000	-	2
Miami	1	1	.500	1	2	The Bronx	1	1	.500	1	2
Cleveland	1	1	.500	1	2	Indianapolis	1	1	.500	1	2
Staten Island	0	2	.000	2	2	Manhattan	0	2	.000	2	2

These pages behave similarly to their regular-season counterparts.

Note: Spring training statistics and standings will not be reflected in in-game reports, other than as a split within individual player reports. For example, the Standings in-game report will not display the spring training standings. You can view this information only through the spring training pages.

21.3. First-Year Player Draft

First-year player drafts usually occur during the first half of the season, and are described in more detail in Section 16.2.

21.4. All-Star Game

The All-Star Game usually takes place in the middle of the season. The participants are decided by OOTPB. All-Star game appearances are recorded in individual player histories, and the game can actually be played out if you so desire.

By default, OOTPB selects All-Stars automatically. However, managers can also manually select players for the All-Star game if so desired.

21.4.1. Manual All-Star Game Voting

In OOTPB, the computer will decide the rosters for your all-star game, if you have enabled one. However, you also have the option of voting manually for the all-stars in your league.

Beginning 30 days before the all-star game, managers have a new option in the League menu:

There will also be a link on your Manager Home page. These links will bring you to the All-Star Voting page:

Figure 426 All-Star Voting Page

To vote for players, simply drag them from the player list at the top of the page onto the appropriate subleague box. In each subleague, you can vote for 28 players. There are no limitations on positions, although of course it makes sense to vote for a mix of players at different positions. We recommend the following:

- 6 starting pitchers
- 6 relief pitchers
- 2 of each position player

You also have the option to click on the Ask Computer button. This will have the computer fill out the entire roster automatically.

Once you have completed your voting, click on the FINISH button to finalize the all-star teams.

In a solo game, your votes are the deciding votes. In other words, whoever you vote for will be on the All-Star team. In an online league, only the commissioner can vote. In most online leagues, the commissioner will hold an online voting process, and then make the final selections according to his general managers' votes.

21.5. Trading Deadline

The trading deadline occurs during the second half of the season, and is described in more detail in Section 17.3.

21.6. Roster Expansion

Roster expansion typically occurs at the beginning of September, and is described in more detail in Section 19.4

21.7. Award Winners Announced

Award winners are typically announced shortly after the end of the playoffs. The game automatically determines award winners for the following awards:

Glove Wizard Awards (top defensive players at each defensive position)
Outstanding Hitter Award
Outstanding Pitcher Award

You can also create one custom award as well, described in Section 3.4.7.2.

By default, OOTPB selects award winners automatically. However, managers can also manually select players for the awards if so desired.

21.7.1. Manual Award Voting

In OOTPB, the computer will decide the award winners for you automatically shortly after the end of the season. However, you also have the option of voting manually for the award winners in your league.

Beginning at the end of the playoffs, managers have a new option in the League menu:

There will also be a link on your Manager Home page. These links will bring you to the Award Voting page:

Figure 427 Award Voting Page

To vote for players, simply drag them from the player list at the top of the page onto the appropriate boxes at the bottom of the screen. Each box along the bottom represents a different award. The second box from the right is used for any custom award you have created.

You can vote for the following players for each award:

- Outstanding Hitter – 3 players per subleague
- Outstanding Pitcher – 3 players per subleague
- Newcomer of the Year – 3 players per subleague
- Glove Wizard – One player per subleague per position

You also have the option to click on the Ask Computer button. This will have the computer fill out the award voting automatically.

Once you have completed your voting, click on the FINISH button to finalize the award winners.

In a solo game, your votes are the deciding votes. In other words, whoever you vote for will win the awards. In an online league, only the commissioner can vote. In most online leagues, the commissioner will hold an online voting process, and then make the final selections according to his general managers' votes.

21.8. Players File for Free Agency

Free agency typically occurs shortly after the end of the season, and is described in more detail in Section 18.5.

21.9. Salary Arbitration Hearing

Salary arbitration typically occurs shortly after the end of the season, and is described in more detail in Section 18.6.

21.10. Winter Meetings

In early December, leagues hold Winter Meetings—a week-long session during which general managers gather to discuss the game and potential trades. The most notable aspect of Winter Meetings is that trade discussions proceed much more quickly during this time. You can normally expect an opposing GM to take several days to get back to you on a trade proposal during the rest of the year, but during Winter Meetings, responses are much quicker.

22.0 Auto-Play (Simulating Games)

Some players love playing out a game and coaching the team on the field. Others prefer the general manager role and just want to see the results of the games. There are two ways to play out baseball games in OOTPB, and you can mix and match the two to suit your preference: auto-play and play-by-play.

The auto-play feature tells the computer to play out all the games in a certain date range, without any input from you. In previous versions of OOTP, this was called “simulating” or “simming” games. Unless you are going to manually play out each game for each team in your league, you will end up using Auto-Play frequently.

Auto-play is also the only way to get the clock moving forward in your leagues. Until you use auto-play, your league will never advance past the current day.

Warning! *Auto-play advances time across all leagues in a game file simultaneously. There is no way to advance time in one league, but not in another. If you are using multiple leagues, be sure all leagues are ready to move forward before auto-playing.*

There are two ways to auto-play in OOTPB: the Finish Today button, or the Auto-Play menu.

22.1. The Finish Today Button

The Finish Today button is a big baseball icon in the lower-right corner of almost every page in the game.

Figure 428 Finish Today Button

Clicking the Finish Today button advances time in your league by one day. All events scheduled for that day will be played out by the computer. If there are games scheduled, the computer will play them all, even for human-controlled teams. Any scheduled events will be auto-played as well. For example, if you auto-play over the week where the first-year player draft will be held, the computer will conduct the draft automatically.

The Finish Today button has no additional functionality. You cannot use the Finish Today button to auto-play multiple days.

Warning! *Be careful with the Finish Today button. You have no chance to confirm after you click this button, so make sure you have made all necessary management changes before clicking. Once you click Finish Today, that day is in the history books.*

22.2. The Auto-Play Menu

The Auto-Play menu is a menu that drops down from another baseball graphic located to the right of the menus and navigation arrows at the top of each page.

Figure 429 Auto-Play Menu

The Auto-Play menu allows you to simulate play for a date range with one click. The top five options are described below.

Option	Description
Auto-Play Today	Advances the current date in your game universe by one day, auto-playing all games that occur on that day using the current settings.
Auto-Play until Next Week	Advances the current date in your game universe until Monday of the next week, auto-playing all games that occur during that time using the current settings. Monday games will not be auto-played. Depending on the day of the week when you select this option, this option could auto-play from 1 to 7 days.
Auto-Play until Next Month	Advances the current date in your game universe until the first of the next month, auto-playing all games that occur during that time using the current settings. Games on the first day of the next month will not be auto-played. Depending on the date when you select this option, this option could auto-play from 1 to 31 days.
Auto-Play until Next Year	Advances the current date in your game universe until January 1 of the next year, auto-playing all games that occur during that time using the current settings. Games on January 1 will not be auto-played. Depending on the date when you select this option, this option could auto-play from 1 to 365 days.
Auto-Play until Date X	Opens a dialog box in which you can select a specific date to which you wish to auto-play.

	Select a date, and click the Simulate button to auto-play until the selected date. *Note: Auto-playing to a specific date will NOT auto-play any games scheduled for that date. In other words, auto-playing to March 10th will bring you to the morning of March 10th, before any games have been played.*

In addition, below these options, the auto-play menu includes a list of league events, as described in Section 21.0. These events listed in the menu will change dynamically based on where you are in your league's season cycle. They allow you to auto-play until the day of a specific event, instead of going week by week or month by month. As with the other auto-play options, auto-playing to a specific league event will bring you to the *morning* of that day.

League events are specific to each league. If your game world has multiple leagues, be careful. For example, let's say you have two leagues in your world. League A has an annual first-year player draft in June. League B has no first-year player draft. If you currently have League B selected from the League menu, the June first-year player draft will not appear in your Auto-Play menu, because that league has no draft. Don't auto-play past the draft day by mistake!

Warning! *Auto-play advances time in all leagues simultaneously. There is no way to advance the date in one league, but not another. If you are using multiple leagues, make sure all leagues are ready to advance before auto-playing.*

Warning! *Be careful with the Auto-Play button. You have no chance to confirm after you click this button, so make sure you have made all necessary management changes before electing to auto-play.*

Also, do not use auto-play if you would like to play out your games using the play-by-play engine. See Section 23.0 for more information on Play-by-Play mode.

22.3. The Auto-Play Action Menus

The Scores & Schedule page described in Section 6.5 has two Auto-Play action menus at the bottom right of the page, Auto-Play and Auto-Play until Event.

Figure 430 Auto-Play Action Menus

These auto-play options are very similar to those described so far. In fact, the Auto-Play until Event action menu behaves just like the Auto-Play menu by allowing you to auto-play up until a specific league event. The Auto-Play action menu gives the standard options of auto-playing until next year, month, or week.

The one important difference in the auto-play options: if you change the calendar to a different date, a new option appears in the Auto-Play menu: Auto-Play to Selected Date. This works very much like the "Auto-play to Date X" option.

22.4. Auto-Play Display

While auto-play is in progress, by default a Standings/Leaderboards page is displayed, showing simplified standings, leaderboard, and news headlines:

Figure 431 Auto-play Standings / Leaderboards

However, auto-play is significantly slower when this page is used. If you want to speed up auto-play, you can change to the faster Dialog View by changing the Auto-Play Display option in the Game Preferences described in Section 3.1.4.

The Dialog View shows a dialog box that shows the date being auto-played:

Figure 432 Auto-play Dialog View

You can switch back and forth between these two options at any time.

22.5. Auto-Play from the Manager Home

The Manager Home page described in Section 5.1 also includes some auto-play options:

Figure 433 Auto-Play Options on Manager Home

These options behave similarly to the other auto-play options, with the added option of auto-playing until the day of your team's next game.

22.6. Stopping Auto-Play

When auto-play is in progress using the Standings/Leaderboard page, you can stop auto-play by clicking on the Stop Auto-Play action button in the lower right corner of the page.

In Dialog View, you can stop auto-play by pressing any key on the keyboard.

Managers can also turn on settings that will cause auto-play to stop if certain conditions are met, such as a player getting injured. See Section 5.5.4 for more information on manager exit auto-play settings.

Note: On some systems, the response to stopping auto-play can be sluggish at times. In these cases, you may need to press the button or key several times.

23.0 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.

If you want to play out a game, the first thing to do is to advance the game date to a date on which your team has a game scheduled. Use auto-play, as described in Section 22.0, to advance to such a date. (An easy way to do this is to click on the Auto-Play until Next Game link on your Manager Home page, described in Section 5.1.)

Once you're on a date when you have a scheduled game, there are two ways to begin playing your game. The first is via the Manager Home, where a new Play Game link will appear:

Figure 434 Play Game Link on Manager Home

This will take you directly into the pregame preparations described in Section 23.2.

The second way to begin playing out a game is from the Scores & Schedule page described in Section 6.5, accessed from the League menu, or by clicking the baseball icon in the icon bar at the bottom of the screen:

Figure 435 Scores & Schedules from Icon Bar

Accessing games via the Scores and Schedules gives you the opportunity to select another feature, "quick-play."

23.1. Manage, Quick-Play, or Watch

On the Scores & Schedule page described in Section 6.5, there are between one and three options available to you: Manage, Quick-Play, or Watch Game. If your team has a game scheduled for the selected day, there will be links for you to choose "Manage" or "Quick-Play":

Figure 436 Manage and Quick-Play Buttons

For games in which you have no role, you have the option to Watch Game:

Figure 437 Watch Game

23.1.1. Quick-Play

Selecting Quick-Play causes the computer to immediately auto-play this game. The results of the game will be available immediately, along with the box score and game log. Obviously, if you want to play out your games, this isn't the choice for you!

23.1.2. Manage

Selecting Manage starts the game, with you as manager. This will take you directly into the pregame preparations described in Section 23.2.

23.1.3. Watch Game

Selecting Watch Game allows you to enjoy a game even if you are not managing a team. A watched game behaves just like one in which you are managing, except that while in Watch Game mode, you cannot make any changes to lineups or choose in-game strategies.

Commissioner Options

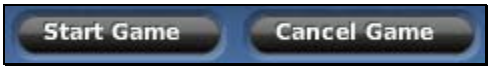
Commissioners can quick-play or manage any game on the schedule. Commissioners do not have a Watch Game link, although they can accomplish the same thing by choosing Manage and allowing the AI managers from each team to manage the game.

23.2. Pregame Preparations

When you choose to manage a game, you are first taken to a series of pregame screens on which you can 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 leave the game without playing.

Figure 438 Start Game and Cancel Game Buttons



Click Start Game to, well, start the game! This will take you directly to the SION Broadcast page described in Section 23.3.

Note: Don't click Start Game until you have made any necessary pregame preparations!

23.2.1. Options & Team Stats Page

The Options & Teams Stats page displays an array of options that allow you to determine how the game will be managed and simulated.

Figure 439 The Options & Team Stats Page

The Options & Team Stats page has a number of game options down the left-hand side, and an overview of each team's lineup on the right.

23.2.1.1. Game Options – Team Controls

Each team has a set of Team Controls in the top left that contain four management options each. The default is for your manager identity to make all decisions. However, you can also select to have your bench coach make decisions for one or more aspects of the game. Unless you are the commissioner, you cannot change the Team Controls of your opponent.

Commissioners have the option of managing either or both teams.

Option	Description
Offense Strategy	Determines who will make offensive decisions for this team, such as whether to hit and run, or swing away. This does not include pinch hitters or runners.
Pitching Strategy	Determines who will make pitching decisions for this team, including relief pitchers and warmups. This does not include pitching substitutions.
Defense Strategy	Determines who will make defensive decisions for this team, such as the positioning of the fielders. This does not include defensive substitutions.
Substitution Strategy	Determines who will make substitution decisions for this team, such as relief pitchers, pinch hitting and running, and defensive substitutions.

23.2.1.2. Game Options – Designated Hitter

Determines whether or not a designated hitter will be used. This option is determined by your league rules. Only a commissioner can change this value from this page.

23.2.1.3. Game Options – Pitcher Warmup Rule

Determines whether the pitcher warmup rule will be used. If the pitcher warmup rule is used, pitchers need to be warmed up before pitching. See Section 23.7.4 for more information on warming up pitchers.

23.2.1.4. Game Options – Ballpark

Determines the ballpark in which the game will be played. This option is determined by your league. Only a commissioner can change this value from this page.

23.2.1.5. Game Options – Show Player Photos

Determines whether or not player photos will be displayed on the SION Broadcast screen.

23.2.1.6. Game Options – Show Field Header

Determines whether or not the field header will be displayed on the SION Broadcast screen:

Figure 440 Field Header

23.2.1.7. Game Options – Play-by-Play Options

There are several options to customize the play-by-play experience:

Option	Description
PbP Box	Determines whether to print out play-by-play in the small, standard box, or a much larger box.
Pbp Detail	Determines whether to use full, verbose play-by-play text, or only display the results of each play.
PbP Speed	Determines how quickly play-by-play text will appear. You can set this value from Instant to Very Fast. There is also a custom option that, if selected, will allow you to specify, in milliseconds, how long to delay between play-by-play lines.
Delay Mode	Determines the delay mode. You can choose from “per character,” which will place a delay between each character, resulting in a “ticker-tape” flow to the game, or “per line,” in which each line appears in its entirety at once.

23.2.1.8. Game Options – 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.

23.2.1.9. Lineups & Starting Pitchers

The right side of the page column contains the lineups and starting pitchers for each team in the game, along with statistical information for each. This is for informational purposes only. There are no changes that can be made here. You can change the scouted ratings displayed in this section as well, to use the scout of your choice.

23.2.2. Team Stats Page

The Team Stats provides a wealth of information about the two teams facing each other:

Figure 441 Team Stats Page

From the Team Stats page, you can also change any of the Game Options described in Section 23.2.1.

23.2.3. Team Lineup & Starting Pitcher Page

Each team also has a Team Lineup & Starting Pitcher page. Your opponent's page is provided for your information, but you cannot change information there unless you are the commissioner. The two pages are identical in appearance.

Figure 442 Team Lineup & Starting Pitcher Page

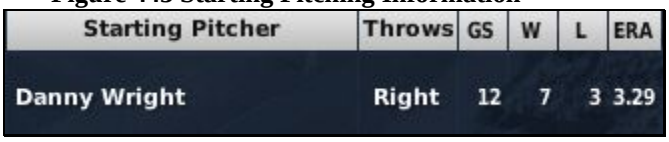
Your initial lineup will be determined by the computer, based on the lineups and depth charts you configured, described in Section 7.5, and in fact this page behaves almost identically to that one. Drag players into the lineup to make any necessary changes. You can also take advantage of OOTPB's views and filters, described in Section 1.7, as well as the common drop-downs described in Section 1.9.

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

23.2.3.1. Starting Pitcher Information

In the lower right corner of the Team Lineup & Starting Pitcher page is some information about the starting pitcher:

Figure 443 Starting Pitching Information



You can change your starting pitcher by dragging another pitcher on top of the current starter.

23.2.3.2. Game Status Box

Below the Pitching Information is some information about the progress in the game so far, as well as the current game situation (balls, strikes, and outs).

Figure 444 Game Status Box

Once you have made any necessary adjustments to your lineup or game options, click on the Start Game button in the bottom right to begin play. This will take you directly to the SION Broadcast page described in Section 23.3.

23.3. SION Broadcast Page

OOTPB provides two styles of pages for your play-by-play experience, the SION Broadcast page and the SION Webcast page. You can switch back and forth between the two pages at any time. The first of the two pages is the SION Broadcast page:

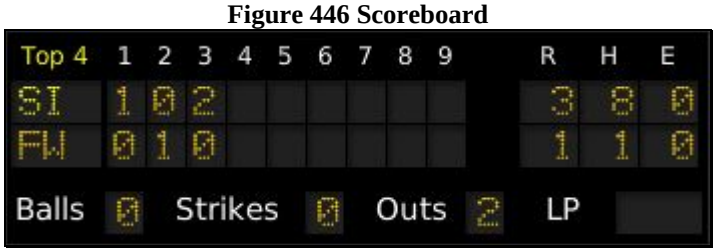
Figure 445 SION Broadcast Page

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.

23.3.1. Scoreboard

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

Figure 446 Scoreboard



The team highlighted in yellow is currently at bat.

23.3.2. Lineup

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

Figure 447 Lineups

The highlighted player is the player currently at bat.

23.3.3. Pitcher Pane

The Pitcher pane in the middle left of the page gives statistics on the player currently pitching. It also includes a number of player ratings.

Figure 448 Pitcher Pane

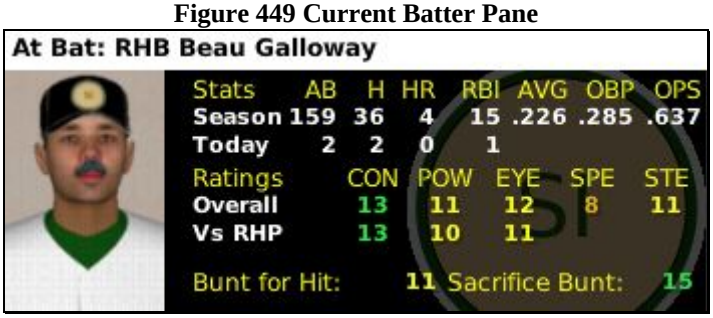
The Pitching pane also includes a Status value at the bottom, which will let you know how tired your pitcher is. This value doesn't update automatically. You may need to use the "visit the mound" option to get a better idea of how your pitcher is faring.

Note: If you have scouting enabled, there will be a Scouting drop-down in the top right of the page. Use the drop-down to choose which scout's ratings you want to view.

23.3.4. At Bat Pane

The At Bat pane in the lower left of the page gives statistics on the player currently at bat. It also includes a number of player ratings.

Figure 449 Current Batter Pane



Note: If you have scouting enabled, there will be a Scouting drop-down in the top right of the page. Use the drop-down to choose which scout's ratings you want to view.

23.3.5. Field Header

The Field Header across the top of the stadium display shows the logos and current records of the two teams playing the game.

Figure 450 Field Header

The Field Header can be disabled to show more of the Stadium, as described in Section 23.2.1.6.

23.3.6. Stadium

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

Figure 451 Stadium

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

By default, player photos are shown for each player on the field. However, you can disable player photos, as described in Section 23.2.1.5. Additionally, the stadium graphic itself is customizable. See Section 26.0 for more information about customizing OOTPB.

Note: If you have scouting enabled, there will be a Scouting drop-down in the top right of the page. Use the drop-down to choose which scout's ratings you want to view.

23.3.6.1. Drag and Drop Players

If you are unhappy with the way the players on the field are aligned, you can simply drag them where you like. This includes baserunners. To drag a player, mouse over the player name until you see the "hand" cursor, then drag the player to the desired location:

Figure 452 Player Drag and Drop

Note: Dragging players on the field does not actually impact defensive positioning or the outcome of the play. It is strictly for visual appeal.

23.3.7. Game Control Pane

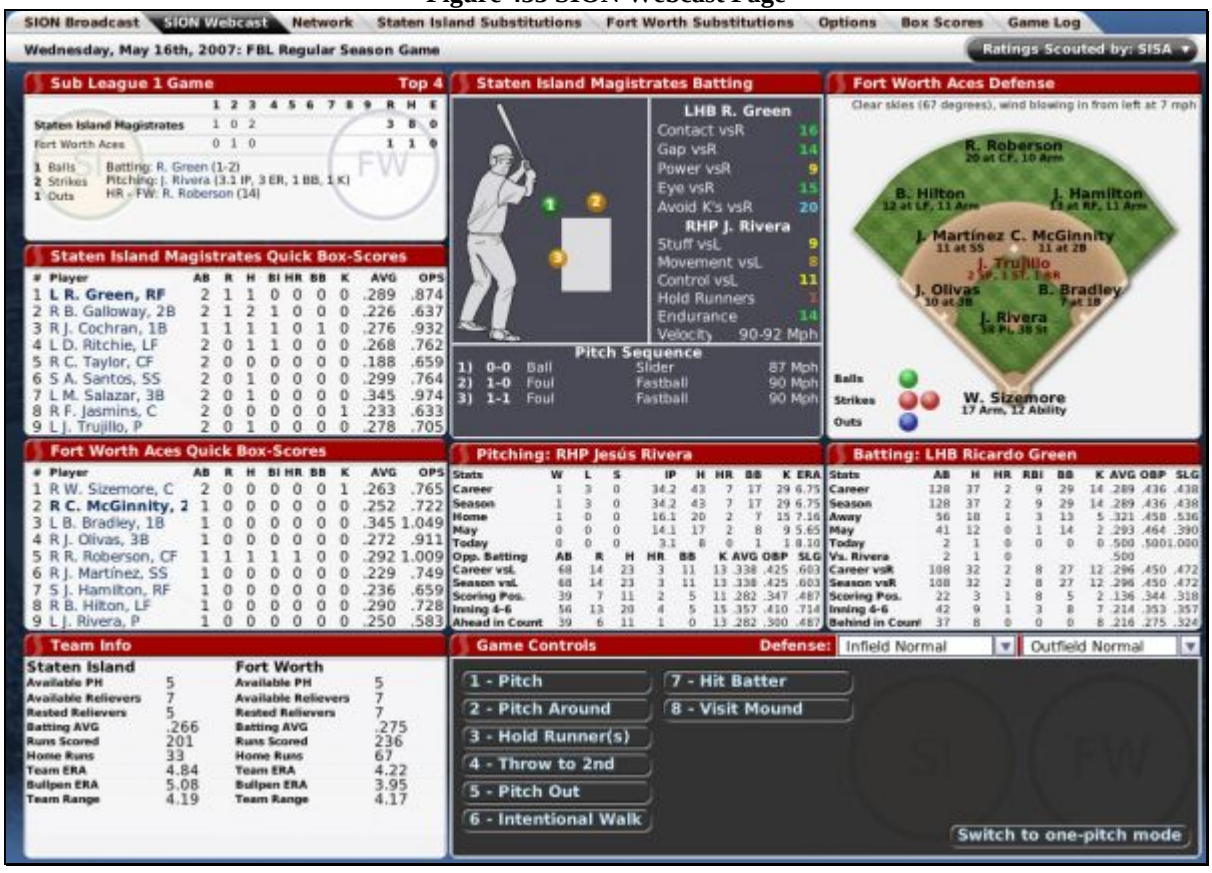
The Game Control pane is where you control the actual play-by-play of the game:

Game controls are described in detail in Section 23.6.

23.4. SION Webcast Page

The second option for playing out games in OOTPB is the SION Webcast page. Whereas the SION Broadcast screen is a fairly graphical representation of a game, the Webcast screen is designed more for data lovers. You can switch between the SION Webcast page and the SION Broadcast page at any time.

Figure 453 SION Webcast Page



The SION Webcast page includes a graphic of a hitter, along with a pitch location indicator and a small stadium representation.

23.4.1. Scoreboard

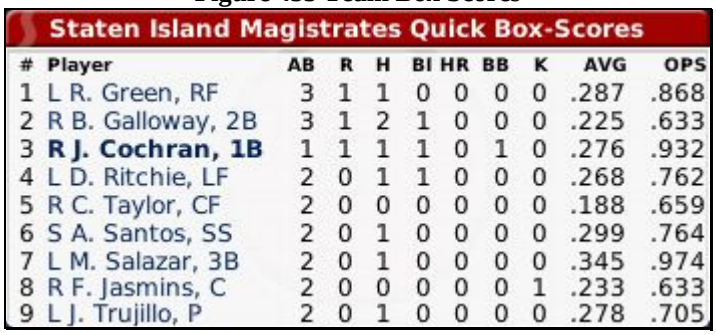
The Scoreboard in the top left keeps track of the progress of the current game.

Figure 454 Scoreboard

23.4.2. Team Box Scores

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

Figure 455 Team Box Scores



#	Player	AB	R	H	BI	HR	BB	K	AVG	OPS
1	L R. Green, RF	3	1	1	0	0	0	0	.287	.868
2	R B. Galloway, 2B	3	1	2	1	0	0	0	.225	.633
3	**R J. Cochran, 1B**	1	1	1	1	0	1	0	.276	.932
4	L D. Ritchie, LF	2	0	1	1	0	0	0	.268	.762
5	R C. Taylor, CF	2	0	0	0	0	0	0	.188	.659
6	S A. Santos, SS	2	0	1	0	0	0	0	.299	.764
7	L M. Salazar, 3B	2	0	1	0	0	0	0	.345	.974
8	R F. Jasmins, C	2	0	0	0	0	0	1	.233	.633
9	L J. Trujillo, P	2	0	1	0	0	0	0	.278	.705

For the batting team, the player displayed in boldface is currently at bat. For the fielding team, the player displayed in boldface will be the first batter up in the next half-inning.

23.4.3. Team Info

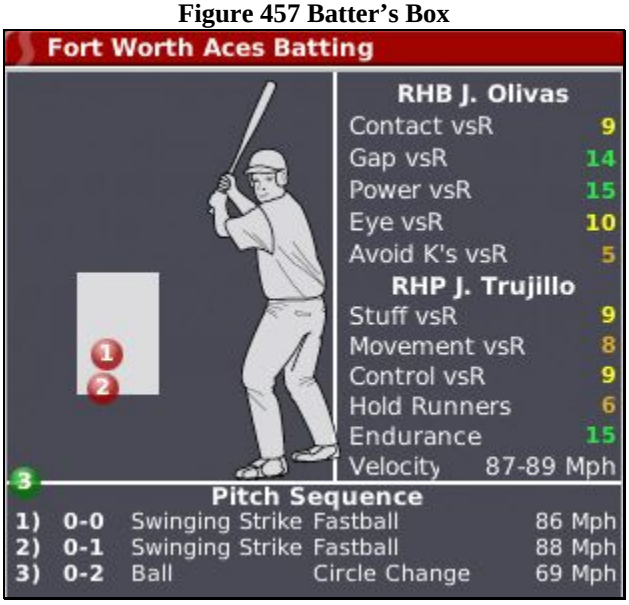
The bottom left of the page has relevant information about each team, including important information about how many pinch hitters and relievers are available on each team:

Figure 456 Team Info

23.4.4. Batter's Box

The Batter's Box is a graphic of the current hitter. On the right are ratings for the current batter and pitcher.

Figure 457 Batter's Box



Note: If you have scouting enabled, there will be a Scouting drop-down in the top right of the page. Use the drop-down to choose which scout's ratings you want to view.

The graphic shows a hitter (on the correct side of the plate, based on his handedness) and a box that represents the strike zone. Each pitch thrown is represented by a circle on the graphic of the batter and the strike zone. The circles are numbered according to the pitch sequence. So, the first pitch thrown is represented by a circle with a "1," the second pitch a "2," and so forth. The pitches are further identified by color according to the result of the pitch.

Color	Result
Red	Strike
Green	Ball
Yellow	Foul
Blue	Ball in play

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

23.4.5. Pitching Data

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

Pitching: RHP Juan Trujillo

Stats	W	L	S	IP	H	HR	BB	K	ERA
Career	4	2	0	52.0	55	9	25	33	3.81
Season	4	2	0	52.0	55	9	25	33	3.81
Away	2	1	0	26.0	28	4	13	14	3.46
May	0	1	0	11.1	13	2	8	5	6.35
Today	0	0	0	3.1	2	1	0	1	5.40

Opp. Batting	AB	R	H	HR	BB	K	AVG	OBP	SLG
Career vsR	127	12	33	5	13	24	.260	.329	.417
Season vsR	127	12	33	5	13	24	.260	.329	.417
Bases Empty	119	16	32	7	13	21	.269	.341	.479
Inning 4-6	84	5	20	2	9	18	.238	.312	.345
Ahead in Count	66	4	8	2	0	20	.121	.121	.227

23.4.6. Stadium

The Stadium graphic in the top right displays all the defensive players and their defensive ratings, as well as any players who are on base.

The current count and the number of outs are displayed in the bottom left, and a text description of the weather is included at the top of the screen. See Section 23.11 for more information on the impact of weather on games.

Note: If you have scouting enabled, there will be a Scouting drop-down in the top right of the page. Use the drop-down to choose which scout's ratings you want to view.

23.4.7. Batting Data

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

Batting: RHB Chris Taylor

Stats	AB	H	HR	RBI	BB	K	AVG	OBP	SLG
Career	96	18	3	18	11	20	.188	.295	.365
Season	96	18	3	18	11	20	.188	.295	.365
Away	57	7	0	6	3	12	.123	.206	.193
May	49	8	1	8	4	10	.163	.268	.286
Today	2	0	0	0	0	0	.000	.000	.000
Vs. Rivera	2	0	0				.000		
Career vsR	76	11	0	11	6	15	.145	.235	.237
Season vsR	76	11	0	11	6	15	.145	.235	.237
Runner on 1st	22	3	1	2	3	5	.136	.269	.273
Inning 4-6	31	4	1	6	4	8	.129	.270	.290
First Pitch	13	2	0	1	0	0	.154	.214	.154

23.4.8. Game Control Pane

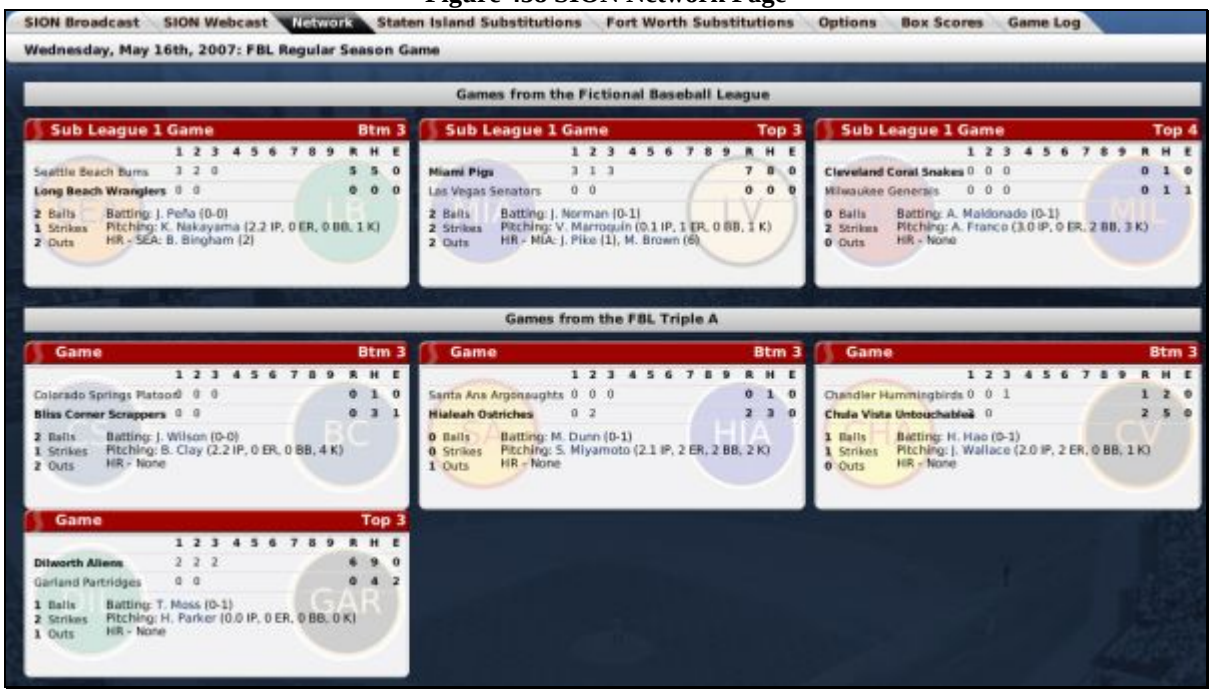
The Game Control pane is where you control the actual play-by-play of the game:

Game controls are described in detail in Section 23.6.

23.5. 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 23.2.1.1.

Figure 458 SION Network Page



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

23.6. Game Controls

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 team currently in the field or the team currently at bat.

23.6.1. One Pitch Mode vs Pitch-by-Pitch Mode

OOTPB 2007 has two in-game modes: One Pitch Mode and Pitch-by-Pitch mode, controlled by a button in the lower right corner of the Game Controls pane:

Option	Description
Pitch-by-Pitch Mode	Pitch-by-Pitch Mode is the default mode. In this mode, you control each pitch in the game, one at a time.
One Pitch Mode	In One Pitch Mode, you choose just one strategic play, and the computer simulates all pitches in the at-bat.

Of course, Pitch-by-Pitch mode takes significantly longer than One Pitch Mode. However, it also offers a greater degree of control.

You can switch between these modes at any time.

23.6.2. Defensive Options (Infield)

The infield options are displayed in a drop-down in the top of the Game Control pane. Choose one of these options to change how your infield is playing. You can change these options only if your team is in the field.

Infield Option	Description
Infield Normal	Standard positioning.
Infield In	The infielders play in (closer to home plate). This option is usually used in a close game, with a runner on third, when you want to prevent the runner from scoring at all costs.
Corners In	The first and third basemen play in. This option is frequently used when a bunt is expected.
Third Baseman In	Only the third baseman plays in. This option is frequently used when a bunt from a right-handed batter is expected.
First Baseman In	Only the first baseman plays in. This option is frequently used when a bunt from a left-handed batter is expected.
Guard Lines	The first and third basemen play closer to their respective bases than usual, preventing balls from going down the lines. This option is often used to prevent teams from getting extra-base hits, at the risk of a greater chance of allowing a single.
Shift Left	The second baseman, shortstop, and third basemen all play between second and third base. This option is often used when a very strong pull hitting right-handed hitter is at bat, to increase the chance of successfully fielding a ball that is pulled to the left side of the infield.
Shift Right	The second baseman, shortstop, and first basemen all play between second and first base. This option is often used when a very strong pull hitting left-handed hitter is at bat, to increase the chance of successfully fielding a ball that is pulled to the right side of the infield.

23.6.3. Defensive Options (Outfield)

The outfield options are displayed in a drop-down in the top of the Game Control pane. Choose one of these options to change how your outfield is playing. You can change these options only if your team is in the field.

Outfield Option	Description
Outfield Normal	Standard positioning.
Outfield In	Outfielders play in (closer to home plate). This option is typically used late in a game when a runner is on base who represents the tying or winning run, and you want to prevent the run from scoring—at the risk of having a ball hit over an outfielder's head that he would normally have been able to catch.
Outfield Deep	Outfielders play deep. This option is typically used when you want to protect a lead and don't want to let balls get behind your outfielders for extra-base hits.

23.6.4. Game Controls (Defense)

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

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

Defensive Option	Description
Pitch	The pitcher delivers a pitch.
Pitch Around	The pitcher pitches to the batter, but is very careful, and thus likely to throw a ball. This option is often used when a dangerous hitter is up, and you're willing to walk him rather than give up a big hit.
Pitch Out	The pitcher "pitches out" (throws a ball well wide of the hitter so that the catcher has a better chance to throw out a runner). This option is typically used when you expect a runner to try to steal.
Intentional Walk	The pitcher intentionally walks the hitter. This option is typically used when you don't want to risk pitching to a very dangerous hitter, especially if there is no runner on first base.
Hit Batter	The pitcher deliberately attempts to hit the batter with a pitch.
Visit Mound	The manager visits the pitcher on the mound. This option is usually used to try to calm down the pitcher if he has gotten in trouble. This option also helps use up some time if you are warming up a relief pitcher, and gives the manager a better idea of how tired his pitcher is.
Hold Runner(s)	The pitcher concentrates a bit more on the baserunner(s), speeding up his delivery of the next pitch. This option results in a slightly weaker pitching performance, but a slightly greater chance to pick off a runner. (Available only when one or more runners are on base.)
Throw to (1st, 2nd, 3rd)	The pitcher attempts to pick off the runner at the selected base. (Available only when a runner is on base.)

23.6.5. Game Controls (Offense)

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

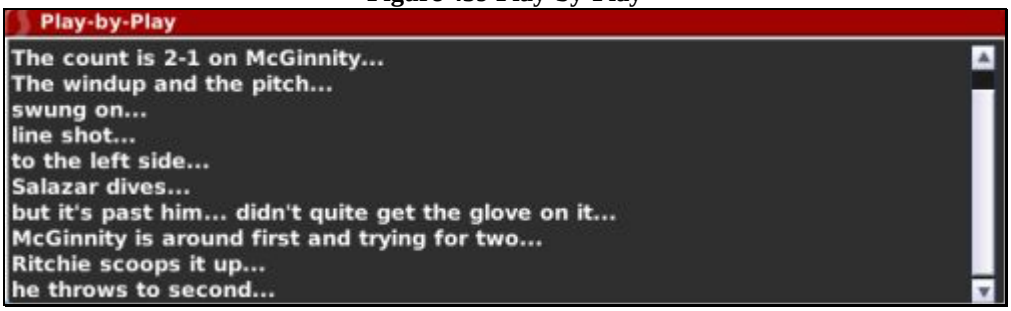
Offensive Option	Description
Swing Away	The batter will make a normal attempt to hit the ball.
Bunt for Hit	The batter will attempt to bunt to get on base. This option is usually used when the batter is both a good bunter and very fast. It is more often used with left-handed hitters.
Take Pitch	The batter will let the pitch go by, even if it is a good pitch. This option is often used when the pitcher is struggling with his control, or if the count is 3–0 or 3–1 and you hope to get a walk.
Steal (2nd, 3rd, Home)	The runner on the selected base will try to steal. He might not actually go if he cannot get a good jump, however.
Send Forced	The runners on base will go, no matter what happens at the plate.
Hit & Run	The runners will leave before the ball is hit, and the batter will try to make contact. This option is often used by teams who do not have a lot of power and need to "manufacture" runs.
Run & Hit	The runners will leave before the ball is hit, and the batter has the option of trying to make contact or taking the pitch. This option is usually used only when the runner has a good chance of stealing a base.
Safety Squeeze	The batter will attempt to bunt, and the runner on third will try to score on the bunt. He will wait to see the ball hit the ground to prevent getting doubled up.

	(Available only when there is a runner on third.)
Suicide Squeeze	The batter will attempt to bunt, and the runner on third will try to score on the bunt as soon as the pitcher begins his forward motion toward the plate. (Available only when there is a runner on third.)

23.6.6. Play-by-Play

When an option is selected from the Game Control pane, game play begins (or resumes), and the Game Controls are replaced with a text description of the current play.

Figure 459 Play-by-Play



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

You can also change to a larger play-by-play window, or a short play-by-play mode, by changing some of the settings on the Options page described in Section 23.8.

23.6.7. 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. Using the Game Control pane, you can advance play only one pitch or one at-bat 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 orspace 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.

23.6.8. Leaving the Game

When the game has been completed, the completed box score will appear, along with a space to write a recap of the game:

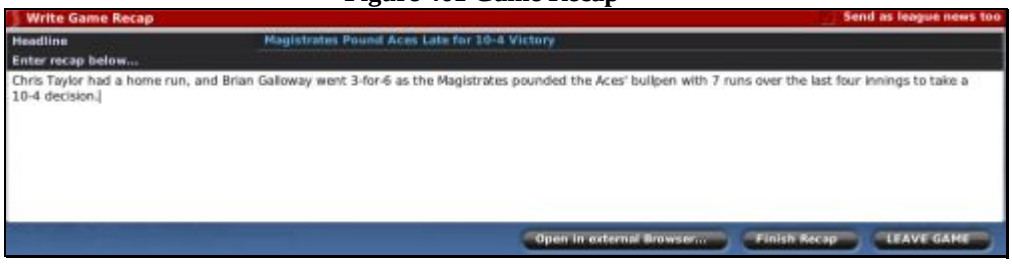
Figure 460 Leaving the Game

If you do not wish to write a custom recap for the game, click the Leave Game button to end the play-by-play and return to the Scores & Schedules page described in Section 6.5.

23.6.9. Writing a Game Recap

After each game, you have the option of writing a custom game recap. Just type in your recap and click the Finish Recap button. This editing window behaves just like the one in the Write/Edit News page described in Section 6.2.1.2.

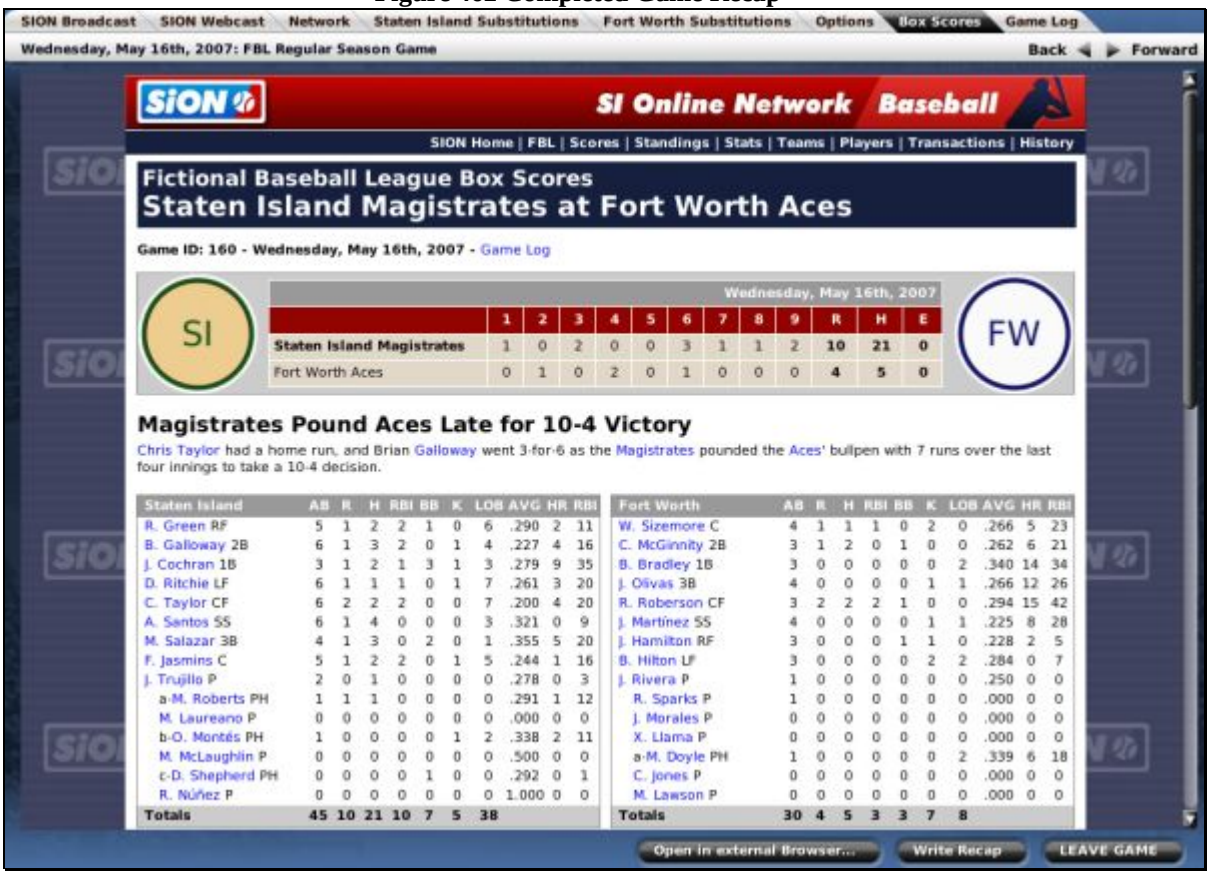
Figure 461 Game Recap



In the top right corner of the Game Recap is a checkbox entitled “Send as league news too.” If this box is checked, the custom game recap will appear in the League News section of the game as well.

When you are done writing your recap, click the Finish Recap button (or "Save Recap" if you are writing a recap about a game you did not play). Your recap will be embedded in the box score and displayed on screen:

Figure 462 Completed Game Recap



Click the Leave Game button to end the play-by-play and return to the Scores & Schedules page described in Section 6.5.

23.6.10. Writing or Editing Game Recaps After the Game

You can edit game recaps after exiting the game and returning to the Scores & Schedules page. You can also write recaps for games that you did not play out:

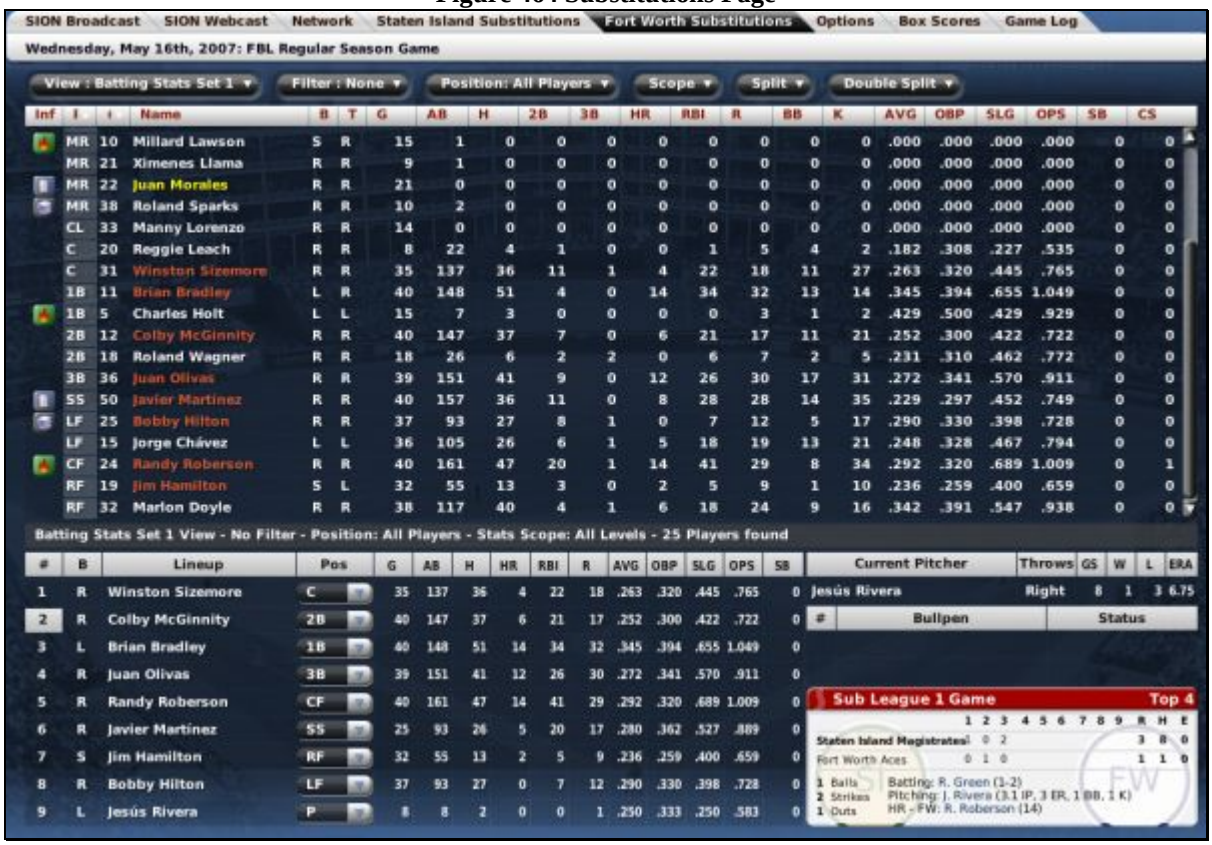
Figure 463 Edit or Write Recaps

Click on the Edit Recap link for a game that already has a recap, or the Write Recap link for a game without a recap.

23.7. 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 23.2.3.

Figure 464 Substitutions Page



23.7.1. Game in Progress Status Box

The bottom right has a small panel in which you can see the progress of the current game:

Figure 465 Game in Progress Status

23.7.2. Substituting on Offense (Pinch Hitting)

To insert a pinch hitter while you are the offensive team, drag a new hitter from the roster list on the top of the screen directly on top of the player you wish to replace in the lineup:

Figure 466 Roster List

Inf	P	#	Name	B	T	G	AB	H
	C	45	Vicente Méndez	R	R	34	108	23
	C	58	Keith Wright	R	R	3	4	3
	1B	39	Jason Clark	L	R	43	159	54
	1B	44	Danny Bryant	R	R	19	19	7
	2B	15	Greg Brown	R	R	38	73	15
	2B	9	Nolan Walker	R	R	42	146	26
	2B	21	Roy Joseph	R	R	26	18	1
	3B	34	Todd Jones	R	R	32	56	11
	3B	16	Brent Bingham	R	R	11	30	8
	SS	3	Nick Lee	S	R	42	152	53
	LF	24	Jeremy Brann	L	L	42	138	39
	CF	53	Jesús Tobías	L	L	41	159	35
	RF	29	Rich Lee	R	R	42	164	48

Players in red have already been used in the game, and cannot be inserted as pinch hitters.

Figure 467 Lineup

#	B	Lineup	Pos
1	L	Ricardo Green	RF
2	R	Beau Galloway	2B
3	R	Jed Cochran	1B
4	L	David Ritchie	LF
5	R	Chris Taylor	CF
6	S	Aurelio Santos	SS
7	L	Miguel Salazar	3B
8	L	Eric Burton	C
9	R	Luis Mendoza	P

The number of the player currently at bat is highlighted. Once you drag a player into the lineup, his position will be listed as “PH” (pinch hitter).

Figure 468 Pinch Hitter

4	L	Jesús Tobías	PH

You can choose a position for this player now by using the drop-down. If you do not choose a position, you will be prompted to choose a position for the player at the end of the half-inning.

23.7.3. Substituting on Defense (Position Players)

Defensive substitutions are handled similarly, by dragging players from the roster list into the batting lineup. You can also change the positions of players already on the field by changing player positions in the drop-downs next to each player.

23.7.4. Warming up Pitchers

If you have chosen to use the pitcher warmup rule, described in Section 23.2.1.3, then pitchers must be warmed up before being inserted in the game, or their performance may suffer drastically. A pitcher typically needs 12-15 pitches to get warm.

To warm up a pitcher, drag them to the bullpen box on the right side of the screen:

Figure 469 Pitcher Status

Warmup is based on pitches thrown, not batters faced. Pitchers warming up will also continue to get warm between innings.

23.7.5. Subtituting on Defense (Pitchers)

The Pitcher Status box shows the current pitcher, as well as any pitchers warming up in the bullpen. To substitute a pitcher, simply drag a pitcher over the pitcher listed in the current pitcher box.

23.7.6. Subtituting (The “Double-Switch”)

A double switch is a type of player substitution typically used only in leagues with no designated hitter rule. The double switch is usually used to avoid having a new pitcher bat soon after entering the game. In a double switch, a pitcher replaces a player who will not bat soon, and a defensive player replaces the former pitcher. This allows you to bring in a new pitcher without having him bat soon.

To execute a double switch in OOTPB when you are batting, use the following steps:

1. During your at-bat, insert a pinch hitter for pitcher, making sure that his position is PH.
2. Return to the game, and play out the rest of your at-bat.
3. When you take the field, OOTP will tell you that you need a new pitcher.
4. Change the pinch hitter’s position to his new fielding role, or drag a new fielder to replace the pinch hitter and give him a position.
5. Drag a new pitcher into the spot of the ex-fielder that's being replaced and change his position from “-” to “P.”

To execute a double switch in OOTPB when you are in the field, use the following steps:

1. While you are in the field, set the position of the defensive player you are replacing to "-".
2. Set the position of the pitcher you are replacing to "-".
3. Drag your new pitcher over the defensive player you are replacing.
4. Drag your new defensive player over the pitcher you are replacing.
5. Set the pitcher’s position to P
6. Set the new defensive player’s position.
7. Return to the game.

Note: There are other ways you can construct a double-switch. However, sometimes using different steps can cause the switch to be recorded strangely on the box score, for example showing that your pitcher played center field. Using these steps ensures that your box score will be as "true" as possible.

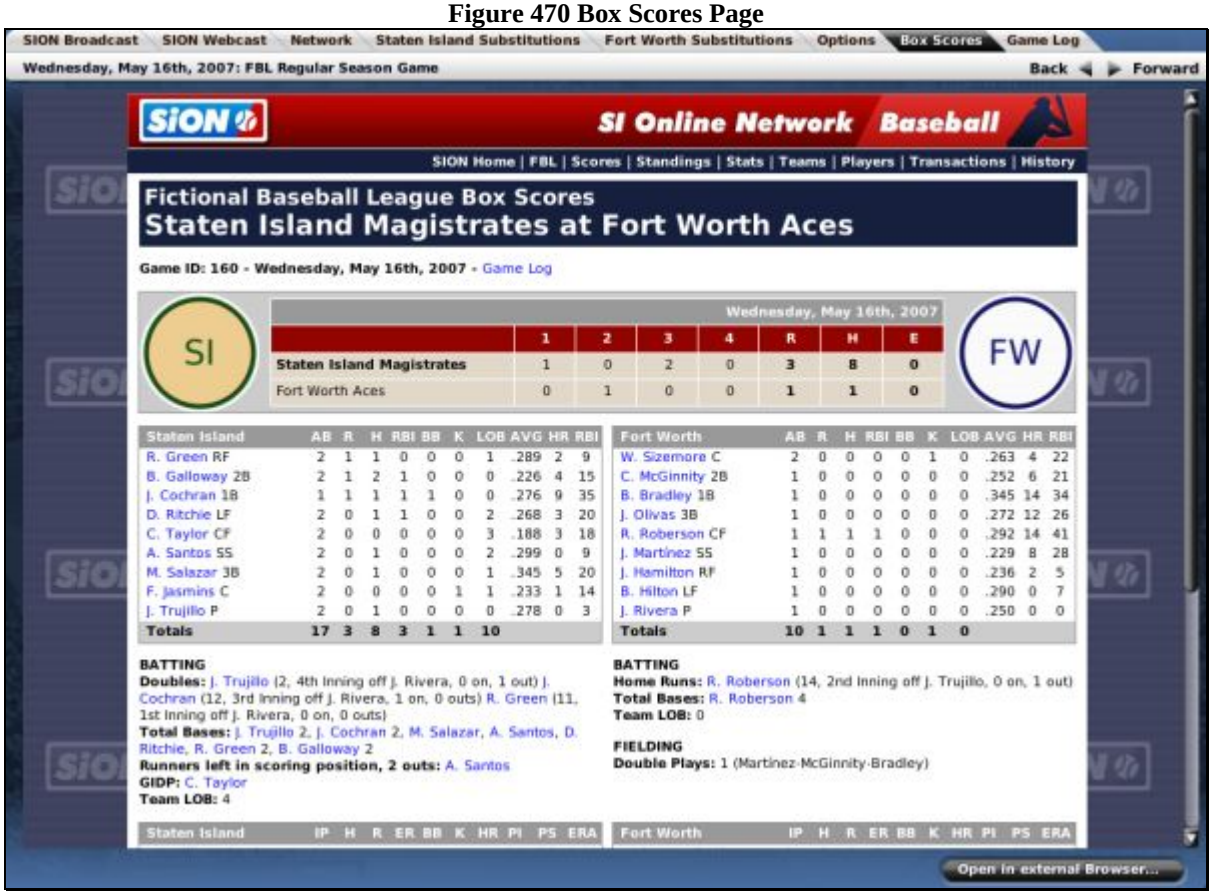
23.8. The Options & Stats Page

The Options & Stats page is identical to the Options & Team Stats page described in Section 23.2.1.

23.9. The Box Scores Page

The Box Scores page is an in-game report that is built dynamically as the game progresses.

Figure 470 Box Scores Page



This report is identical to the Box Scores report described in Section 11.44, except that it gets recreated after each pitch in the game.

23.10. The Game Log Page

The Game Log page is an in-game report that is built dynamically as the game progresses.

Figure 471 Game Log Page

This report is identical to the Game Log report described in Section 11.45, except that it gets recreated after each pitch in the game.

23.11. Impact of Weather on Games

OOTPB 2007 has a weather model. Each game played outdoors has weather, which can affect player performance and also the risk of injury. Some of the effects of weather include:

- players may tire more quickly on extremely hot days
- players may take a long time to get warmed up on cold days
- pitchers may take more pitches to warm up on cold days
- players are slightly more likely to suffer injuries in cold or rainy days
- pitcher stamina is less when the weather is poor

There are no weather-related delays or game cancellations in OOTPB 2007.

23.12. Hot-Seat Play-by-Play

Since OOTPB supports up to two managers in a single played out game, it is possible for two players in one location to play out a game in OOTPB in “hot-seat” mode. That is, you can play out a game with two human managers, who simply take turns at one keyboard making decisions.

24.0 OOTPB Online Leagues

Online leagues are the ultimate challenge in OOTPB. Why compete with a computer when you could compete with your friends? This section will walk you through the steps required to set up and run an online league.

24.1. How Do Online Leagues Work?

Online leagues in OOTPB are fairly simple. A group of players decides to start an online league. One or more players become the commissioners. These are the people who will "run" the league. In some online leagues, the commissioner also controls a team. Some online leagues have a mix of human- and computer-controlled teams.

The players who initiate an online league typically decide on the league configuration. The commissioner creates the game on his computer, and then provides a copy of the game to the other players, usually via a web site. The managers download the game files and then open up the game. Once they are in the game, they can make changes to their teams, such as setting up lineups. Once they are done making changes, they export those changes to a web site. The commissioner retrieves these team export files and imports the changes into the master copy of the game. The commissioner usually then auto-plays a fixed number of days and posts a copy of the league files again.

This process repeats itself throughout an entire baseball season. League events such as playoffs, free agency, and drafts are handled in different ways in different online leagues. There is no "right way" to handle these things. But the fundamental process continues: make changes, export, import, auto-play, new league file, repeat.

Note: Human managers cannot get fired by their owners in online leagues.

24.2. What Is Required?

To participate in an online league, all you need is a copy of OOTPB and the ability to connect to the internet so that you can download league files and export your changes. In fact, there are some online leagues in which the participants don't even have to own OOTPB! They submit all their changes through the commissioner.

The person running the league (usually the commissioner) typically needs access to a web server with a fair amount of available space and FTP hosting capability. Most online league commissioners create web sites for their leagues, some of which can be quite extravagant. OOTPB creates a vast number of HTML pages that can be uploaded to your league site. Generally, commissioners are reasonably web-savvy.

All members of an online league must have the exact same version of OOTPB installed, including any patches.

24.3. Setting up an Online League (Commissioner)

To start an online league, the commissioner first takes two steps:

1. Create and start a new game, almost as if you were going to play it solo.
2. Create manager identities for each of your human managers, and assign them to teams.

Once you have done this, you can proceed with getting your game turned into an online league. By default, all games are created without online capabilities enabled. You cannot turn on the online option until the game creation process is done.

Note: If you are going to play in an online league, but are not going to run it or be commissioner, you don't need to do any of this setup. Just wait until your commissioner is ready to provide a league file, and then download it.

To enable a game for online use, load the game and then select Game Setup from the Game menu. This will bring you to the Global Setup page, described in Section 4.4.1. Click on the tab entitled "Online Options" and select the checkbox in the top left entitled, "Enable Online League Mode."

Once you select this checkbox, a number of additional options will come available:

Figure 472 Online League Options

The creator of an online league needs to fill out information about the FTP server that will host all of the league files:

Figure 473 FTP Options

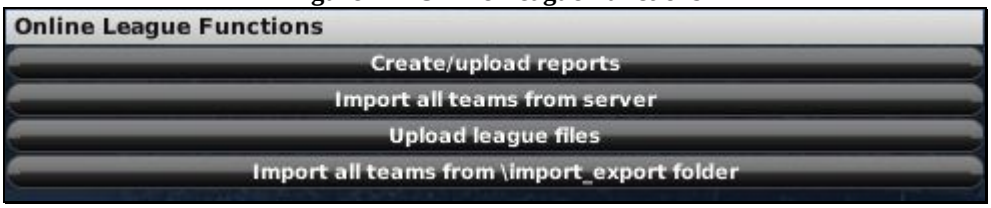
Option	Description
Enable Online League Mode	Check this box to enable a game for use in an online league. Solo leagues should leave this box unchecked.
Set Commish Password	Establishes a password for the commissioner. We highly recommend that all online league commissioners use a password!
Host	The full URL of your web server's host name. For example: ftp.myserver.com. *Note: You do not have to enter ftp:// before your server name.*
Port	The port number used by your web host. The default value, 21, is used by most FTP servers.
Reports Directory	The directory / path in which you want to store your OOTP reports on the web server. This entry should start with a slash (/) For example: /ootp/reports. *Note: For greatest reliability, use an all-lowercase directory path. This reduces the change of a conflict on case-sensitive operating systems.*

Team Exports Directory	The directory / path in which you want to store exported team settings created when online team managers export changes. This entry should start with a slash (/). For example: /ootp/exports. This directory will also store the complete league file that commissioners post for download. Technically, this could be the same location where the reports are stored, but it is recommended to keep them separate.
League File Name	The name of the league file for your league. By default, this will match the name of the league on the commissioner's computer, and there is normally no need to change this value. The commissioner can also use this field to specify a different name for the league file that is uploaded. This is useful, for example, if your league name has spaces in it, but you are hosting the file on a web server that doesn't behave well with file name that include blank spaces.
User	The username of the user account on the web server that will connect to the FTP server. This is determined between you and your Internet service provider, and not within OOTPB. *Note: User and password information will be shared by all human managers in your online league. However, the human managers are not able to to see the online league setup information, so they will not know the user name and password.*
Password	The password required for the above user account. *Note: This is not your OOTPB commissioner password. This is the username and password that you have with your Internet Service Provider (ISP).*
Test connection	Click this button to test the FTP connection using the settings you have provided.

24.4. Online League Functions (Commissioner)

The right side of the Online League Options page contains several online league functions that commissioners need to keep their league running:

Figure 474 Online League Functions



Option	Description
Create/upload reports	Generates HTML reports for your league, and is described further in Section 24.9.
Import all teams from server	Checks your FTP server for any team exports and imports them into your league. See Section 24.6 for more information on importing.
Upload league files	Creates a copy of your league files for your GMs to download. See Section 24.5 for more information on uploading league files..
Import all teams from \import_export folder	Imports any team export files stored in your \import_export directory. This can be used to manually import files when there are problems with FTP. See Section 24.6 for more information on importing.

24.5. Uploading League Files (Commissioner)

The first step an online league commissioner will need to do after creating a league will be to upload a copy of the files to the server so that the human managers can download the file. This process will repeat regularly throughout the life of the league.

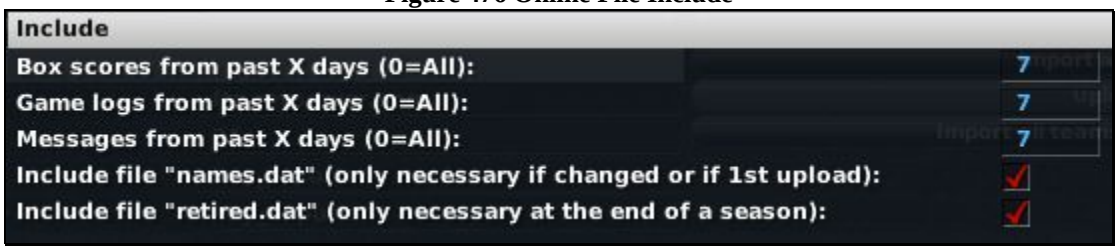
Commissioners can upload league files by clicking on the Upload League Files button

Figure 475 Uploading League Files

Creating a league file for your managers is simply bundling many files into a single archive file, and then uploading it to the FTP server. This page includes a number of different options that allow the commissioner to customize the set of files that will be included. The options selected here are important because they have a huge impact on the size of the league file that will be generated, and they also impact the experience of the other human managers.

In the top part of the page, the commissioner makes decisions about certain files to include:

Figure 476 Online File Include

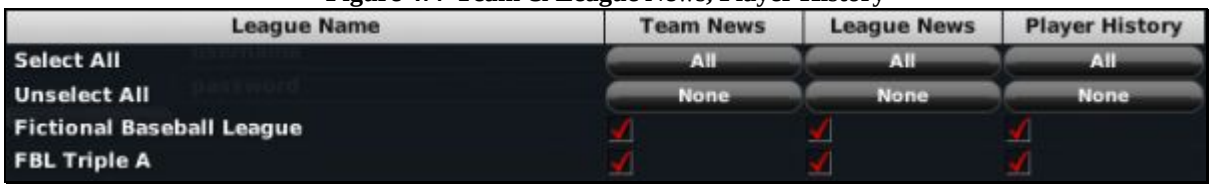


Option	Description

Box scores from past X days	Tells the game how many days' worth of box scores to include in the league file. Set this to 0 to include all game logs in your league.
Game logs from past X days	Tells the game how many days' worth of game logs to include in the league file. Set this to 0 to include all game logs in your league.
Messages from past X days	Tells the game how many days' worth of news messages to include in the league file. Set this to 0 to include all messages in your league. You should set these to at least the length of your usual sims, and may want to include more than that to ensure that GMs who fail to download an update aren't missing any files. If any of these files are missing from a GM's computer, they will see "blank" news and messages in their game.
Include file names.dat	Tells the game to include the names.dat file, which stores name data for your league. Typically, this is necessary only for the first league file you create, but it can also be necessary in these situations: • If you're uploading the file for a new owner or for someone who needs to completely reinstall the league (i.e. it's their very first file) • If you've altered the names in the game list by giving a person in the game a unique name
Include file retired.dat	Tells the game to include the retired.dat file, which stores retired player data for your league. Typically, it is only necessary to include this file for the first league file you create, and at the end of a season. If you don't include this file, then your managers will not be able to see the list of retired players in the game.

The next section of the page defines whether you will include news and history data:

Figure 477 Team & League News, Player History



In this section, each league in your game will be listed along with a series of three checkboxes across the screen, representing the following:

- Team News – news articles specific to individual teams
- League News – news articles specific to the overall league
- Player History – the history reports for players in the league

Use the checkboxes to determine whether you wish to include these items in the league file. You can also use the "All" buttons to select all of the leagues in that column, or the "None" button to deselect all of the leagues in that column.

Note: If you are going to be posting online reports to your web server, you may not need to include these files, as your general managers can just as easily read the news on your web site.

The bottom part of this page allows you to select the destination for your file and create the files:

Figure 478 Select Destination

The top line in this section contains the full path where the archived league file will be stored. This defaults to the import_export directory within your saved game directory. (By default on PCs: C:\Documents and Settings\user name\My Documents\Sports Interactive\OOTP Baseball 2007\data\saved_games\My Game.lg\import_export).

There should be no need to change this value unless you have a specific need to do so. If you do alter this path, be sure to press Enter once you are finished editing.

There are three remaining steps:

3. Click on the Create Files button. This will generate a text file in the destination directory called league_files.txt that lists all of the required files based on the settings you defined on the page. The bottom of the screen keeps a tally of the number of files in the list.
4. Click on the Create Archive button. This creates a tar.gz compressed archive file in the destination directory, named according to the league name you defined in the online league options described in Section 24.3.
5. Click on the Upload Archive button. This will upload the tar.gz file to the team exports directory defined in the online league options described in Section 24.3.

All of these steps are optional, and designed only to make a commissioner's job easier. Commissioners may choose to zip files with an alternate archiving tool, or use an external FTP client to transfer the files.

Note: Human managers in your league do not need to have any special software capable of handling tar.gz files. This is handled by the game. However, if you choose to use an archiving tool, you will need to ensure your managers all have the software required to open the archive.

24.5.1. What Files Should I Include?

For online league commissioners who wish to manually zip files, or who wish to look more closely at what files to include in a league archive, here is a more detailed breakdown about which files are stored where, and what they are used for. The "Req'd" (Required) column indicates which files absolutely must be in any league files you create.

Folder	Description	Req'd?
root (xxxx.lg)	Contains .dat files, the main data files for your league.	Yes
import_export	Contains export files from teams (team_X.ootp), as well as any other exports you have performed.	No
messages	Contains message text. Can be deleted, along with messages.dat, from the root folder. The game will recreate messages as necessary.	No
news/html/box scores	Contains box scores. Grows very quickly. Can be deleted from league files, but we recommend you keep a copy of the files somewhere. Box scores will not be viewable in the game if you delete these, but will still be viewable on the league website if	No

	included in the html reports.	
news/html/coaches	Contains HTML reports of coaches. You can delete these files; the game recreates them as necessary.	No
news/html/game_logs	Contains game logs. You can delete these files; the game recreates them as necessary.	No
news/html/history	Contains team history reports. You can delete these files; the game recreates them as necessary.	No
news/html/images	Contains images related to the game, such as player photos. You can delete these files if necessary. Many commissioners post this as a separate file to be downloaded once only, or once per year.	No
news/html/players	Contains HTML reports of players. You can delete these files; the game recreates them as necessary.	No
news/html/reports	This directory is not used.	N
news/html/teams	Contains HTML team reports. You can delete these files; the game recreates them as necessary.	No
news/html/temp	Contains temporary reports. You can delete these files.	No
news/txt/leagues	Contains league news and transaction files that should not be deleted, as well as game_logs that the game uses to create the HTML game logs. You can safely delete the game logs, although you will be unable to see game logs in the game if you do so.	Yes
news/txt/players	Contains player histories; do not delete!	Yes
news/txt/teams	Contains team logs, transactions, and so forth; do not delete!	Yes
page_links	Contains bookmark data.	Yes
settings	Contains game settings files. Not needed.	No
temp	Contains temporary files. Not needed.	No

24.6. Importing Team Files (Commissioner)

The whole online league system centers around the import/export process. Human managers export changes to their teams, as described in Section 24.8. Commissioners then import those changes into their master game file.

Commissioners have several ways to import files:

24.6.1. Import All Teams from Server

The Import All Teams from Server button is located in the Online League Functions described in Section 24.4. By clicking this button, OOTPB will connect with your FTP server and look in the Team Export directory defined in Section 24.3 for any team export files. If it finds any team export files, it will import them into the game.

24.6.2. Import All Teams from import_export folder

The Import All Teams from import_export folder button is located in the Online League Functions described in Section 24.4. By clicking this button, OOTPB will look for any team export files stored in the import_export folder within the saved game directory on your computer. If it finds any team export files, it will import them into the game.

This option is typically only necessary when a problem with the FTP server forces managers to send you export files through e-mail or some other method.

24.6.3. Import Teams Individually

Commissioners can also import team files individually from a menu within each team's pages in the game. As a commissioner navigates through a team's pages, such as their Roster page, there will be an Import/Export action menu:

Figure 479 Import/Export Action Menu

Import Team via FTP will attempt to import just the current team's file from the FTP server.
Import Team will attempt to import just the current team's file from the import_export directory.

24.6.4. Import File Settings

In the Game Preferences page described in Section 3.1.4, there are several options that define what OOTPB should do with team export files after the import process is complete. There are three options, as follows:

- Do not delete or rename files after import.
- Delete team export files after import.
- Rename team export files after import (the file will be renamed as team_#.ootp.imported_date_time; for example, team_1.ootp.imported_20070206_083110).

24.7. Loading Online League Files (Non-Commissioners)

Human managers in an online league have a fairly simple process. Periodically, the online commissioner will post a new game file for to download. Human managers need to download the file so that they can get into the updated game and make their next set of changes.

OOTPB provides an automated process for this. When online league mode is enabled, managers will see an additional option in the Game menu, entitled Load Online League File:

Figure 480 Load Online League File

By selecting this option, OOTPB will automatically contact your league's server. If there is an updated league file available, it will download and decompress the file automatically.

League files can also be downloaded from the server and unzipped manually. However, this process should be coordinated closely with your commissioner, and may require additional software to unzip the archive file, depending on the tools your commissioner is using. Typically, good commissioners will communicate this process thoroughly, so that even novice players can participate with little trouble.

The detailed list of tasks the Load Online League File feature performs are listed below:

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

24.8. Exporting Team Files (Non-Commissioners)

Once a human manager has a copy of the league file, it can be opened like any OOTPB saved game. A human manager makes changes to his team, after which he needs to export these changes so that the commissioner can apply them to his master copy of the game. Once a human manager has a copy of the league file, it can be opened like any OOTPB saved game.

24.8.1. What Changes Can be Exported?

Not all changes can be made by human managers. Some changes must be made by the commissioner. A human manager can make the following changes in his or her copy of the game, and these will be sent to the commissioner in the team export file:

- Scout assignments
- Changes to lineups, depth charts, pitching staff, or other settings related to team strategy
- Contract offers to players (extensions and free agents)
- Contract offers to team personnel (including extensions)
- Transactions and player movement within the team's organization (promotions/demotions, player releases, disabled lists, etc.)
- Coach firings and new jobs/assignments
- Waiver wire claims
- Human manager player and staff shortlists
- Mail message status (deleted messages, whether messages have been read or not, etc.)
- Manager options

The following tasks cannot be performed by a human manager in an online league:

- Auto-playing or playing out games
- Trades
- Team options, such as name, location, uniforms, colors, or financials, etc.
- Writing news articles or game recaps
- Accessing game setup information, or league or commissioner tools

These tasks must be handled by the commissioner of the league.

24.8.2. Exporting

To export changes, human managers in an online game have a new action menu on the bottom of each page in the Team menu, the Import/Export action menu:

Figure 481 Import/Export Action Menu

There are four options available in this menu.

Option	Description
Export Team	This exports all changes to your team to your local hard drive. The file created is named "teamXX.ootp" and is placed by default in the **saved_games\yourleague.lg\import_export** directory. Choose this option if you do not want to export the file directly to the server, such as if you have an external FTP program you want to use, or if your commissioner has asked you to send the file by e-mail.
Import Team	This option is used only by commissioners, and is described separately.

Export Team via FTP	This exports all changes to your team, and FTPs them to the online game FTP site, using the connection settings in the Global Setup page, described in Section 4.4.1.
Import Team via FTP	This option is used only by commissioners, and is described separately.

24.9. Generating and Uploading Reports (Commissioners)

OOTPB creates a vast number of web reports for each league. Luckily, as part of the online league functionality, you can easily run these reports for an online league and upload them to your server. Most commissioners do this on a regular basis so that players can view reports via the Internet. In many cases, providing the web reports also reduces the number of files that you need to add to your league file each time.

Reports for online leagues are generated by clicking the Create/Upload Reports button on the Online League Functions described in Section 24.4:

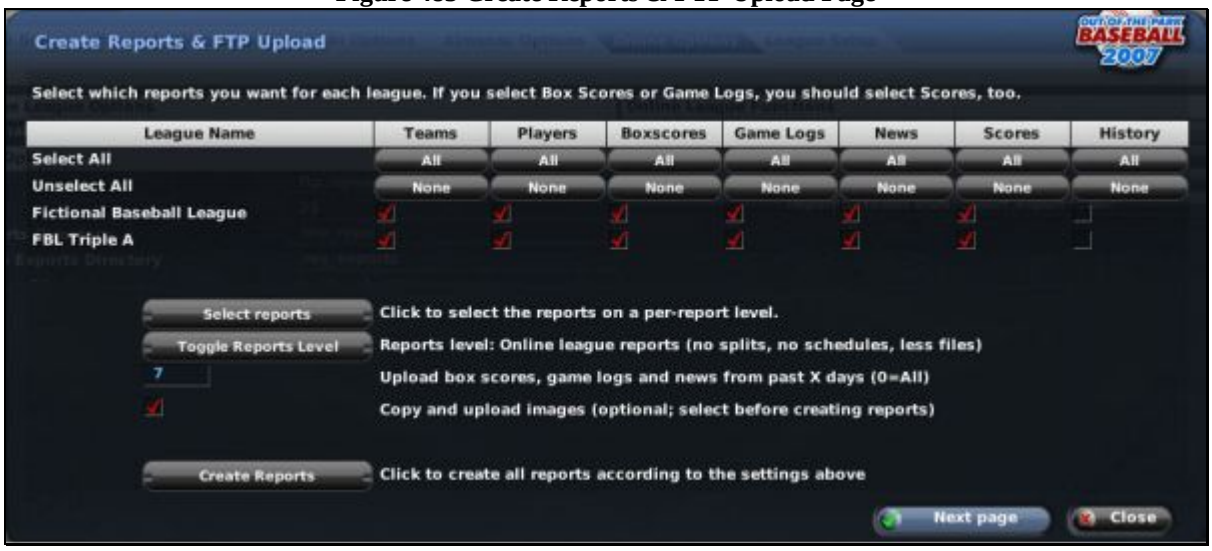
Figure 482 Online League Functions

This button will open the Create Reports & FTP Upload page.

24.9.1. Generating Reports

The Create New Reports & FTP Upload page is used to generate online league reports. There are a number of options here, to make the creation and upload process as simple and efficient as possible.

Figure 483 Create Reports & FTP Upload Page



In the top half of this page, each league in your game will be listed along with a series of seven checkboxes across the screen, representing the following:

- Teams – all team-specific reports
- Players – reports on individual players
- Boxscores – box scores from completed games
- Game Logs – game logs from completed games
- News – league and team news reports
- Scores – reports of scores and schedules (required if you want box scores or game logs)
- History – all reports for the selected leagues for prior seasons

Use the checkboxes to determine whether you wish to include these items in your reports. You can also use the "All" buttons to select all of the leagues in a column, or the "None" button to deselect all of the leagues in a column.

The bottom half of the screen includes several additional options:

Figure 484 Create Reports (Bottom)

Option	Description
Select Reports	Select Reports opens an additional window in which you can customize precisely which reports you wish to include in your file: Use the Activate/Deactivate All buttons to quickly check or uncheck the entire list. Once you have made changes, click Save to continue. *Note: Custom report selections made on this screen override any selections you make on the main reports screen!*

Toggle Reports Level	Switches between two different report levels: • Online League Reports – this option removes some of the less critical reports from the set in order to reduce the number of files and the time to upload. Reports removed include splits and schedule reports • Complete reports – this option generates all of the reports. This option isn't recommended for online leagues due to the number of reports generated.
Upload from past X days	Defines how many days worth of box scores, game logs, and news you wish to include in the reports. Set to 0 to include all box scores, game logs, and news. In order to ensure that you have a comprehensive set of reports online, you should set the number of days of box scores, game logs and news to include to the number of game days that have passed since you last uploaded the reports.
Copy/Upload Images	Defines whether your reports should include images or not. Since images do not change often, most commissioners will include images for the first report generation, and remove them from subsequent report generations. In most cases they are only necessary once or twice a season, but if you are using fictional player faces, and especially if you have it set to update any pictures on demand, you may wish to include them more often.
Create Reports	This creates all of the selected reports, but does not upload them to the server! Reports are stored in the news\html directory within your saved game directory.

24.9.2. Uploading Reports

Once you have created your reports, click on the Next Page button at the bottom of the page.

Figure 485 Upload Reports

There are several options on this page:

Option	Description
Upload files now	Uploads all reports to the server, one by one. This process can be fairly time consuming, depending on the number of reports you generated.
Create archive	Zips and compresses all of the selected reports into one archive file in tar.gz format. This is optional.
Upload archive	Uploads just the single archived report file to the server. This is a much faster way of transferring your reports, but it requires that you have the ability to unzip files on your server. Not all Internet service providers allow this. Check with your Internet service provider for more information. This is optional.

Select folder	Opens a file browser window in which you can select another folder where you would like to copy your reports. For example, some commissioners might like to store their reports on an external hard drive. This is optional.
Copy files now	Copies the selected reports from your league directory to the folder selected above. This is optional.

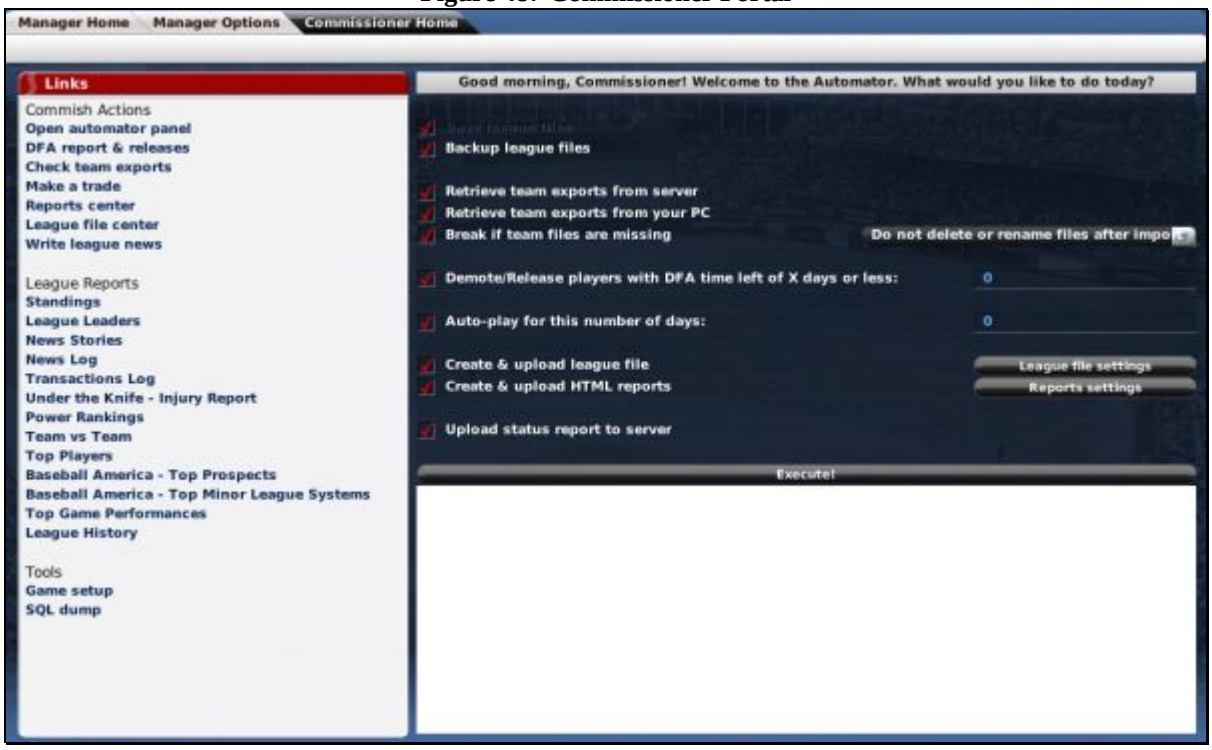
24.10. Commissioner Portal

Whew, there's a lot involved with being a commissioner! Well, OOTPB 2007 takes this into account, and has provided an additional set of tools that should make life for online league commissioners much easier. It's the Commissioner Portal. When you are logged into the game as the commissioner of an online league, a new option comes available in the Manager menu, entitled Commish Portal:

Figure 486 Commish Portal in Menu

This new menu option opens a page very similar to the Manager Home page, only designed specifically for online league commissioners:

Figure 487 Commissioner Portal



For the Commissioners of an online league, the Commissioner Home screen is one of the most important in the game. From this screen you can perform all of the most common tasks associated with administering an online

league. It also acts as a hub, providing links to many of the most commonly used screens in OOTP. The screen is divided into panes sections. On the left is a set of links broken into three sections:

Section	Description
Commish Actions	Tasks central to the process of running a sim. See Section for more information on Commish Actions.
League Reports	Contains links to commonly used league reports. There is no new functionality here, these are simply links to help you get to key areas more quickly.
Tools	Contains links to tools and setup pages in the game. There is no new functionality here, these are simply links to help you get to key areas more quickly.

The right pane displays different commissioner tools, beginning with the "automator."

24.10.1. The Automator Panel

When the Commissioner Home is first opened, the screen defaults to displaying the Automator panel. Running an online league is a repetitive process. GMs submit changes, and then the commissioner auto-plays a fixed amount of time, one "sim session." There are often a number of little tasks commissioners have to perform before each sim session. The Automator is a powerful tool that distills this repetitive process into a list of tasks that can be executed with one click.

Figure 488 The Automator Panel

The Automator contains a list of optional tasks that a commissioner may want to perform during each sim session. Check the boxes next to the tasks you wish to include in your sim session, and then click Execute to run your session.

The options on this screen are as follows:

Option	Description
Save league files	Saves the league file. This is a required step before any online sim session.
Backup league files	Backs up the league file, using the backup process described in Section 4.9.

Retrieve team exports from server	Imports team exports from the server, using the import process described in Section 24.6.1.
Retrieve team exports from PC	Imports team exports from your PC, using the import process described in Section 24.6.2.
Break if team files are missing	This will cause the automator process to stop immediately if any team export files are missing. Some leagues may require this as a way to ensure that all teams have submitted exports before proceeding.
Demote/release players with DFA time left of X days or less	This will cause the automator to search for any players with X days or less left on DFA. If it finds any such players, it will first attempt to demote them to a minor league team in the team's organization. If it cannot do this, the players will be released. This process happens is repeated after each auto-played day in the sim session. So, if you've elected to auto-play 7 days, it will check the players on DFA after each day.
Auto-play for this number of days	Determines the number of game days the sim session will auto-play.
Create & upload league file	Creates and uploads the league file to the league server, using the most recent settings. Settings can be configured by clicking the League File Settings button. This behaves identically to the Uploading League Files process described in Section 24.5.
Create & upload HTML reports	Creates and uploads HTML reports to the league server, using the most recent settings. Settings can be configured by clicking the Reports Settings button. This behaves identically to the uploading reports process described in Section 24.9, with one exception: The Reports Settings page here includes a button entitled "Toggle Upload Mode." This enables you toggle between uploading reports one-by-one, or as a single archive file.
Upload status report to server	Uploads a basic HTML page ("online_league_status.html") to the "team exports" directory that you specify on your server. This file is a log of actions completed by the automator. It lists team files imported as well as any errors in the import process, how many days were simmed, and whether a league file was uploaded successfully or not. This provides a quick way for owners or commissioners in an online league to check if a sim has been completed successfully. Here is a sample of the status report: Date/time: Friday, March 16th, 2007 11:59:41 Saving the database... Database has been saved Starting to retrieve team files from server... Successfully imported team Athens Pirates from server Error: Could not import team Baltimore Baysox from server. Error during FTP download. Not found Successfully imported team Boston Dockworkers from server Successfully imported team Cheyenne Channel Cats from server Successfully imported team Decatur Wolves from server Finished retrieving teams from server Starting to release players from DFA...11 days Finished release_dfa successfully Starting simulate_days: 7 days Finished simulate_days successfully Saving the database... Database has been saved

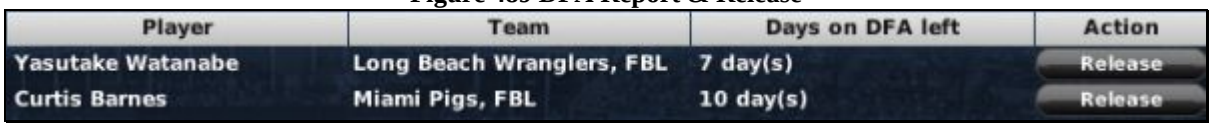
	Starting creation and uploading of the league file... Finished creation and uploading of the league file successfully Starting to upload the online league status report...
Execute!	Executes the sim session using all of the checked tasks from the automator panel.

24.10.2. The DFA Report & Releases Panel

The DFA Report & Releases panel is important information for online league commissioners. In the past, commissioners have often been forced to check teams one by one to find players whose DFA time would expire during the next sim session, because the game would not allow auto-play to continue until these cases were handled.

With the DFA Report & Releases panel, commissioners can quickly see which players are currently on DFA, and how many days they have left.

Figure 489 DFA Report & Release



Player	Team	Days on DFA left	Action
Yasutake Watanabe	Long Beach Wranglers, FBL	7 day(s)	Release
Curtis Barnes	Miami Pigs, FBL	10 day(s)	Release

Commissioners can also release players immediately from this panel by clicking on the Release button. You can click on the name of any player displayed here to open his profile, and the name of any team to go directly to that team's Transactions screen.

Commissioners should use this screen (or the Automator) prior to simming games to quickly release all players whose DFA time will run out during the sim. This will prevent OOTP from stopping repeatedly in the middle of the sim with requests that each player be dealt with individually before the sim can continue.

See Section 19.8 for more information about DFA.

24.10.3. The Check Team Exports Panel

The Check Team Exports Panel provides additional information about the most recent export files from each team in your online league:

Figure 490 Check Team Exports Panel

Team	ID	Date	Current	Import
Cleveland Coral Snakes, FBL	21	None	No	Import
Fort Worth Aces, FBL	17	None	No	Import
Las Vegas Senators, FBL	22	None	No	Import
Long Beach Wranglers, FBL	18	None	No	Import
Miami Pigs, FBL	24	None	No	Import
Milwaukee Generals, FBL	23	None	No	Import
Seattle Beach Bums, FBL	20	None	No	Import
Staten Island Magistrates, FBL	19	None	No	Import

The panel lists each team in your online league, along with their team IDs (which correspond to the filenames used for each export, in the form of "team_ID.ootp"), the game date of the most recent export from that team, a Yes/No confirmation of whether that export is from the current game date or not, and an action button to attempt to import a new file for each team. The bottom of the screen also has two action buttons that provide additional functions:

24.10.3.1. Import All Teams

The Import All Teams button opens a window that allows you to import all the teams in your league at once:

Figure 491 Import All Teams

Click the Start Download button to begin the import, and click the Cancel button when it's done to close the window again.

24.10.3.2. FTP Settings

The FTP Settings button opens up the Online Options page described in Section 4.4.5, so that you can adjust FTP settings.

24.10.4. Other Commish Actions

The Commish Actions section contains several other links, all of which involve functionality that is covered elsewhere in the game guide.

Option	Description
Open automator panel	Described above.
DFA report & releases	Described above.
Check team exports	Described above.
Make a trade	Takes you to the Initiate Trade subpage described in Section 17.6.5.
Reports center	Takes you to the Create Reports & FTP Upload page described in Section 24.9.1.
League file center	Takes you to the Archive & Upload League Files page described in Section 24.5.

Write league news	Takes you to the Write/Edit News page described in Section 6.2.1.2.

24.10.5. League Reports Links

The League Reports section contains a link to many of the more common league reports. These are all described elsewhere.

24.10.6. Tools Links

The links in this section take you to the Game Setup page described in Section 4.4, and the Database Info page described in Section 4.5, where you can quickly run a dump of your league's data to CSV or SQL.

25.0 Tools, Functions, and Editors

OOTPB provides a vast array of tools, functions, and editors that allow for unparalleled customization of your baseball world. Since these tools are located throughout the game, rather than explain them in numerous different places, we have elected to compile information about all of these tools in one central location. In many cases, you must be logged into the game as a commissioner to use these features.

25.1. League Functions

Many of OOTPB's tools and functions are centralized in a single page, the League Functions page, which can be accessed in several ways:

- Select Game Setup from the Game menu, then click on the Functions tab.
- Click on the tools icon in the League section of the icon bar at the bottom of the screen.
- Click on the Game Setup link at the bottom of either the Manager Home page or the Commish Portal.

The League Functions page has a scrollable list of functions, together with a text description of those tools. Most of these functions are also available in action menus at the bottom of the screen. The functions are the same – they're provided in two ways to suit different preferences for how to access the functions.

Figure 492 Functions Page

Most of the functions accessible through this page affect only one league. To change which league you wish to affect, click a league in the Select League box on the left side of the page. The league functions are divided into 7 categories: General Functions, Editors, Fictional Picture Functions, Roster Functions, Financial Functions, Import/Export Functions, and Other Functions.

Many league functions are only available at specific times during a season, in order to ensure the integrity of your league. Functions that are not currently available are grayed out. See the on-screen descriptions or the descriptions in this document for details about when certain functions are unavailable.

25.1.1. General Functions

There are three functions in the General Functions section:

Option	Description
Delete this league	Deletes the currently selected league. When a league is deleted, all teams are deleted, and the players are dumped into the free agent pool. A deleted league cannot be undeleted!
Expand League and Expansion Draft	This starts the league expansion wizard described in Section 25.2. You can use this to add teams to the league and schedule an expansion draft. This option is only available during the preseason or offseason, and only if automatic expansion is disabled.
Release all players & schedule inaugural draft	Releases all players and schedules a fantasy draft for the next day. You can only perform this function on parent leagues. People sometimes do this after simulating several years to give the players some statistics, then redistribute the players to the various teams in the league through an inaugural draft. This option is only available during the preseason.

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

25.1.2. Editors

There are three editors listed in the editors section of the League Functions page:

- Edit League Structure, described in Section 25.4.6
- Edit League Schedule, described in Section 25.4.7
- Edit Ballparks, described in Section 25.4.5

These editors can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

25.1.3. Fictional Picture Functions

The Fictional Picture Functions are identical to the options on the Player / Picture Options page described in Section 4.4.2.4.

These functions can be accessed through the scrollable list on the League Functions page, or through the Player/Coach Pictures action menu at the bottom of the page.

25.1.4. Roster Functions

There are seven functions in the Roster Functions section:

Option	Description
Release All Players / Clear Rosters	All players at all levels in the league will be released into the free agent pool.
Fill teams with fictional players	Creates fictional players and assigns them to all empty roster slots throughout the selected league. For example, if your league has an active roster of 25 people, and Team A has only 22 people, three fictional players will be created for that team. Fictional players created in this manner are typically very weak players, so as not to unbalance the league.

Run computer manager on all teams	Asks the computer to review all teams in the league and any affiliated leagues, and make any roster changes it feels are necessary. You could use this, for example, if you have made changes to a computer's team, and would like to revert those changes.
Set all teams to NOT allow AI roster changes	Prevents the AI from making any roster changes to any teams in the selected league and any affiliated leagues. This is typically only used by players who wish to control every aspect of every team throughout their leagues.
Set all computer-controlled teams to allow AI roster changes.	Restores the ability of the AI to control non-human teams.
Set all teams to being controlled by X	Puts the currently active manager identity in charge of all teams in the selected league and any affiliated leagues. This is useful when you want no AI moves at all, and want the game to act as if you were managing every single team.
Set all teams back to being computer-controlled	This sets all teams back to being AI-owned and controlled.

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

25.1.5. Financial Functions

There are three functions in the Financial Functions section:

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

These functions can be accessed through the scrollable list on the League Functions page, or through the Functions action menu at the bottom of the page.

25.1.6. Import/Export Functions

There are several Import/Export functions available in OOTPB. These are mainly helpful to players with more technical experience. Some people use these functions to edit rosters or player statistics. Others use exported data to create third-party utilities.

Warning! Importing data of any kind into a league is a risky proposition. Be sure to back up your data before using any import functions.

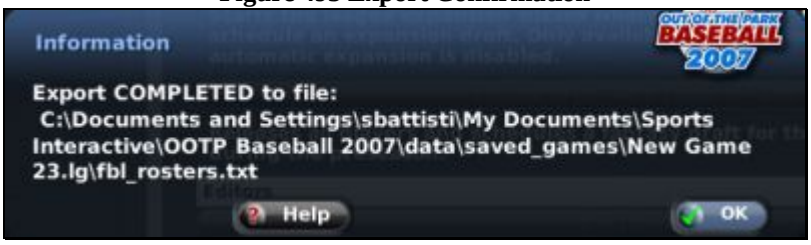
These functions can be accessed through the scrollable list on the League Functions page, or through the Import/Export action menu at the bottom of the page. The MS Access, MySQL, and CSV dumps can also be accessed through the Tools action menu on the Database Info page described in Section 4.5.

25.1.6.1. Import/Export Rosters

The import/export rosters functions give you the ability to export team rosters to a simple text file. You can then edit this file and re-import the rosters into the game, giving you a quick way to mass-edit your players.

When you choose Export Rosters, you will be prompted for a file name, and then you will receive a confirmation that will let you know where the file has been saved:

Figure 493 Export Confirmation



The roster file is a simple text file that lists all players in the league in a comma-separated format, broken out by teams. Free agents are listed at the bottom of the file. The file itself includes the list of all the fields used in the file, as well as the numeric team IDs.

If you wish to edit the rosters, simply modify the text file, and then re-import the file using the Import Rosters function.

Warning: Never import roster files that are not based on an OOTPB export file. The results could ruin your league!

25.1.6.2. Import/Export Stats

The import/export stats functions give you the ability to export player statistics to three simple text files. You can then edit these files and re-import them into the game, giving you a quick way to mass-edit your players' statistical history.

Selecting export stats will create three files in the "root" of your saved game directory (Your League.lg):

- player_batting_stats.txt
- player_fielding_stats.txt
- player_pitching_stats.txt

As with rosters, the files include some simple information that will help you compile information correctly. To import updated statistics, simply edit these files and select the Import Stats function to re-import the statistics.

Note: To import statistics, one or more of the files listed above must be present in the root of your saved game directory. You cannot rename these files or import files from another directory.

25.1.6.3. SQL/CSV Dump

OOTPB offers the ability to export all of your league data to a series of files in one of three formats:

- CSV (comma-separated files; you can also control the delimiter used in the CSV dumps via the Game Preferences Page described in Section 3.1.4.)

- MS Access
- MySQL

All files created by these processes are placed in the import_export directory in your saved game directory. While the CSV process dumps data, the MS Access and MySQL processes actually dump SQL scripts that can be used to create an MS Access or MySQL database.

Each of these dumps also has a "configure" option. This option opens a separate window:

Figure 494 Configure Data Dump

These profiles allow you to select the specific tables you wish to include in your data dumps. You can check or uncheck all using the Activate and Deactivate buttons on the left.

There are also a few additional options at the top of the page:

- replace accents – Replaces foreign characters/accents with their standard U.S. English counterparts, to avoid problems with data programs that cannot handle accents
- dump only cities in use – Limits the dump to just cities that are currently in use. Since the OOTPB cities database has over 90,000 entries, this can save a significant amount of unnecessary data.
- dump only nations in use – Limits the dump to just nations that are currently in use. Since the OOTPB nations database has over 200 entries, this can save a significant amount of unnecessary data.

The MS Access, MySQL, and CSV dumps can also be accessed through the Tools action menu on the Database Info page described in Section 4.5.

Users who are interested in SQL/CSV dumps should also review the Almanac, described in Section 25.3, because of its ability to schedule regular SQL/CSV dumps.

Note: In online leagues, you are required to enter the commissioner password before you can use these tools. This is because these tools export raw data, such as the true ratings for all players.

25.1.7. Other Functions

There are eight functions listed in the Other Functions section:

Option	Description
Randomize Cities	Randomizes the cities of all teams in the currently selected league, but not in any affiliated leagues.
Randomize Team Nicknames	Randomizes the nicknames of all teams in the currently selected league, but not in any affiliated leagues.
Randomize Player Names	Randomizes the player names of all players in the selected league and any affiliated leagues.
Erase the service time of all players	Sets the service time (all types) of all players in the selected league and any affiliated leagues league to 0. This option is commonly used in leagues where all players begin as rookies. See Section 18.4 for more information about service time.
Run SISA Rescout	Forces the SISA scouting organization to rescout the entire league and affiliated leagues.
Erase <league> career stats of all players	Erases all career stats for all players, but only for the specifically listed league. Any stats accumulated while playing in other leagues will remain intact.
Erase all career stats of all players	Erases ALL statistics for all players in the currently selected league and all affiliated leagues.
Erase the entire league history	Erases all history (leagues, teams, and players) in the currently selected league and all affiliated leagues.

25.2. League Expansion

OOTPB includes an in-game expansion wizard, allowing you to expand your league and schedule a one-time expansion draft.

This option is only available during the preseason or offseason. Additionally, the league expansion wizard cannot be used if you have enabled automatic expansion in the described in the historical progressing options described in Section 3.4.9.2.

To expand your league, go to the League Functions page by one of these methods:

- Select Game Setup from the Game menu, then click on the Functions tab.
- Click on the tools icon in the League section of the icon bar at the bottom of the screen.
- Click on the Game Setup link at the bottom of either the Manager Home page or the Commish Portal.

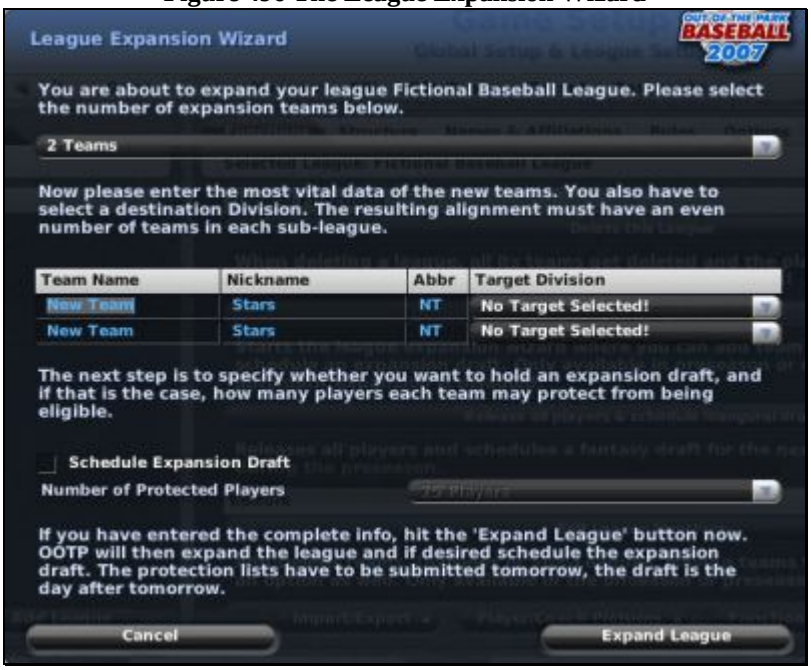
From there, select the Expand League and Expansion Draft button:

Figure 495 Expansion Button

25.2.1. League Expansion Wizard

When you click on the Expand League & Expansion Draft, you will be brought into the League Expansion Wizard:

Figure 496 The League Expansion Wizard



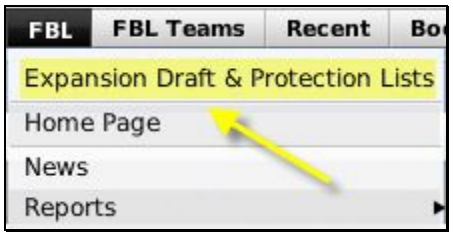
Expanding using this wizard is simple:

1. Choose the number of teams to expand. You can choose from 2, 4, 6, 8, or 10 teams.
2. Enter the new team names, nicknames, and abbreviations, and select a target division for each team. The resulting alignment must have an even number of teams in each subleague!
3. If you wish to hold an expansion draft, check the “Schedule Expansion Draft” checkbox and select the number of players each existing team can protect. (This can be from 0 to 30 players.)

4. Click the Expand League button. if you elected to hold an expansion draft, the draft will be scheduled for two days from now. In the intervening day, teams will have to submit protection lists to the league.

25.2.2. Expansion Drafts – Protecting Players

If you chose to hold an expansion draft, immediately a new option becomes available in the League menu:



A special link will also appear on the Manager Home page:

In an expansion draft, each of the existing teams in the league is allowed to "protect" a certain number of players, as determined in the League Creation Wizard. These players cannot be drafted by the expansion teams. As a result, in preparation for an expansion draft, all human managers who own teams that are not expansion teams must submit a list of protected players within the day following the running of the league expansion wizard.

25.2.3. Protection Lists

To submit an expansion list, click on the Expansion Draft & Protection Lists link and then click on the Protection Lists tab:

Figure 497 Expansion Protection List

The top part of the screen has a drop-down listing all of the teams that currently exist in the league. You can view any team's expansion list, but of course you cannot make changes to any list but the one you control.

To protect a player, drag him from the roster list to the Protected Players pane on the right side. The Protected Players pane will inform you of the maximum # of protected players, and how many players you have protected. You can also remove a player from the list by clicking the Unprotect link next to a player's name.

Using the button in the lower right corner, you can also ask your manager to compile a list for you.

When you are certain you are done, click on the SUBMIT PROTECTION LIST button to finalize your list. Once you do this, you cannot make any further changes. The expansion draft will be held on the next day.

25.2.4. The Expansion Draft

The expansion draft itself proceeds exactly like an inaugural draft or first-year player draft, as described in Section 16.6.2, except that only the expansion teams are allowed to choose players. Just as with a regular draft, a draft log is generated. Drafting continues until all players have been chosen.

Expansion drafts generally run for 35 rounds. Expansion teams must populate the remainder of their rosters by trades, or through free agency.

25.2.5. After the Draft

If you didn't pay close attention to the draft, for example if you weren't drafting, you can check out the draft log from the League Home page described in Section 11.2 to see who was chosen. In OOTPB 2007, there is no mail notification or report that tells you which players your team lost.

25.3. The Almanac

The Almanac is a new addition in OOTPB 2007 that allows you to "archive" some or all of your records from a specific season. One way to think of the Almanac is like a high school yearbook. You are taking a snapshot all of your league reports as of a specific date, so that you can go back and look at them later.

The Alamanc can also automate the process of exporting league data to raw data formats.

By default, certain files in OOTPB are deleted after each season to conserve disk space, most notably box scores and game logs. With the Almanac, you can preserve these records for the life of your league. You can also store a copy of all the HTML reports from the most recently completed season, so that you can stroll back through time.

The Almanac is turned off by default. It's only needed if you feel a particular desire to retain certain records year after year – those "snapshots" of specific years. Even with the Alamanac off, all player historical statistics are retained!

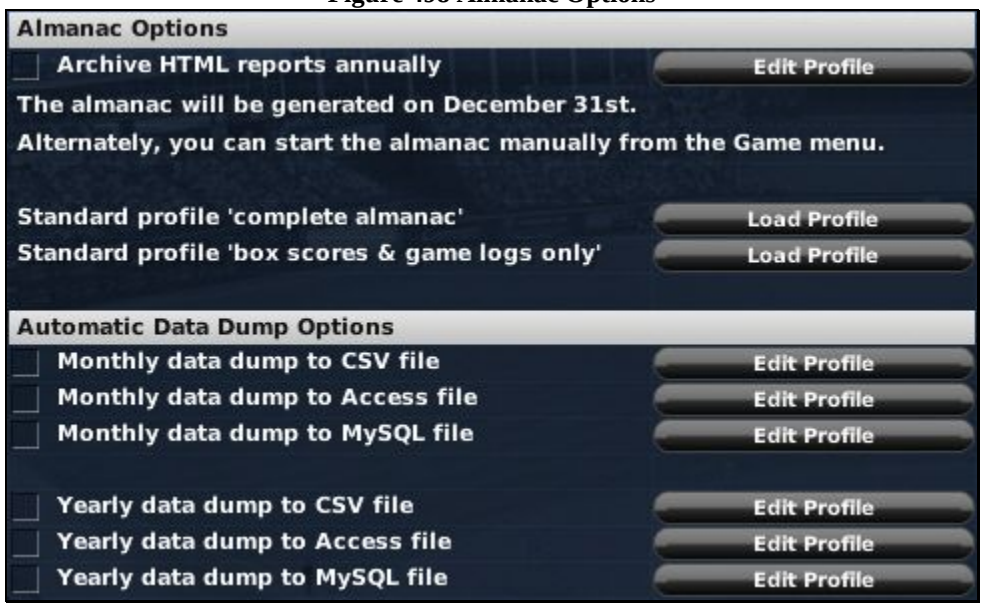
If you choose not to have an almanac, you will lose the following:

- the individual box scores and game logs from specific seasons
- the ability to look at a snapshot of a specific year, for example the ability to look at a team's home page from 10 years ago

25.3.1. Turning on the Almanac

The Almanac Options contain seven different options, each of which can be turned off by selecting the checkboxes on the left of the screen. You can enable any combination of the seven options:

Figure 498 Almanac Options



Option	Description
Archive HTML reports annually	Once per year, on December 31st, generates and archives the HTML reports specified in the profile. You can also choose to load one of two "default" profiles: • Complete Almanac – includes all files • Box Scores & Game Logs only – this stores just the box scores and game logs, which are deleted each year
Monthly data dump to CSV file	On the first of each month, automatically exports league files to .csv format. See See Section 25.1.6.3 for more information on exporting data.
Monthly data dump to Access file	On the first of each month, automatically exports league files to Access format. See Section 25.1.6.3 for more information on exporting data.
Monthly data dump to MySQL file	On the first of each month, automatically exports league files to MySQL format. See Section 25.1.6.3 for more information on exporting data.
Yearly data dump to CSV file	On the last day of each year, automatically exports league files to .csv format. See See Section 25.1.6.3 for more information on exporting data.
Yearly data dump to Access file	On the last day of each year, automatically exports league files to Access format. See Section 25.1.6.3 for more information on exporting data.
Yearly data dump to MySQL file	On the last day of each year, automatically exports league files to MySQL format. See Section 25.1.6.3 for more information on exporting data.

You can also access the Almanac Options page from the Game menu.

25.3.1.1. Using the Almanac to Save HTML Files

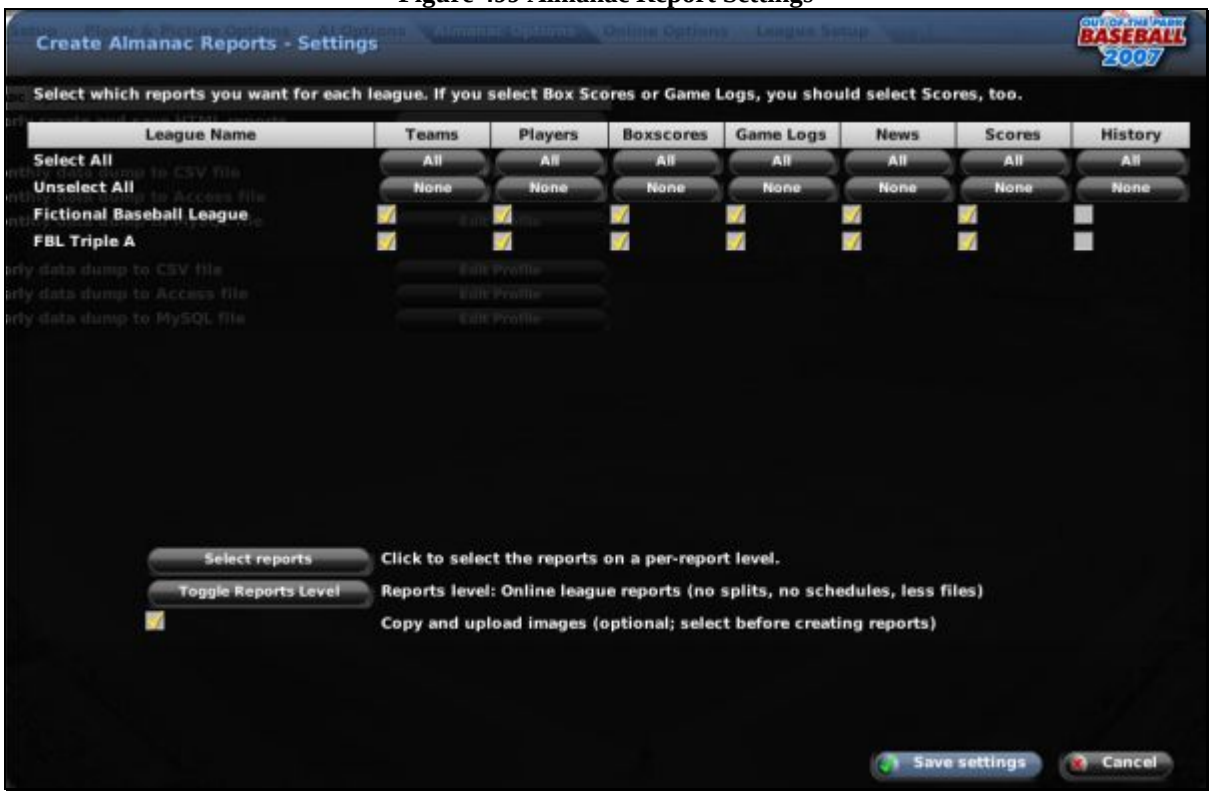
The Almanac does not provide any different or new reports. It simply creates a copy of the league's current HTML reports. To turn on the almanac for HTML reports, click the checkbox next to "Archive HTML reports annually."

You can also choose to load one of two default profiles by clicking one of the Load Profile options:

- Complete Almanac – includes all files
- Box Scores & Game Logs only – this stores just the box scores and game logs, which are normally deleted each year. Choose this profile if you don't really care about archiving all of your HTML files, but you don't want to lose your box scores and game logs each year.

You can also customize which reports are added to the Almanac by clicking on the Edit Profile button on the right:

Figure 499 Almanac Report Settings



These profile settings behave identically to the online report settings defined in Section 24.9.

This almanac process moves all of the HTML reports for the just-completed season into an extra folder: /news/almanac_2007 if the season was the 2007 season, /news/almanac_2008 for the next, and so on.

25.3.1.2. Using the Almanac to Export Data

The other six almanac options allow you to automate data exports. Each export option also has a profile that differs from the HTML profile. The process for configuring this profile is described in Section 25.1.6.3.

You can update these settings at any time, and once saved, they will remain in effect any time the almanac runs.

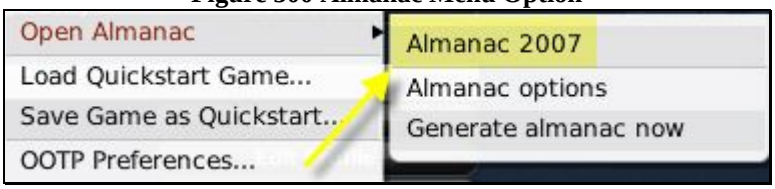
25.3.1.3. Generating the Almanac

If you have enabled the Almanac, the almanac will be generated automatically each December 31st. However, you can also generate the Almanac manually at any time by selecting "Generate almanac now" from the Game menu, Open Almanac option.

25.3.1.4. Accessing the Almanac Later

Once a season's data has been archived in the almanac, the Open Almanac option in the Game menu will gain a new option labeled with the season that was just archived:

Figure 500 Almanac Menu Option



25.4. In-Game Editors

OOTPB contains a number of in-game editors. Three of these editors are accessible through the League Functions page (League Structure, Ballpark, and Schedules). The remaining editors appear in various areas of the game when you are logged in as the commissioner. For example, the player editor becomes accessible from player profile page. If you are not the commissioner, these editors will not be visible.

25.4.1. Player Editor

The Player Editor is available as the far right tab when you are logged in as the commissioner and looking at a Player Profile:

Figure 501 Player Editor Tab

The Player Editor allows you to make changes to almost every aspect of a player. You can move players to other teams, make them free agents, give or remove injuries, and change player ratings:

Figure 502 Player Editor

Changes made in the editor take effect immediately. There is no save button, but be sure to hit the Enter key after making any changes to text fields.

Note: Player ratings are shown using the internal rating range of 1–250. Be sure to adjust the values according to that rating scale, not the rating scale you are using for display.

25.4.2. Coach Editor

The Coach Editor is available as the far right tab when you are logged in as the commissioner and looking at a Coach Profile:

Figure 503 Coach Editor Tab

The Coach Editor allows you to make changes to almost every aspect of a coach, scout, or doctor:

Figure 504 Coach Editor

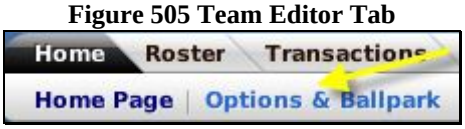
Changes made in the editor take effect immediately. There is no save button, but be sure to hit the Enter key after making any changes to text fields.

Note: Coach ratings are shown using the internal rating range of 1–200. Be sure to adjust the values according to that rating scale, not the rating scale you are using for display.

25.4.3. Team Editor

The Team Editor is available as one of the subpages on the Team Home page, under Options & Ballpark:

Figure 505 Team Editor Tab



The Team Editor allows you to make changes to almost every aspect of a team. Some of this information is also accessible by a team's manager. Team information that can be edited by a manager is covered in Section 7.1.2.1.

Figure 506 Team Editor

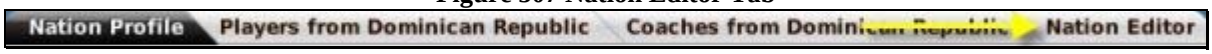
Changes made in the editor take effect immediately. There is no save button, but be sure to hit the Enter key after making any changes to text fields.

In the top right, a commissioner can change the ballpark used by the selected team. In the lower right, commissioners have access to an Edit Ballpark action button that opens the Ballpark Editor described in Section 25.4.5.

25.4.4. Nation Editor

The Nation Editor is available as the far right tab when you are logged in as the commissioner and looking at a Nation Profile:

Figure 507 Nation Editor Tab



The Nation Editor allows you to make changes to almost every aspect of a nation:

Figure 508 Nation Editor

Changes made in the editor take effect immediately. There is no save button, but be sure to hit the Enter key after making any changes to text fields.

25.4.5. Ballpark Editor

OOTPB has three additional pages that allow you to create and edit ballparks. You can access the ballpark editor in several ways:

- Select Edit Park from the Functions action menu or Edit Ballparks from the scrollable list on the League Functions page described in Section 25.1
- Select Edit Ballpark from within the Team Editor described in Section 25.4.3, if you are the commissioner.

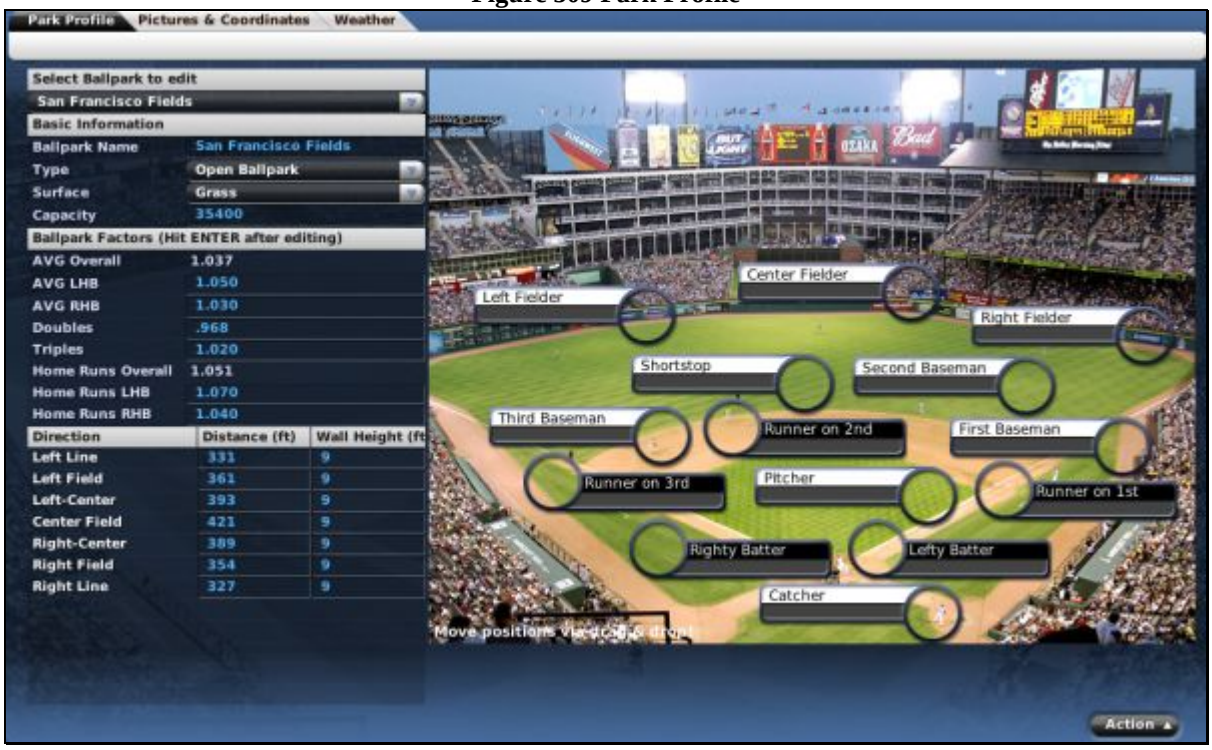
The Ballpark Editor pages also have an action menu at the bottom of each page that has four additional options:

Option	Description
Add new park	Creates a blank ballpark called “New Ballpark”. By default, this park will not be used until you specifically assign it to a team.
Assign coordinates to all parks	Automatically sets the coordinates for player images for all ballparks in the league.
Assign neutral park factors to all parks	Sets all parks to have matching, neutral park factors
Randomize park factors of this park	Creates a random set of park factors for this park

25.4.5.1. Park Profile

The Park Profile page allows you to edit most of the basic information about a park:

Figure 509 Park Profile

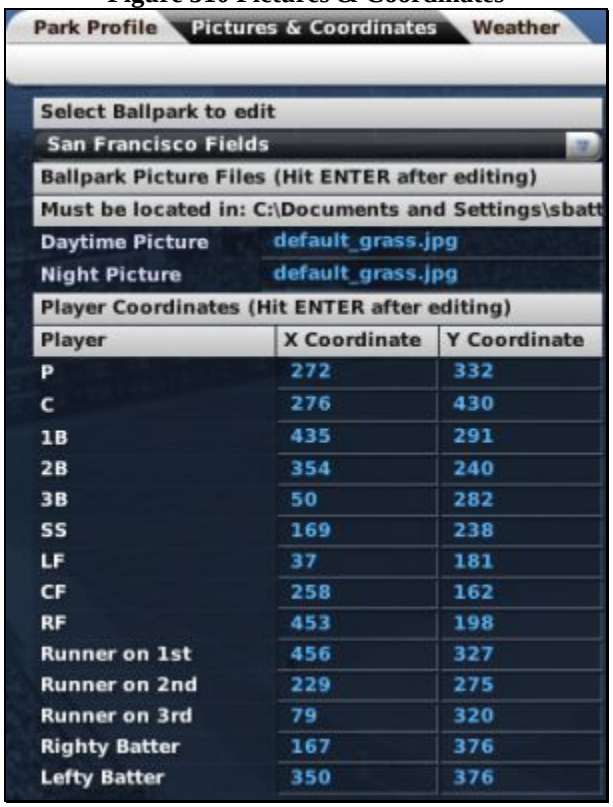


The Park Profile page has four sections of information, all of which are described in the Team Options & Ballpark page described in Section 7.1.2.3.

25.4.5.2. Pictures & Coordinates

The second tab allows you to define how the ballpark graphic appears on screen. You can replace the default graphics with .jpg images of your own choice. Be sure to hit Enter after making any changes.

Figure 510 Pictures & Coordinates



Ballparks can have separate daytime and nighttime pictures. To change the ballpark pictures, just type the name of the new graphic into the available field and hit Enter. Ballpark images should be 640 x 480 pixels.

Note: Ballpark images must be placed in the \data\ballparks directory.

You can change the locations of players on the ballpark image by dragging each player around the screen. Alternately, you can manually edit the X and Y coordinates in the table on the left. The positioning of players in the park is only a visual effect – it does not affect actual game play in any way.

25.4.5.3. Weather

The third tab in the Ballpark Editor allows you to set the weather factors for this field. See Section 23.11 for more information on the effect of weather on games.

Figure 511 Park Weather

In the Weather page, you can enter average temperatures (Fahrenheit) and % chance of rain for each month of the year. You can also enter the average wind speed (in miles per hour) and average wind direction.

OOTPB also comes with a complete weather database. Rather than manually setting the weather for your park, on the right side of the screen, you can also select a specific nation and city. Select a nation from the drop-down, and a list of cities will display. Click on the city or nation whose weather you would like to use for your ballpark.

There is also a Re-Import Weather Database action button at the bottom of the screen. If you have altered the weather database, you can use this button to import the new weather database into your league.

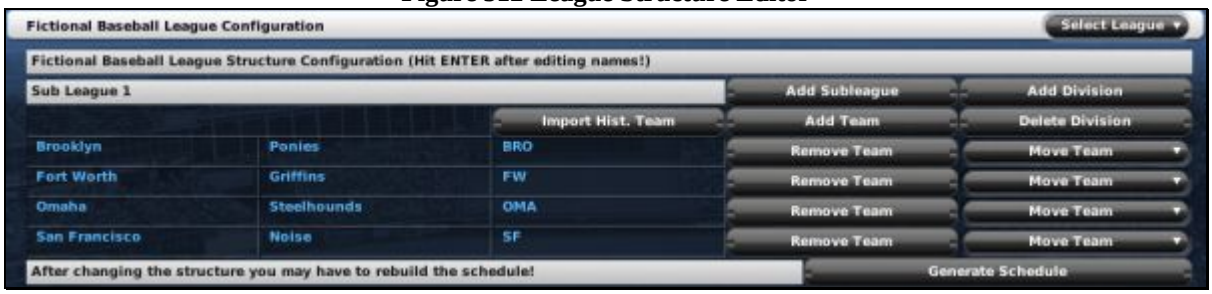
For more information about customizing weather, see Section 26.0.

25.4.6. League Structure Editor

The League Structure Editor can be accessed by selecting Edit League Structure from the Functions action menu or from the scrollable list on the League Functions page described in Section 25.1

The League Structure Editor allows you to make changes to the structure of your league after creation. This can be done only during the preseason or offseason. Select a league to edit by using the Select League drop-down in the upper right corner of the page:

Figure 512 League Structure Editor



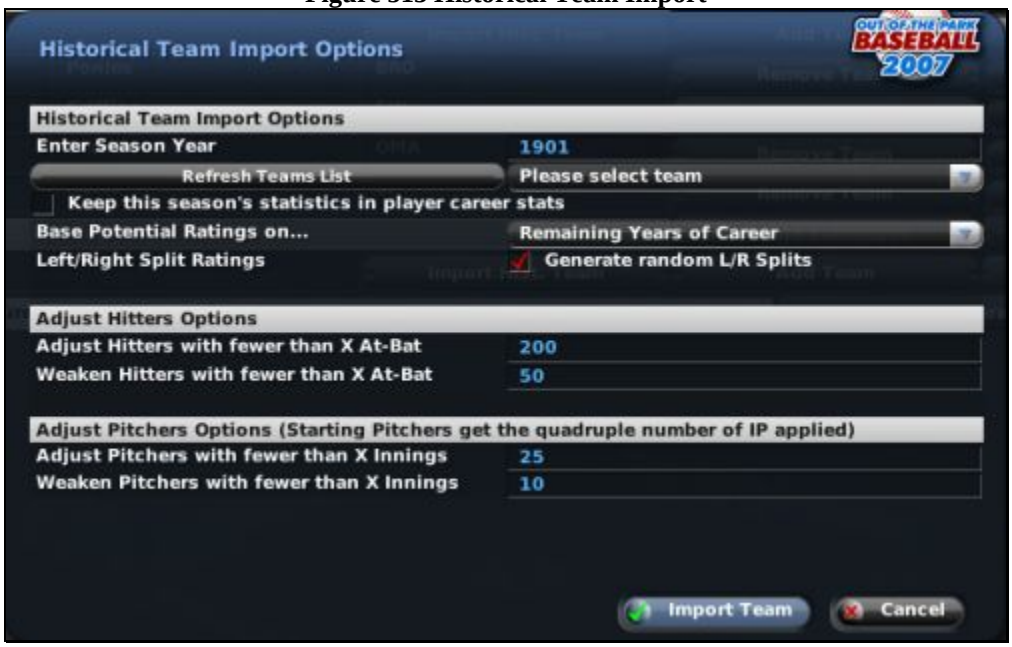
In the League Structure Editor, using the various buttons, you can perform the following functions:

Option	Description
Add / Delete Subleague	Click on Add Subleague to add another subleague to your league. You can only add a subleague if you have one subleague. Two subleagues is the maximum allowed. Click on Delete Subleague to remove a subleague from your league. This will eliminate all divisions and teams in the subleague.
Add / Delete Division	Click on the Add Division button to the right of the subleague to which you want to add a division. Click on the Delete Division button to the right of the division you want to delete. This will delete the division structure and delete all teams within that structure.
Add / Remove Team	Click on the Add Team button to the right of the division to which you want to add the team. You can edit the city, nickname, and team abbreviations of your new team or existing teams in the text boxes on the left. It's always best to hit Enter after editing any text fields. Click on the Remove Team button to the right of any team to remove that team from the subleague. When a team is removed, all of its players are released into the free agent pool, and all affiliated teams lose their affiliations. *Note: Removing a parent league team does not automatically remove affiliated teams. They will still exist, unless they are manually removed.*
Move Team	Click on the Move Team drop-down to the right of the team you want to move, and select a destination for the team.
Import Historical Team	Click on Import Hist. Team to add an entire team from a historical database. See below for more information.
Generate schedule	This button generates a new schedule for the currently selected league. OOTPB does NOT automatically generate a new schedule once you have edited your league, since it doesn't know when you have finish editing. You should always generate a new schedule after changing your league structure. If you do not, you may end up with a schedule that does not match your new league structure.

25.4.6.1. Importing Historical Teams

You can use OOTPB to import any historical team from a historical database. To begin this process, click the Import Hist. Team button in the League Structure Editor. You'll be presented with a new dialog box:

Figure 513 Historical Team Import



To import a historical team, select the season year you wish to import. If you have changed the year, click the Refresh Teams List button to populate the Select Team drop-down with all of the teams from that season. Select the team you wish to import from the drop-down.

Next, make decisions about the other options on the page. You then go through a process very similar to that used to import an entire historical league, as described in Section 3.4.1.3. Once you have set the options, click on Import Team, and your team will be imported!

25.4.7. Schedule Editor

The Schedule Editor can be accessed by selecting Edit Schedule from the Functions action menu or selecting Edit League Schedule from the scrollable list on the League Functions page described in Section 25.1

OOTPB's Schedule Editor can be used to edit a league's existing schedule, but it can also be used to create exhibition games, spring training games, etc. It's the only way in OOTPB that you can schedule games between teams in different leagues. Some players may use this feature to have the champions from different leagues play each other, or to create a tournament-like scenario.

25.4.7.1. OOTPB's Scheduler

OOTPB has a very flexible custom schedule system that uses XML schedule files. The game comes with a number of predefined schedules that match all the standard leagues as well as a number of historical and fictional league scenarios. When you create a league, and on the first day of each preseason in subsequent seasons, the game will check the predefined schedules to see if one exists matching your specific league setup. If a match is found, that schedule will be used, and the computer will randomly juggle the team matchups from year to year. If multiple matches are found, the game will cycle through the different schedules each year. If no match is found, the game will auto-generate a schedule consistent with your league setup.

All of this allows for a more realistic scheduling process that can be seamless to you as a player. However, you can also customize individual schedules after the creation of the league. For more information about customization, see Section 26.0. Schedule files are stored, and they can be downloaded from other sources and saved, in the **data\schedules** directory in your game directory. All schedule files end with an .lsdl file extension.

25.4.7.2. Schedule Editor

In the Schedule Editor, use the Select League drop-down in the top right to select a league schedule to edit.

Figure 514 Schedule Editor

The Schedule Editor displays one day at a time, using a calendar system in the upper right corner, just like the one used on the Scores & Schedule page described in Section 6.5.1. Once you have selected a date, all the scheduled games for that date are listed on the page.

You can perform the following actions in the Schedule Editor.

Action	Steps
Change start time	Type a new time in the Time box for the game whose start you want to change, and then press Enter. You must include the letters “am” or “pm” after the time.
Delete a game	Click the Delete button next to the game you want to delete.
Add a game/series	1. Select an away team using the league and team drop-downs in the bottom left corner of the page. 2. Select a Game Type. You can choose from Exhibition, Spring Training, or Regular Season. 3. Select a home team using the league and team drop-downs in the bottom right corner of the page. 4. Select a number of games for the series using the drop-down in the bottom right corner of the page. 5. Click the Schedule Series/Game button.
Generate Fictional Schedule	Click the Generate Fictional Schedule button at the bottom of the page. This action will generate a new fictional schedule based on the current configuration of your league.

Additionally, there is a Schedule action menu at the bottom of the page, with the following options.

Option	Description
Clear Schedule	Erases the entire schedule.
Export to File	Exports the selected league's schedule to an XML file. You are presented with a file dialog box, where you can choose where to save the file. The schedule file will be saved with an .lsdl extension, and it can be opened with any text editor.
Import from File	Imports an XML schedule file for the selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 1st subleague	Imports an XML schedule file for the first subleague in the selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 2nd subleague	Imports an XML schedule file for the second subleague in the selected league. You are presented with a file dialog box, where you can select the file to be imported.
Report: Grid	Generates an HTML report in your external browser. The report shows the full season schedule in grid format.
Report: Evaluation	Generates an HTML report in your external browser. The report shows the full season schedule in grid format.

For more information about customization, see Section 26.0

25.5. Other Commissioner Functions

Commissioners have access to a number of other minor functions throughout the game. Generally, these options appear as additional action buttons at the bottom of the relevant page.

25.5.1. Deleting Free Agents

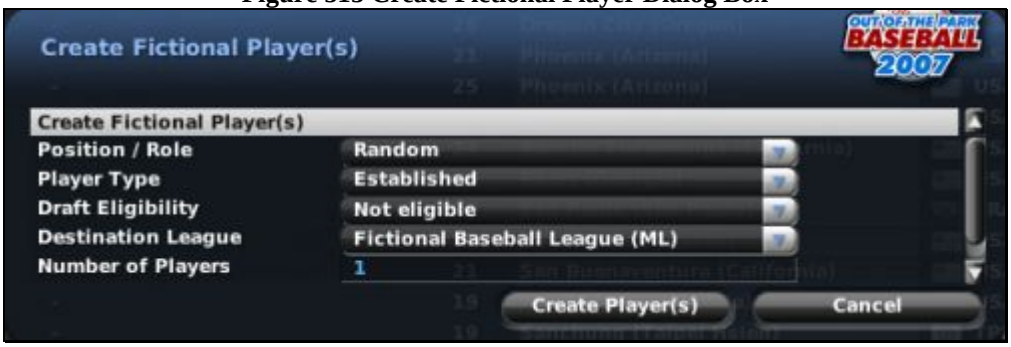
Commissioners can delete free agents from the Free Agents page described in Section 6.7.2. To delete all free agents, click on the Delete all Free Agents action button at the bottom of the screen. You will be asked to confirm before proceeding.

25.5.2. Creating Fictional Players

Commissioners have the ability to create fictional players from scratch. This is done through the Create Fictional Player action button on the Free Agents page described in Section 6.7.2, or the Show All Players page described in Section 6.7.5.

To create a new fictional player, click on the Create Fictional Player button. You will see a dialog box with a number of options:

Figure 515 Create Fictional Player Dialog Box



Option	Description
Position/Role	You can choose a specific position for the player, or choose to have the game determine the player's position (or positions) randomly.
Player Type	Defines the general characteristics of the player. You can choose from four options. • **Established:** Creates a player who is probably older, with current ratings closer to his potential ratings. • **Young & Slightly Established:** Creates a young player, but not so young that he hasn't developed at all. • **Very young and raw: C**reates a very young player, who has not developed much yet. • **Draft eligible prospect:** Creates a new prospect with no experience at all.
Draft Eligibility	Defines whether this player will be eligible for the next first-year player draft in the current league. You can choose to make the player eligible, or not. If you choose to make the player eligible, he will appear in the next draft. If you choose not to make the player eligible, he will be a free agent.
Destination League	Defines the league to which the player initially belongs.
Number of Players	You can create any number of players at once using the criteria defined.

Once you have set your options, click the Create Player button to have the player(s) created. The game will give you a list of the players created and their positions.

25.5.3. Creating Fictional Personnel

Commissioners can also create fictional personnel through the Create Fictional action button on the Available Personnel page described in Section 6.7.6. This brings up an action menu in which you can select the type of personnel to create:

Figure 516 Create Personnel

Pick the type of personnel to create. Personnel are created one at a time, and no further settings are needed. As soon as you select a type of personnel, a person of that type is created and added to the Available Personnel page.

25.5.4. Importing Historical Players

Commissioners can import a single historical player from a third-party historical database. This is done through the Import Historical Player action button on the Free Agents page described in Section 6.7.2, or the Show All Players page described in Section 6.7.5.

To import a single historical player, click the Import Historical Player button. You then go through a process very similar to that used to import an entire historical league, as described in Section 3.4.1.3.

The main difference between this page and importing an entire historical league is that you must know the player's unique ID, as used in the historical database. Enter this value in the first field, and then select the other options, which are described in detail in Section 3.4.1.3.

Note: One "trick" to finding the player's ID is to visit http://www.baseball-reference.com/players.shtml. Look up the player you wish to import, and then check the URL string. The player's unique ID is the portion of the file name before .shtml.

Once you are done, click Import Player to bring the player into your game. He will become a free agent immediately.

25.5.5. Editing Drafts

Commissioners also have the ability to make changes in the draft order during the inaugural draft or the first-year player draft. When a commissioner enters the Draft page described in Section 16.6, he can change the draft order for the current round. Draft picks start on the top left and continue onto the second column.

Change the order of the draft by selecting from drop-downs next to each draft pick.

Once a commissioner has made changes, he or she can also choose to use the modified draft order for all subsequent rounds by clicking the "Use current order for all remaining rounds" action button in the lower left corner of the page.

25.5.6. Forcing Trades

Commissioners have the ability to force trades between two teams, whether the trade is fair or not. In order to force a trade, a commissioner must either already be a general manager for a team, or he must select a team from the "Act as:" drop-down.

Once you are acting as a general manager, you can negotiate a trade according to the instructions set forth in Section 17.6, The Trade Process. Once you have selected the combination of players, cash, and draft picks for the trade, you will see the other general manager's reaction in the Trade Summary section.

At this time, a new button will become active at the bottom of the page, reading Force Trade.

Despite how the second general manager feels, you can force the trade by clicking this button. Forced trades take effect immediately. There is no confirmation, and no news articles are generated regarding the trade.

25.5.7. Inducting Players into the Hall of Fame

Commissioners can manually induct players into the Hall of Fame. To induct a player into the Hall of Fame, right-click on any retired player and choose Induct Player to HoF from the right-click menu.

Figure 517 Induct Player to Hall of Fame Option

See Section 6.8.3 for more information about the Hall of Fame.

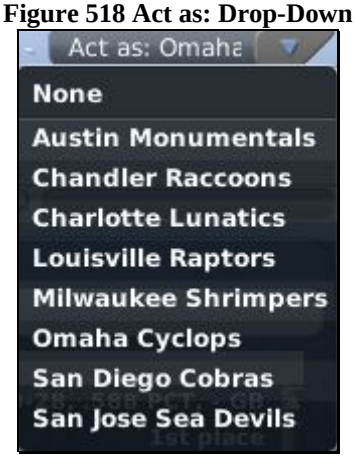
25.5.8. Editing Coach Strategy Preferences

Commissioners can edit any coach or personnel's strategy preferences. This can be done from the Strategy Preferences page described in Section 9.3. From this page, commissioners can drag the sliders to modify a person's preferences as desired.

25.6. "Act as:" Drop-Down

Commissioners have the ability to temporarily act as the manager of any team in the game universe. This is done through a special drop-down that appears in the top right corner of the game page, known as the "Act as:" drop-down.

Figure 518 Act as: Drop-Down



Once you are acting as the manager for a team, you have full control over that team. You can make trades, adjust lineups, and do anything a normal manager could.

You cannot act as the manager of an affiliated minor league team. If you want to make changes to an affiliated minor league, you must take over as the general manager of the parent team. You can become the manager of an unaffiliated affiliated league team.

Warning! *If you are a commissioner who is not the general manager of a team, and you are using Act As to temporarily take over a single team, you are not able to take advantage of that team's scouting staff. You will be able to assign the scouts to tasks, but they will not complete those tasks.*

25.6.1. "Act as" versus "Commissioner and manager"

The “Act as” feature is only designed to let you take over a team for a brief moment in time, for example to force a change of some kind. While in “Act as” mode, you will not receive personal messages intended for the true manager of that team, for example contract reponses, scouting reports, trade offers, and so forth. Therefore, we recommend you do not auto-play while in “Act as” mode.

If you want to take over a team and conduct normal baseball operations for that team, you should sign on as manager of that team by using the Available Jobs menu option. Once you are done managing that team, simply resign from the job, and the AI will once again take over the reins.

Chapter Six: Customization

This chapter focuses on different ways you can customize Out of the Park Baseball 2007

26.0 About Customizing OOTPB 2007

One of the hallmarks of the Out of the Park series has been its great customizability, allowing players to modify the game by importing custom roster sets, creating new "skins" for the game, adding custom ballparks, and so on. OOTPB continues in that tradition, but with even greater flexibility.

So, what does "customizing" mean? For our purposes, we're going to define "customizations" as "changes to OOTPB made *outside of the game*." So, modifying some of the text files that come with the game is a customization. Changing your game's league settings is not. Got it?

OOTPB does include some in-game editor features, such as the ability for a commissioner to edit a player. Editing in this manner is described earlir in the Game Guide, not in this section. In some cases, such as editing ballparks, there is a little bit of both required. In those cases, we'll cover everything here so that you have the whole picture in one place.

Note: This section of the Game Guide assumes you are familiar with the OOTPB interface. At times we will refer you to specific pages within the game, and in most of these cases we will expect you to know how to find them.

26.1. Important Warning About Customization

You've heard it before, but we'll say it again. Any time you customize, you risk damaging your game. The only way to be really sure you won't ruin anything is to back up, back up, back up. If you're modifying your game's rosters, back up the entire league. If you're modifying a text file, back up that text file, and so on.

Trust us—the few minutes it will take to do this is well worth it. We don't want to hear any stories about people who blew up a league that took them weeks to create, because they messed up a player import.

Just in case that wasn't overbearing enough, we'll mention it a few more times later on as well.

26.2. About Comma-Separated Files

Many of the customizable files used in OOTPB are comma-separated (or comma-delimited) files. These are simple text files. They can be edited with just about any program that can read text files, including most word processing programs, Notepad, Write, and Microsoft Excel.

In a comma-separated file, each row represents a single thing, such as a nation or a name in OOTPB. Each row holds multiple pieces of information about that one thing. These pieces of information (or "values") are separated by commas. Hence, "comma-separated," because commas separate the pieces of data.

For example, in the OOTPB names files, we track three pieces of data for each name: the name, the frequency, and the name set ID. These pieces of data are separated by commas. So, the first names file begins with two lines like this:

```
A.C.,1,0
A.J.,1,0
Aaron,4,0
```

Since the commas represent divisions between different pieces of information, we could describe these two lines in plain English in the following way:

The first name "A.C." has a frequency of 1, and belongs to name set ID 0.
The first name "A.J." has a frequency of 1, and belongs to name set ID 0.

Most of OOTPB's text files are comma-separated, and behave in a similar fashion.

Note: Spaces are not needed after commas in comma-separated files. In fact, it is recommended not to use spaces.

26.3. More Help on Customization

For more help on customization, try visiting the OOTPB 2007 mods forum. Lots of friendly, helpful, and creative people!

27.0 Nations, Cities, and Player Origins

OOTPB comes with a world database that includes over 90,000 cities and all the nations in the world today. The world database is used in determining player and coach origins, distance between origins and teams for the purpose of player contract decisions, and more. But perhaps you don't want to use the real world for your baseball universe. Perhaps you want to add new cities or play in an entirely fictional universe. Luckily, most of the world database is customizable.

27.1. Where are the World Database Files?

OOPTB's world database is actually nothing more than two text files: **nations.txt** and **cities.txt**. These are located in the **data\database** directory in your OOTPB installation directory (C:\Documents and Settings\user name\My Documents\Sports Interactive\OOTP Baseball 2007\data\database by default.)

27.2. When are World Database Files Used?

The nations.txt and cities.txt files are used in a number of scenarios in the game.

- In determining the nation for each league in your universe
- In determining team cities based on the league nation
- In determining player and coach origins and names
- In making decisions about whether a player wants to sign a contract, based on the distance between the team's location and the player's origin

27.3. Understanding the Nations.txt File

The nations.txt file is a list of all the nations used in OOTPB. The version that comes with the game includes every nation in the world today. The nations file is comma-separated, which means it can be edited quite easily. See Section 26.2 for more information about comma-separated files.

In OOTPB 2007, there is also an in-game nations editor, described in Section 25.4.4. However, editing nations.txt directly can still be useful, because changes to nations.txt will affect every league that you create, while using the nations editor only affects one league at a time.

The nations file stores 20 fields of information, not all of which are necessary:

Field #	Req'd	Value	Description	Used in...
1	Yes	Nation ID	Unique identifier for the nation. This is a numeric ID, and must be unique. You cannot have two nations with the same Nation ID!	Required, but not visible within the game.

2	Yes	Country Long	Long description of the nation.	League Nation drop-down.
3	Yes	Country Short	Short description of the nation.	
4	Yes	Country Abbreviation	Abbreviation of the nation.	Nationality in lists such as the Roster screen.
5	Yes	Nationality	Adjective describing people from that country.	Nationality select drop-downs. Player/coach profile pages.
6	No	Region	Region of the world. These are hard-coded in the database, along the lines of the six-continent model: 1 = Africa 2 = Asia 3 = Europe 4 = North America 5 = Oceania 6 = South America The region model is not 100% accurate. Many smaller nations are grouped in with the closest approximate match. *This value can be left blank.*	Displayed on the Explore World page, but not a factor in any in-game decisions.
7	Yes	Baseball Level	Approximate quality of baseball in the nation. There are 5 values. 1 = Nonexistent 2 = Poor 3 = Fair 4 = Good 5 = Excellent	Explore World page. This value is also used in calculating hidden players (when scouting nations) as well as in calculating where foreign players come from, and how talented they will be.
8	Yes	Ethnicity/Name Set #1	A number between 0 and 39, representing a name set that should be used when generating names for players from this nation. See Section 28.5 for more information on name sets.	Does not appear in game. Used only during player creation.
9	Yes	Ethnicity/Name Set #1 %	The % of players that will be generated using the name set in the previous line. See Section 28.5 for more information on name sets.	Does not appear in game. Used only during player creation.
10–15	No	Ethnicity/Name Sets #2 through #4	Fields 10–15 are three more sets of two fields each, just like fields 8 and 9. Each allows you to specify a name set and a %. This means for each nation, players can be generated from up to 4 name sets/ethnicities. See Section 28.5 for more information on name sets.	Does not appear in game. Used only during player creation.
16-20	No	Facial Types	The five facial types determine the	Determining facial

			likelihood that a player from this nation will have a fictional face of a certain type. In order, they are: african,asian,caucasian,east_indian,hispanic However, these values are only secondary. Player facial types are determined initially by the ethnicities.txt file. These values are only used if no more accurate value can be determined through ethnicities.txt. See Section 29.0 for more information on player ethnicities. Player ethnicity values for a nation should add up to 1000.	types for players from this nation.

Some notes about the nations.txt file:

- Spaces are not needed after commas. In fact, it is recommended not to use spaces.
- Values that are marked as "not required" can be left blank. However, you still must include a comma. So, for example, if you want the baseball level to be left blank, that part of the row might look like this:

```
300,My Nation Name,MyNation,MYN,3,,0,100,
```

Note: Nation data is static. That is, baseball quality does not change over time, and so forth.

27.3.1. Example from Nations.txt

Let's look at an example of a line from nations.txt:

```
206,The United States,U.S.A.,USA,American,4,5,0,73,1,27,0,0,0,0,123,30,716,6,125
```

Here's what this line means in plain English:

- The nation ID is 206
- The long version of the nation's name is "The United States."
- The short version of the nation's name is "U.S.A."
- The abbreviation of the nation is "USA"
- The nationality, or adjective used to describe people from this nation, is "American."
- The nation is on continent 4, North America.
- The baseball level in the U.S.A. is 5, Excellent.
- 73% of players from the U.S.A. will be named using name set 0. These are modern U.S. names, as described in the name set list in Section 28.5.
- 27% of the players from the U.S.A. will be named using name set 1. These are Hispanic names, as described in the name set list in Section 28.5.
- The third and fourth name sets will not be used for American players.
- The likelihood of a player receiving a facial type of certain types.

Note: Remember, name sets define only the player's name. All these players will be of U.S. nationality. So, you could get a U.S. player named Julio Lopez.

27.4. Understanding the Cities.txt File

Cities.txt is a list of almost 95,000 real-world cities, including almost every city in the world with a population of greater than 1,000. Just like nations.txt, the cities file is comma-separated. See Section 26.2 for more information about comma-separated files. The cities file stores 6 pieces of data for each city, as follows:

Field #	Req'd	Value	Description	Used in...
1	Yes	City Name	Name of the city.	Player origins, team locations.
2	Yes	Population	Population of the city.	Determining likelihood of a teams and players being created in that city.
3	Yes	Nation ID	Numeric ID for the city's nation. This corresponds to the nation ID in the nations.txt file.	
4	Yes	Region/State	Name of the region or state in which the city is located.	Player origins, team locations.
5	Yes	City Latitude	The latitude of the city.	Used in contract negotiations, when a player is deciding whether the team offering a contract is close enough to the player's home.
6	Yes	City Longitude	The longitude of the city.	Used in contract negotiations, when a player is deciding whether the team offering a contract is close enough to the player's home.

Note: City data is static. That is, populations do not fluctuate over time.

27.4.1. Example from Cities.txt

Let's look at an example of a line from cities.txt:

```
Baltimore,610892,206,Maryland,39.3,-76.61
```

Here's what this line means in plain English:

- The city name is Baltimore.
- The population of the city is 610,892.
- The city is a part of nation 206, which is the U.S.A., according to nations.txt.
- The city is a part of the state Maryland.
- The city is located at longitude 39.3, latitude -76.61.

27.5. How do the World Files Work in OOTPB?

Now that you've had a description of how the files are laid out, how exactly do they work in the game? Let's walk through the creation of a league, and see how these files come into play.

Each league that you create in OOTPB must be based in a single nation, the "League Nation." The list of nations available to you when you create a new league is populated using the nations in your nations.txt file. So, if you have edited your nations.txt to include only twenty nations, there will be just twenty nations to choose from here.

During league setup, the game randomly assigns cities to your teams. To do this, OOTPB chooses cities from your cities.txt file, using only cities from the league nation. Although the algorithm isn't precise, generally speaking, the higher the level of the league, the larger the cities that will be chosen.

Note: After league creation, you can change the nation and city for a single team by going to the Team Options & Ballpark page. This allows you, for example, to create a league with teams in multiple nations, such as having one team from Canada in a U.S.-based league. However, the overall league will still be based in the U.S.

Okay, now you have a league, based in a certain nation, with teams based in cities from that nation. Once you click on Start Game, OOTPB has to create players for your league or leagues. Each league has a "Foreign Player Percent" option in the league setup that defines how many players in a league will come from nations other than the league nation.

27.5.1. Player Generation without Foreign Players

Let's assume for a moment that you have set foreign players to 0%, just for simplicity. When players are created for your league, each player is assigned an origin from the cities.txt file. However, players will be chosen only from cities in your league nation. So, if you have a league based in Canada, all players would be selected from Canadian cities.

Note: Players are more likely to be generated in cities with higher populations.

So now we have a pool of players for our league, each with a new origin from cities.txt. What shall we name these future Hall of Famers? That's where the names and nations files come back into play. The nations.txt file has fields that allow you to specify percentages for name sets, as described in Section 27.3. OOTPB will assign names to your players based on the name set settings for the league nation. For example, by default the U.S. is set to generate 73% U.S. names and 27% Hispanic names.

Note: Remember, at this point we are just defining names, and not nationalities. This is a league with 0% foreign players. We're saying that 27% of American players will have Hispanic names, not that 27% of our league will be players from Hispanic countries.

So there you have it; the game has now generated a full pool of players for our league and assigned them appropriate origins and names.

27.5.2. Player Generation with Foreign Players

So, how does it work if you have turned up the foreign player % in your league? Let's say that you have set foreign players to 20% in a league based in the U.S. When players are created for your league, 80% of the players will be handled exactly as in the example above. These are the American players. But what about the other 20%?

When generating foreign players, the first thing OOTP does is to look at the baseball level of all nations other than the league nation. The baseball level is defined in nations.txt, and can be a value from 0 (nonexistent) to 5 (excellent).

The higher the baseball level in a country, the greater the chance of a foreign player being generated from that country. Similarly, the higher the baseball level, the better chance of a player from that country being very good.

A rough breakdown of the percentages is below:

Baseball Level	% of Foreigners

5 / Excellent	About 70%
4 / Good	About 15%
3 / Average	About 10%
2 / Fair	About 1/2 of 1%
1/ Poor	About 1/10 of 1%
0 / Nonexistent	0

This means that about 70% of foreign players generated will come from nations with a baseball level rating of excellent (5). About 15% will come from nations with a baseball level of good (4), and so forth. No players are generated from countries with a baseball level of nonexistent (0).

Note: Baseball level is also a factor when the game creates "hidden players" in nations without leagues, to be found by GMs scouting other nations.

27.6. Example: Editing Nations.txt

You can edit nations.txt with any text editor. Let's add a new fictional nation called "Markusonia" to our nations list. Markusonia will be a German- and English-speaking, baseball-crazy nation in the middle of the ocean near Australia.

1. Open nations.txt using a text editor.
2. Scroll to the bottom of the file and create a new row after the row for Nauru.
3. Enter the value 229 followed by a comma. We are assigning our new country an ID of 229, because it is the next unique number available. It could actually be any unique number that hasn't already been used in the file. Your new line looks like this so far:

   ```
   229,
   ```

4. Next, type the following: "Markusonia,Markusonia,MKS,Markusonian,". This is assigning our new country's long description, short description, abbreviation, and nationality. Make sure your abbreviation does not match an existing abbreviation. The easiest way to do this is to search the nations.txt file for the abbreviation you want to use and make sure it isn't already present. So far, your new line should look like this:

   ```
   229,Markusonia,Markusonia,MKS,Markusonian,
   ```

5. Next, type the following: "5,5,". We are assigning Markusonia to the Oceania continent. We are also setting the baseball level to 5, because of course baseball talent is high in Markusonia. Your line now looks like this:

   ```
   229,Markusonia,Markusonia,MKS,Markusonian,5,5,
   ```

6. Next, type the following: "7,60,0,40,,,,". This is saying that 60% of the player names in Markusonia should be taken from name set 7, German. The other 40% should be taken from name set 0, modern U.S. names. We are including four commas after the last value to represent the two sets of ethnicities that we are not using. Your line should now look like this:

   ```
   229,Markusonia,Markusonia,MKS,Markusonian,5,5,7,60,0,40,,,,
   ```

7. Save the file and quit the text editor. The next time you launch OOTPB, Markusonia will now be an option in any nation drop-down.

Figure 519 Custom Country in Nation Drop-Down

Important Notes About Adding Nations

- Note, however, that Markusonia doesn't have any cities yet! If you're going to add nations, be sure to add cities so that the game can add teams or give players appropriate origins! See Section 27.7 for an example of adding cities.
- OOPTB requires that at least two nations be in the nations.txt file. If you want to have only one nation, create a dummy nation with a baseball level of 0. This won't prevent it from displaying in-game, but no players will be generated from that location.
- Do not use commas within any of the fields in the file, such as in a place name.
- Do not put spaces between fields of information!

27.7. Example: Editing Cities.txt

You can edit cities.txt with any text editor.

Above we created a new nation called "Markusonia." Now let's add a few cities to Markusonia.

1. Open cities.txt using a text editor.
2. Scroll to the bottom of the file and create a new row at the bottom.
3. Type the following in your new row: "Markusonia, 5000000,". This is creating a new city called Markusonia (the capital city of Markusonia), with a population of 5 million. Do not put any commas in the population even if the number is difficult to read! Doing so will cause the row not to work. Your new row should look like this so far:

   ```
   Duffyton,5000000,
   ```

4. Type the following in your new row: "229,". This is saying that Markusonia is a part of nation ID 229, which we identified as the nation of Markusonia in nations.txt. Your new row should look like this so far:

   ```
   Duffyton,5000000,229,
   ```

5. Type the following in your new row: "Markusonia". This is saying that Markusonia is a part of the region called "Markusonia," (just like "New York, New York"). Your new row should look like this so far:

   ```
   Duffyton,5000000,229,Markusonia
   ```

6. Type the following in your new row: "-16.26,156.47". This is saying that Markusonia is located at longitude -16.26, latitude 156.47. (Note that latitude and longitude can be negative numbers. A negative number for latitude means the location is south of the equator, such as in Australia. A negative number for longitude means the location is west of the Prime Meridian, such as in the United States.) Your row of data should now look like this:

   ```
   Duffyton,5000000,229,Markusonia,-16.26,156.47
   ```

7. Repeat this process for as many cities as you want.

8. Save and close the file. The next time you open OOTPB, these new cities can be used for team and player origins. If you have combined this with nation changes, you could get screens like the following.

Figure 520 League Based on Custom Nation

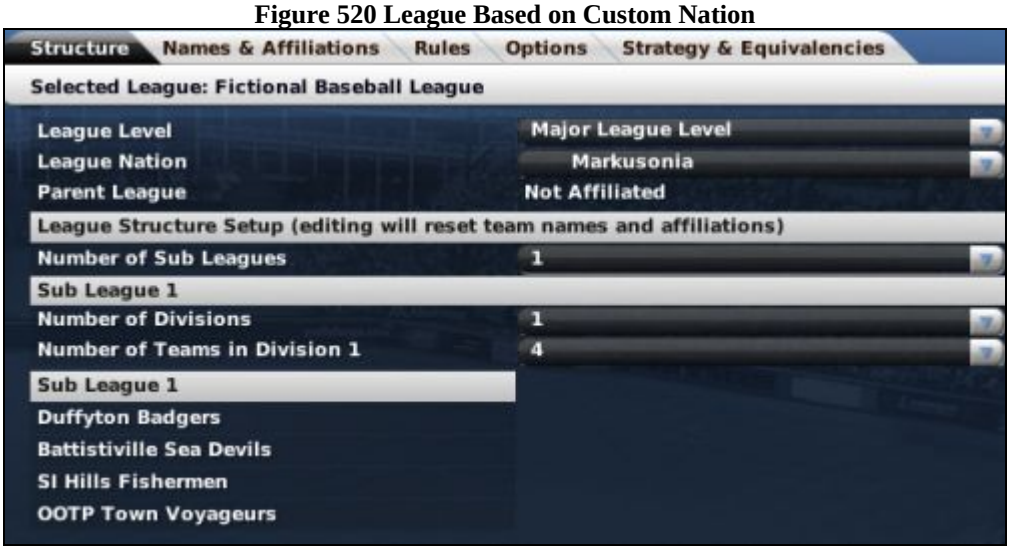
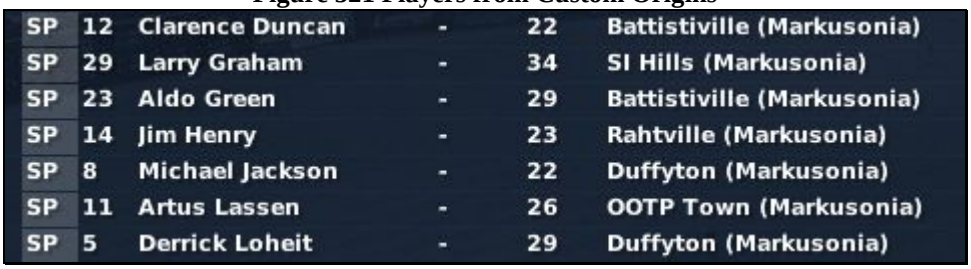


Figure 521 Players from Custom Origins



Important Notes about Cities

- For each city, make sure that you have a nation in nations.txt with a matching nation ID. See Section 27.6 for an example of adding nations.
- Each nation must have at least six cities.
- Do not use commas within any of the fields in the file, such as in the population.
- Do not put spaces between fields of information.
- Note that latitude and longitude can be negative numbers. A negative number for latitude means the location is south of the equator, such as in Australia. A negative number for longitude means the location is west of the Prime Meridian, such as in the United States.
- You might find this site helpful for real-world latitudes and longitudes: http://www.mapquest.com/maps/latlong.adp

27.8. Nation Flags

Nations can also have an associated flag, a small graphic that appears in the game next to the name of the country.

28.0 Names

So, you want to play a Finnish league, but don't want players named "Zack Maloney"? Names are one of the most frequently customized aspects of OOTPB, and they're easy, too.

28.1. Where are the Names Files?

Names in OOTPB boil down to three text files: **firstnames.txt, names.txt, and nick_names.txt**. These are located in the **data\database** directory in your OOTPB installation directory.

Unsurprisingly, first_names.txt includes first (or "given") names, names.txt includes last names (or "surnames"), and nick_names.txt includes player nicknames.

28.2. When are Name Files Used?

The name files come into play only once: at the creation of a game. At that time, all the names in the name files are converted into a .dat file that is stored in the saved game directory. The names.dat file is then used by the game to dole out names during two scenarios in the game: when new players are created, and when new coaches are created.

New players are created at the start of a game, and during any subsequent first-year player drafts. In leagues that do not have first-year player drafts, some free agents are created annually. New coaches are created at the start of the game, and occasionally thereafter to replace those who have retired.

28.3. Re-Importing Name Files

By default, once you create a game, the game will continue using the same name set for the life of the league. If you wish to alter the names used by your game part-way through your game's history, you can do so through the following process:

1. Edit the names text files to suit your needs.
2. Load up your game in OOTPB.
3. Go to Game Menu | Game Setup
4. Click the "Re-Import Name & Ethnicity Database" button at the bottom of the page. This will update your name data with the latest information from your three names text files.

28.4. Understanding the Name Files

The name files are comma-separated files, which means they can be edited quite easily. See Section 26.2 for more information about comma-separated files. The names files store three pieces of data for each name as follows:

Field #	Value	Description
1	Name or First Name	In the names.txt file, these are all surnames. In first_names.txt, they are all first names.
2	Frequency	The usage frequency for this name, within its name set.
3	Name Set ID	The unique identifier of the name set for this name, a number between 0 and 39.

Note: Although most of the names in the files are sorted alphabetically, they do not need to be that way.

28.5. About Name Sets

A "name set" is a group of names, usually belonging to one ethnic origin rather than a specific nation. For example, there is a Japanese name set, a French name set, and so on. Each name set has a unique numeric ID

number, starting at 0 and ending at 39. OOTPB supports up to 40 name sets. The name files that come with the game already have 40 defined name sets, as follows:

ID	Nationality
0	U.S. (Modern)
1	Hispanic
2	Japanese
3	South Korean
4	Chinese
5	Portuguese
6	Dutch
7	German
8	French
9	Italian
10	Norwegian
11	Finnish
12	Swedish
13	Russian
14	Czech/Slavic
15	Polish
16	Scottish
17	Arabic
18	Irish
19	African
20	UK
21	Albanian
22	Serbian
23	Greek
24	Turkish
25	Danish
26	Armenian
27	Indian
28	Australian
29	Azerbaijan
30	Polynesian
31	Austrian
32	Canadian
33	French-Canadian
34	Filipino
35	Romanian
36	Indonesian
37	Pakistani
38	Vietnamese
39	U.S. (Historical)

So, let's look at an example from the first_names.txt file:

```
John,192,0
```

This means that the first name John has a frequency of 192, and a name set ID of 0. Looking at the chart, we see that this is part of the modern U.S. name set. Name sets get associated with nations in the game, so that you can define what types of names are generated for what nations. We'll cover that in more detail in a bit.

Although there are 40 possible name sets, these are all stored in the two names files. So, the first_names.txt file has first names for all 40 name sets. The same goes for names.txt and surnames.

Note: If a name set ID is used in nations.txt for which no names exist, then players will receive a name of "Joe Nobody."

28.6. About Name Frequency

Each name in a name file gets a frequency value, the second value in each row of data. This is just a numeric value, where higher numbers mean more frequent name usage. For example, if your U.S. name set looked like this:

```
David,50,0
John,50,0
Michael,50,0
Steve,25,0
Tom,25,0
```

This would tell us that the names David, John, and Michael would be used with roughly the same frequency (50). Steve and Tom would have about the same frequency as well (25), which would be about half as frequent as David, John, and Michael. So, if your league had 40 players, you might expect to see 10 Davids, 10 Johns, 10 Michaels, 5 Steves, and 5 Toms.

Three important notes about frequency:

1. All names should have a frequency. If you're not sure about frequency, or just want all names to be used equally, set all frequencies to 1. This is done in many of the name sets that come with the game.
2. Frequency is NOT a percent. There is no maximum value. You could rate your names on a 1–100 scale, 1–1000, or whatever scale you like.
3. Frequencies are specific to a name set. For example, you could use a 1–10 scale for U.S. names, a 1–100 scale for French and 1–1000 for Arabic. As long as you are consistent within a name set, the game will utilize the frequencies correctly.

28.7. Foreign Characters

Name files do support non-English characters. However, not all of the in-game fonts have all foreign characters, so there might be some places in the game that cannot display accents or other foreign characters correctly. The scoreboard in play-by-play is one such area. Double-byte characters (Japanese, Chinese, etc.) are not supported.

28.8. Linking Names and Nations

As discussed in Section 27.0 on nations and cities, the nations.txt file includes fields that define which name sets are used for each nation. You can assign up to four different name sets to a single nation. This means that when the game creates players from a certain nation, it can choose names from up to four different name sets, allowing you to represent diverse populations in a nation without getting mixed names such as Chin-min Ramirez.

For example, let's look at this line from nations.txt:

```
206,The United States,U.S.A.,USA,American,4,5,0,73,1,29
```

The name sets begin in the eighth field, the characters shown in blue above. Each name set is paired with a %. So, "0,73" means "name set 0, 73%," which, translated into English, means:

"73% of the names for players from the United States should be created using Name Set 0 (U.S. Modern)"

If we add in the next pair, we end up with this information about the U.S:

"73% of the names for players from the United States should be created using Name Set 0 (U.S. Modern)"
"27% of the names for players from the United States should be created using Name Set 1 (Hispanic)"

Two important notes here:

1. The percentages for each nation should add up to 100.
2. These settings define the *names* for the players from each nation. The *origin* of these players will match the country, however. In other words, in our above example, we're saying that 27% of the U.S. players will have Hispanic *names*, but will be *U.S. citizens*.

For more information on player origins, see Section 27.0 on nations and cities.

28.9. Example: Creating a Custom Names File

Let's say you decide that you want to create an all-hobbit league, based in Finland. Unfortunately, Hobbit is not one of the 40 name sets that come with the game. Here's a quick example of how you could do this:

1. Close OOTPB, if it's open.
2. Choose one of the 40 name sets that you don't need. Let's say you decide you don't need Vietnamese names (Name Set ID = 38)
3. Create a list of hobbit names in text format, in the format described above (name,frequency,name set). Use the ID # you chose in Step 1 above for the name set in each row (in our example, 38). Create two separate files, one for first names and one for last names. So, your data might look like this:

```
Frodo,1,38
Samwise,1,38
```

4. Back up the names.txt and firstnames.txt files in your OOTPB directory.
5. Open names.txt. Find and delete all the rows of data that end with 38. (These will be near the end, since the files are in order by name set.)
6. Copy and paste your hobbit last names into the names.txt file and save.
7. Repeat Steps 4 and 5 for your first names.
8. Back up the nations.txt file in your OOTPB directory.
9. Open nations.txt and find the row for Finland.
10. Go to the eighth field of information and change the values from "11,92" (92% Finnish) to "38,100" (100% Hobbit).
11. Go to the tenth field of information and delete the values "12,8," (8% Swedish). Leave the commas, though. The line should look like this:

```
69,Finland,Finland,FIN,Finnish,3,2,38,100,,,
```

12. Save the file.
13. Close all the open files, and open OOTPB.

14. Create a new game with a fictional league. Choose Finland for the League Nation, and set the Foreign Player Percentage to 0.
15. Start the game, and go to League Menu | Transactions | Show All Players tab. You will see that all the players have Hobbit names. If you check a player's profile, you will see that his nationality is still Finland.

That's it!

29.0 Player Ethnicity / Facial Types

OOTPB introduces fictional player faces as an option. This section will explain a bit more about how OOTPB determines the ethnicity of each player.

First off, it's important for you to understand that OOTPB is not attempting to accurately determine player race. At best, OOTP's goal is to reasonably ensure you won't end up with too many players with jarring disconnects between player names and player faces, such as an Arabic player with an african face.

To avoid confusion with the term "race," inside the graphical user interface of OOTPB, we only refer to this value as "facial type." The FaceGen technology supports five different facial types:

- African
- Asian
- East Indian
- Caucasian
- Hispanic

Since names are more closely tied to ethnicity than are nations, in OOTPB player facial types are primarily linked to name sets, described in Section28.0. It's important to read through that information if you want to understand how facial types work in OOTPB.

29.1. Ethnicities.txt

OOTPB introduces fictional player faces as an option. This section will explain a bit more about how OOTPB Player facial types/ethnicities are stored in a file called ethnicities.txt, located in the data\database directory of your OOTPB installation. The ethnicities.txt file is a comma-separated file, which means it can be edited quite easily. See Section 26.2 for more information about comma-separated files.

The ethnicities.txt file has one row of data for each name set in the names.txt file. (OOTPB supports 40 different name sets.) For each name set, ethnicities.txt stores seven pieces of data, as follows:

Field #	Value	Description
1	Name Set (Language) ID	The unique identifier of the name set for this name, a number between 0 and 39.
2	Language	The description of the name set
3	African	The likelihood that a player using this name set will have an African facial type (in 1/1000ths)
4	Asian	The likelihood that a player using this name set will have an Asian facial type (in 1/1000ths)
5	East Indian	The likelihood that a player using this name set will have an East Asian facial type (in 1/1000ths)
6	Caucasian	The likelihood that a player using this name set will have a Caucasian facial type (in 1/1000ths)

7	Hispanic	The likelihood that a player using this name set will have an Hispanic facial type (in 1/1000ths)

A row of data in ethnicities.txt looks like this:

```
0,U.S. (Modern),400,10,10,500,80,
```

We can read this line as follows:

Players using name set 0 (modern U.S. names) have a 40% chance of having an African facial type (40/1000), 1% Asian, 1% East Asian, 50% Caucasian, and 8% Hispanic.

The file nations.txt also includes facial type/ethnicity data. However, this is only used if no name set data is available in ethnicities.txt. See Section 27.3 for more information about nations.

29.2. The Process for Selecting a Facial Type

So, let's take a quick look at how OOTP selects a facial type.

1. You create a new game. For this example, let's say our league is based in the U.S., with no foreign players allowed.
2. OOTP starts to create players for the league. It looks in nations.txt for the U.S. information, and finds this:

```
206,The United
States,U.S.A.,USA,American,4,5,0,73,1,27,0,0,0,0,123,30,716,6,125
```

The relevant data are those in blue, which tell us that 73% of U.S. players will use the U.S. modern name set (0), and 27% will use the Hispanic name set (1).

3. OOTP begins generating 73% of the players using the U.S. name set (0). It generates the first player, Harry Smith.
4. Next, it checks ethnicities.txt for the row for name set 0, and finds this:

```
0,U.S. (Modern),400,10,10,500,80,
```

The last five values tell us the likelihood in 1000 that each facial type will be used. OOTP "rolls the dice" and comes up with Caucasian. Harry Smith gets a Caucasian face.

5. This process repeats for the entire player generation process. When OOTP determines that the Hispanic name set should be used, it will use the Hispanic ethnicity data as well. Obviously, Hispanic names result in a much higher likelihood of Hispanic facial type being generated.

Of course, this model isn't perfect. For homogenous name sets like Japanese, accuracy is high. However, the U.S. name set is comprised of many different types of names, and there is no way for the game to distinguish between them. For example, the game could generate the name "Harvey Klein," and assign this name to an African face. Of course, you can always generate a new picture if you find one of these jarring results.

29.3. Re-Importing Ethnicities/Facial Types

By default, once you create a game, the game will continue using the same ethnicity data for the life of the league. If you wish to alter the ethnicities used by your game part-way through your game's history, you can do so through the following process:

1. Edit the ethnicities.txt file to suit your needs.
2. Load up your game in OOTPB.
3. Go to Game Menu | Game Setup
4. Click the "Re-Import Name & Ethnicity Database" button at the bottom of the page. This will update your ethnicity data with the latest information from your ethnicities.txt file.

30.0 Injuries

Not happy with the run-of-the-mill rotator cuff injuries? Want to pretend that the plague has infested your league? Hey, injuries are customizable in OOTPB, too! There are two injury-related files in OOTPB: injuries.txt and off_field_injuries.txt. These files are located in the **data\database** directory in your OOTPB installation directory.

30.1. Understanding the injuries.txt File

Like most OOTPB data files, injuries.txt is comma-separated, which means it can be edited quite easily. See Section 26.2 for more information about comma-separated files. The injury file stores thirteen pieces of data for each injury, as follows:

Field #	Value	Description
1	Minimum Injury Time	The minimum number of days the player will be injured with this injury.
2	Maximum Injury Time	The maximum number of days the player will be injured with this injury.
3	DTD %	This number should be between 0 and 100. If this number is greater than 0, this injury will be considered a "day-to-day" injury. Furthermore, the % of loss in player performance will be around the number entered here. So, if this is set to 10, then the injury is day-to-day, and will cause somewhere around a 10% loss in performance. There are some variables involved, so it might not be exactly 10%.
4	Season Ending Boolean	If this is 0, then there is no chance for this injury to be season-ending. If it is 1, there is a chance for the injury to be season-ending.
5	Career Ending Possible Boolean	If this is 0, then there is no chance for this injury to be career-ending. If it is 1, there is a chance for the injury to be career-ending.
6	While Pitching/Throwing Boolean	If this is 1, then this injury might occur while the player is pitching or throwing. Otherwise it is 0.
7	While Running/Sliding Boolean	If this is 1, then this injury might occur while the player is running or sliding. Otherwise it is 0.
8	Collision Boolean	If this is 1, then this injury might occur when the player is in a collision. Otherwise it is 0.
9	HBP/Fight Boolean	If this is 1, then this injury might occur when the player is hit by pitch, or is in a fight. Otherwise it is 0.
10	Illness Boolean	If this is 1, then this injury might occur due to illness. Otherwise it is 0.
11	Body Part Code	The body part code is a number from 1 to 4, representing broad categories, as follows: 1—Arm (from the shoulder to the fingers) 2—Legs (from the abdomen to the feet)

		3—Back (back, rib cage) 4—Other (head, illnesses)
12	Diagnosis	Description of the injury
13	Descriptive phrase	This is a description of the injury including an article, so that the injury can be used smoothly in news articles, for example “a broken rotator cuff.”

Note: The order of the injuries in the injuries.txt file is not important.

30.2. Example: Adding a New Injury

Let’s say you decide that you want to introduce the possibility that some of your players will contract serious illnesses. Here’s a quick example of how you could do this. Let’s create an option of “mononucleosis”:

1. Close OOTPB, if it’s open.
2. Back up the injuries.txt file in your OOTPB directory.
3. Open injuries.txt.
4. Scroll to the end of the file. Create a new row, and type the following: “15,90,” This is saying that players who contract mononucleosis will be out somewhere between 15 and 90 days. Your new row should look like this so far:

   ```
   15,90,
   ```

5. Type the following in your new row: “0,”. This is saying that the injury is not a day-to-day injury. Your new row should look like this so far:

   ```
   15,90,0,
   ```

6. Type the following in your new row: “1,0,”. This is saying that mononucleosis might be season-ending, but cannot be career-ending. Your new row should look like this so far:

   ```
   15,90,0,1,0,
   ```

7. Type the following in your new row: “0,0,0,0,1,”. This is saying that mononucleosis cannot occur in throwing, running, in collisions, or when hit by a pitch. It can happen only due to illness. Your new row should look like this so far:

   ```
   15,90,0,1,0,0,0,0,0,1,
   ```

8. Type the following in your new row: “4,Mononucleosis”. This is saying that mononucleosis is part of the body part 4 category (“other”), and that it is called, of course, “Mononucleosis.” Your new row should look like this:

   ```
   15,90,0,1,0,0,0,0,0,1,4,Mononucleosis, mononucleosis
   ```

9. Save the file and quit. In the next OOTPB game you create, mononucleosis will be an option in your game.

30.3. Understanding the off_field_injuries.txt File

This file handles the generation of off-field injuries. These can occur at any time during the year, even during the offseason. The off_field_injuries.txt is comma-separated, which means it can be edited quite easily. See Section 26.2 for more information about comma-separated files. The injury file stores four pieces of data for each injury, as follows:

Field #	Value	Description
1	Type of injury	Off-field injuries can be one of 6 types: 1 – throwing 2 – running 3 – collision 4 – fight 5 – illness 6 – undisclosed These values are used by the game to determine which part of the body was injured.
2	Light injury	This is a Boolean value, where 1 means the injury is just a light injury, typically resulting in the player being day-to-day. 0 means the injury may be serious.
3	Minimum year	You can set a minimum year for injuries, so that your 1901 team doesn't get into car accidents. If you set a minimum year, this injury will not be used until your game date reaches this year.
4	Injury event	A description of the injury. These should start with the lower case words "while" or "when," so that they flow well in the news articles in game. For example, "when he slipped on a bar of soap in the bathtub."

Note: The order of the injuries in the file is not important.

30.4. Re-Importing Injury Data

Like the name files, injury data is transferred to a file called injury.dat in your saved game directory when the game is created. After that point, by default your game will continue to use the injury.dat file even if you modify the injury text files.

If you wish to alter the injuries used by your game part-way through your game's history, you can do so through the following process:

1. Edit the injury text files to suit your needs.
2. Load up your game in OOTPB.
3. Go to Game Menu | Game Setup
4. Click the "Re-Import Injury Database" button at the bottom of the page. This will update your injury data with the latest information from your injury text files.

31.0 Player and Coach Photos

Above and beyond the fictional face generator, OOTPB also allows you to add player or coach (including all personnel) photos to the game, for example if you have real photos you wish to use. These photos are used in numerous places in the game: the Player Profile (for players not on a team), news articles about the player, HTML reports about the player, and on the SION Broadcast screen.

31.1. Where are Photos Stored?

If you have installed OOPTB in the default directory, all player and coach photos are stored in the following directory:

\data\saved_games\Test1.lg\news\html\images

In this case, "Test1.lg" is the name of your game universe.

31.2. Photo Naming Convention

Photo files must follow one of two file naming conventions, as follows:

Type	Naming Convention	Examples
Name	Firstname_lastname	Dwight_Evans David_O'Malley Jorge_De la Rosa
ID	Player_#	Player_2344

Either format is acceptable, and you can mix formats. That is, you can have some photos in the name format, and some photos in the ID format.

Each format has advantages and disadvantages. Many players might find that they need to use a combination of the two to get accurate pictures for each player and coach in their game. See below for more information.

Note: The name format will always take precedence over the player ID format if both exist in the directory.

31.2.1. Using the Name Format

Here are a few things you should consider when using the name format for player or coach photos:

Advantages

- Name files are much easier to create and name, and file names are intuitive.
- Names containing apostrophes ("Joe O'Malley") or spaces ("Jorge De la Rosa") can use the firstname_lastname format. So, Joe_O'Malley.jpg and Jorge_de la rosa.jpg are both valid photo names.

Disadvantages

- Names containing accents ("José Cruz") cannot use the firstname_lastname format. For players or coaches with accents in their names, you must use the ID format.
- If two people have the same name, each person will have the same photo.

31.2.2. Using the ID Format

Here are a few things you should consider when using the ID format for player or coach photos:

Advantages

- You don't have to worry about accents in player names. IDs handle any kind of name equally well.
- Even if players have identical names, they can have distinct photos when using the ID format.

Disadvantages

- Players and coaches both currently use the "player_#" format. However, coaches and players have distinct numbering systems, so that you can have a "coach #1" as well as a "player #1." This means that if you create a photo named "player_1.jpg" it will be used for both *player* number 1 and for *coach* number 1. (*Note: This is anticipated to change in patch #2, planned for release in July. At that time, you should be able to use coach_# instead of player_#, thus eliminating this issue.*)
- Player IDs are not terribly intuitive.

To find a player or coach ID, you need to export database files from your game. Some information on this can be found elsewhere in the Game Guide, but the simplest way to look up a player or coach ID number is as follows:

1. Open your game in OOTPB.
2. Turn on Commissioner Mode.
3. Open a Player Profile, and click on the Editor tab.
4. Near the top, the player's unique identifier will be listed.

Once you have found the player or coach ID, you can then use this ID in a photo name. For example, if you find that your player's ID is 2243, you could create a custom photo called **player_2243.jpg**.

31.3. Using Custom Pictures Together with FaceGen

You can also use a combination of FaceGen fictional faces and custom photos. For example, let's say you have a historical league with real photos for most of the players, but many of the minor leaguers don't have photos.

Named player photos will always take precendence over fictional faces. So, if you have a John_Smith.jpg, that will always be used over any fictional face for that player.

31.4. Photo Image Size and Format

Photo files must be in .JPG or .PNG format. Photo images must be no larger than 90 pixels wide by 135 pixels high. There is no limit on the size of the file in bytes, although about 5 KB is recommended.

31.5. Where are Photos Used?

Player and coach photos are used in multiple places within the game.

- The Player or Coach Profile page
- The Player or Coach in-game report
- Other in-game reports, such as the team home page
- The SION Broadcast screen in-game

31.6. Replacing the Default Player Photo

If you are not currently using custom photos or fictional player pictures, you're probably well acquainted with the default player photo in OOTPB. The default player photo appears for any player who is not currently on a team and who does not have his own photo.

You can change the default player photo. The easiest way to do this is as follows:

1. Close OOPTB, if it is open.
2. Find the image you want to use. As with player photos, this image should be 90 pixels wide by 135 pixels high, but this image should be in .jpg format, not .png.
3. Name your new file "default_player_photo.jpg."
4. Find the file with the same name in the images directory in the skin of your choice. For example, if you use the ootp blue 2007 skin, you would go to C:\Program Files\Sports Interactive\OOTP Baseball 2007\data\skins\ootp blue 2007\images.
5. Replace the default_player_photo.jpg file in that directory with your new file.
6. This next piece is critical to having the change work. Navigate to the C:\Program Files\Sports Interactive\OOTP Baseball 2007\data\skins\(skin name)\ directory. Rename the **skin.bin** file to **skin.old**.

7. Open OOTPB. The game will take some time to load, because it is now rebuilding the skin. This might take 5–10 minutes, depending on your computer.
8. Once the game opens, your new default player photo should be in effect. If you changed the file in multiple skins, repeat Step 4–6 for each skin that you want to change.

This change will give you a new default player photo any time you use this skin. The change is specific to the skin, so no matter which saved game you load, as long as you use the same skin, the game should use your new default player photo.

31.7. Converting Existing Photos

Previous versions of OOTP (6.5 and earlier) used .BMP format for player photos. In order to use these photos in OOTPB, you must convert the images to .JPG format. Renaming the file does not convert an image; you must convert the image using a graphics program. There are many graphics programs capable of converting image formats. Irfanview is a free graphic program that allows you to convert many images at once, which makes it great for this sort of job.

Here is an example of the steps required to convert existing photos.

1. Create a folder to hold your original photos. We'll call it **C:\Original Photos**.
2. Create a folder to hold your converted photos. We'll call it **C:\Converted Photos**.
3. Copy your .BMP format images to C:\Original Photos.
4. Start up your image converting program (Irfanview, for example).
5. Select all the images in C:\Original Photos.
6. In your image converting program, select the option to convert the files to .JPG format.
7. Set the option to save the converted files to C:\Converted Photos.
8. Run the conversion process.
9. Open C:\Converted Photos and rename the images to the naming convention described in Section 31.2.
10. Copy the renamed .JPG images in C:\Converted Photos and paste them into the images directory specified in Section 31.1.
12. Run OOTPB. Your players should now be using their new photos.

32.0 In-Game Text

One of the neatest features of OOTPB is customizable text. Much of the text used in the game can be customized by editing a single XML file. The in-game text is sometimes referred to as "the xml," "the text engine," "the in-game text," or "the text database." This section will cover customization of text in detail.

32.1. What Can and Cannot be Customized?

Although there is great flexibility in the OOTPB text engine, not everything can be customized. Below is a list of the text that can be customized in the game.

- Private contract negotiation messages (player refuses deal, accepts deal, etc.)
- Game news articles (shutouts, hitting for the cycle, perfect game, etc.)
- League event messages (start of the season, start of the playoffs, Rule 5 Draft, etc.)
- League news articles (award announcements, manager firings/hirings, public contract news articles, etc.)
- Manager news articles (talent drop/increase messages, scouting reports, etc.)
- Play-by-play commentary

It's important to understand that you can customize text, but not the logic that decides how and when the text is used. For example:

- You can change the text of a message that appears when a player wins the MVP award, but you cannot change the logic that causes the game to generate that message.
- You can change the text that is used during a double-play ground ball, but you cannot change the logic that determines when a double-play ground ball occurs.
- You can change the text in a scouting report, but you cannot change the information that the game provides, such as providing a list of twenty players instead of ten.

32.1.1. Exceptions

As with most things, there are exceptions in OOTPB; certain pieces of text cannot be customized in the current version. Here are some of those exceptions:

- Some messages and news articles, such as arbitration result notifications and trade offers and responses to them.
- Some play-by-play text, such as game introductions, certain plays in the field, and statistical notes such as "That's his 10th homer of the season."

32.2. Where is In-Game Text Stored?

All in-game text is located in a single XML file, english.xml. If you have installed OOPTB in the default directory, this file is stored in the following directory:

\data\text\english.xml

32.3. What is an XML File?

Without getting too technical, an XML file is a specially formatted text file somewhat similar to HTML. However, XML is fundamentally designed to carry data, while HTML is designed to display data. That's an awfully broad description. If you're at least familiar with HTML, you can find more information on XML here: http://www.w3schools.com/xml/default.asp. There are many other resources on the Internet to learn more about XML.

For the purpose of editing OOTPB text, however, perhaps more important than a deep understanding of XML is understanding how to tweak the OOTPB XML file.

XML files consist of "elements" that are defined by text enclosed in the characters < and >. Each element represents a different piece of data. All elements in an XML file must have a "closing tag," which is enclosed in the characters </ and >. So, you might see text like this in the game:

```
<TEXT_CATEGORY id="13">
    <TEXT_OBJECT id="28" text="[%personname L] advances to second base"/>
</TEXT_CATEGORY>
```

The first line here means that you have an element called TEXT_CATEGORY, and this particular element has an id of 13. The last line is the closing tag for the TEXT_CATEGORY element. In between is a completely separate child element called TEXT_OBJECT, which is a subset of TEXT_CATEGORY.

We'll go into more detail on the specific elements used in the OOTPB XML file later on.

Warning! In XML, elements are case-sensitive. That is, you cannot write <TEXT_CATEGORY> in one tag, and then write </Text_Category> for the closing tag!

At the heart of it, XML files are text files that can be edited with any program that can edit text files. Luckily, every operating system has at least one text editing program by default; Windows has Notepad and WordPad, Macs have Write, and so forth.

32.4. Understanding the Text Database

There are four important concepts to understand when editing the text database: categories, objects, tokens, and conditions. In addition, there are a number of other small rules and tricks that are important in editing the text database. This section will describe these concepts in detail.

32.4.1. Categories

Text in the game is divided into "categories," each of which is called by the game's code whenever certain situations occur. Simply put, each category represents an "event" in your baseball universe. OOTPB has over 350 categories. Here are some examples of text categories:

Category	Used...
GAME_NEWS_SHUTOUT	When a player pitches a shutout.
PLAYER_CONTRACT_REACTION_TOO_FAR_FROM_FAMILY	When a player turns down a contract offer because he feels the team is too far from his home.
BATTER_OF_YEAR_SUBJECT	As the subject header when a player wins the batter of the year award.
ADVANCE_BASE_2	In play-by-play, when a player advances safely to second base

In the XML file, categories are represented by the TEXT_CATEGORY element. Each element has a unique numeric identifier, like this:

<TEXT_CATEGORY id="13">
</TEXT_CATEGORY>

Categories themselves don't actually contain any text. They're simply, um, categories, that are then filled with text "objects," described in the next section.

A complete list of the categories, IDs, and their usage in Microsoft Excel format can be downloaded here. In this document, the categories have been further divided into logical groups: Game News, Manager News, Game Play-by-Play, League News, League Events, Player Season Descriptions, and Contract Negotiations. However, these groups are not actually used in the XML file, nor anywhere else in the game.

Remember that each TEXT_CATEGORY element must have the closing tag </TEXT_CATEGORY>.

Note: Since categories are used only when called by the game's code, please note that there is no way for players to add new categories to the game.

32.4.2. Objects

As we mentioned, categories don't actually contain text. However, each category contains one or more "objects." Each object represents one possible text phrase to be used when that category is needed. So, objects all belong to a single category.

For example, for the ADVANCE_BASE_2 category, some of the objects might be phrases like these:

“Wouk advances to second”
“Wouk reaches second safely”
“Wouk goes to second”

In the XML file, objects are identified by the TEXT_OBJECT element. TEXT_OBJECTS are nested inside a TEXT_CATEGORY element, and each TEXT_OBJECT must have a unique numeric identity, like this:

<TEXT_CATEGORY id=“13”>
    <TEXT_OBJECT id=“28” text=“[%personname L] advances to second base”/>
</TEXT_CATEGORY>

Looking at the example above, we can see that TEXT_OBJECT 28 is part of TEXT_CATEGORY 13.

Remember that each TEXT_OBJECT element must end with a closing tag. In this case, instead of having a wholly separate tag, the tag is closed by ending the element with the characters />.

The more objects that exist for a given category, the less likely you are to see the same phrase repeated over and over again. By default, every text object that you create can potentially be used by the game. For that reason, it is important to make objects very generic, unless you are using conditions, described below. For example, let’s say you create the following text object (tokens removed for simplicity):

After hitting .300 this month, Davis wins the Batter of the Month award. He really has a great career ahead of him!

If this object gets used with a young player, it will sound fine. But if the object is used when a 40-year-old wins the award, it will sound awkward, because he doesn’t have a great career ahead of him. So, it’s important to keep things generic if you aren’t using conditions.

Unlike categories, objects can be customized to your heart’s content. There is no limit to the number of objects allowed per category, or the total number of objects overall. The only requirement is that each must have a unique numeric ID. That is, you cannot have two TEXT_OBJECTS in the XML file with the same ID, even if they are in different categories.

32.4.3. Tokens

If you examine the XML file, you will see many phrases with text enclosed in brackets beginning with a % sign, like this:

[%personname L]

These pieces of text are known as “tokens,” and they represent variables. For those of you unfamiliar with programming, tokens are used to represent pieces of information that will be pulled from the OOTPB game. There are over 300 tokens in OOTPB.

For example, let’s say we’re writing a few text objects to be used when a player makes a catch in the outfield. We don’t know which player will be making the catch. So, how can we ensure that the game will show the correct player’s name? We use a token. By putting the [%game fielder of] token into a text object, OOTPB will know to substitute the name of the player actually making the catch in the game.

Tokens are essential to editing text objects. Nearly every text object in the game uses at least one token. Tokens can be mixed and matched to make creative text objects. For example, you might see an object that looks like this:

The [%subleaguename] honored [%personlink] with the [%batteraward] earlier today. [%leagueyear] was a career year for the [%teamlink] [%playerposition], who posted a batting average of [%batting avg], with [%batting rbi word] and [%batting hr] dingers for good measure.

Wow! That's confusing! But when all those tokens are converted into real values by the game, you can end up with a message like this:

The National League honored Markus Heinsohn with the Super Slugger Award earlier today. 2006 was a career year for the Berlin first baseman, who posted a batting average of .355, with 145 RBI and 45 dingers for good measure.

A complete list of the available tokens and their usage in Microsoft Excel format can be downloaded here. There are also a few important things to remember regarding tokens.

- As with text categories, new tokens cannot be added by players, although more tokens will certainly be added in subsequent versions of the game, to allow even greater flexibility.
- Only certain tokens can be used in each category. See the Excel document for details on which tokens are available to each category.
- Tokens must be placed in brackets [ ], not parentheses or braces. They also must start with a % sign. If a token is not spelled correctly (including the presence or absence of spaces), it will not work.
- Statistical tokens are dynamic, depending on the nature of the category. For example, if you use the [%batting hr] token in a Player of the Week award message, the token will display the number of home runs the player hit that week. If you use the same token in a Player of the Month award message, it will display the number of home runs the player hit that month.

32.4.3.1. Hyperlink Tokens

Some tokens for player and team names include the word "link." These tokens have special behavior in OOTPB. When a link token is used, that team or player name will be hyperlinked in the game. For example, if you use [%personlink], the result might be the name of a player, Steve Wilson. However, it will also be a hyperlink to Steve Wilson's player page within the game. We encourage you to use link tokens in all news messages.

However, there are two special rules governing link tokens.

- Link tokens cannot be used in categories with the word SUBJECT in the title.
- Link tokens cannot be used in play-by-play.

32.4.4. Conditions

By default, every text object that you create can potentially be used by the game, so most objects should be fairly generic in nature. You don't want your article mentioning a "young star" when it could be talking about an over-the-hill veteran. That problem alone would have made OOTPB's in-game text severely limiting. Luckily, however, OOTPB also includes "conditions."

Conditions are applied to text objects, and they influence when an object can be used. For instance, you can have an object that refers to a "long-time veteran," which gets used only if the player in question has been playing professional ball for more than 10 years. Some examples of conditions are as follows:

Condition	Used...
PERSON_AGE_MIN	When an object should be used only for players over a certain age.

PLAYER_MLB_YEARS_MAX	When an object should be used only for players with less than X years of major league experience.
PLAYER_IS_UPCOMING_FREE_AGENT	When you want the object to consider whether the player in question will be a free agent.
GAME_BASES_LOADED	In play-by-play, when an object should be used only if the bases are loaded.

In the XML file, conditions are represented by the TEXT_CONDITION element. TEXT_CONDITION elements are nested inside a TEXT_OBJECT element, like this:

<TEXT_OBJECT id="2237" text="The [%personage]-year-old veteran [%playerposition] has a lifetime average of [%batting avg].">
<TEXT_CONDITION id="7" value="34"/>
</TEXT_OBJECT>

Conditions also contain an ID number and a value. In the above example, TEXT_CONDITION 7 is the "PERSON_AGE_MIN condition. Since the value is 34, this text object will be used only if the player is at least 34 years old. True/false conditions such as PLAYER_IS_UPCOMING_FREE_AGENT usually have a value of 1 if true, and 0 if false.

A complete list of the available conditions, IDs, values, and their usage in Microsoft Excel format can be downloaded here. There are also a few important things to remember regarding conditions. As with text categories, new conditions cannot be added by players, although more conditions will probably be added in subsequent versions of the game, to allow even greater flexibility.

A text object can have multiple conditions assigned. For example, you could combine the following conditions in one object:

CATEGORY = PLAYER_CONTRACT_EXTENSION_RUMOR
PERSON_AGE_MIN = 34
PLAYER_IS_UPCOMING_FREE_AGENT = 1
CONTRACT_OFFER_IS_EXTENSION = 1

OBJECT:
Cagey veteran Will Smith today downplayed rumors that he was negotiating an extension with the Phillies. He repeatedly dodged the issue, turning aside all questions with a laugh. The 34-year-old shortstop is in the last year of his contract, and is hitting .340 on the season, with 25 bombs. The Phillies need to wrap this guy up, or perhaps start looking for a younger solution!

Here is another example of a text object with conditions:

CATEGORY = PLAYER_CONTRACT_REACTION_NEGATIVE
PLAYER_GREED_MIN = 4
CONTRACT_OFFER_IS_EXTENSION = 0 (free agent contract offer)

OBJECT:
Are you kidding me with that offer? Money talks, and I'm hearin' nothin' over here. Pony up some more cash, and some more respect, or go look for another shortstop!

As you can see, conditions make the text engine much more flexible. Of course, the more specific your conditions are, the less likely they are to get used.

32.4.5. (nl): Creating New Lines

If you examine the XML file, you might see the (nl) combination of characters frequently, such as in this object:

<TEXT_OBJECT id="11679" text="[%game batter] rounds third...(nl)returns to the bag..."/>

Many text objects in OOTPB will be one paragraph only. However, you can create multiple paragraphs within a single object by entering the text (nl), including the parentheses. (nl) stands for "new line," and unsurprisingly, the result in OOTPB is that any time you use the (nl) command, a new line is created in the text. It often looks best to use two (nl)s in succession, so that a blank line appears between the two paragraphs. For example:

[%personlink] won the award today!(nl)(nl)"I'm so happy!" he said.

This text object results in the following text on-screen:

Steve Battisti won the award today!

"I'm so happy!" he said.

A few more notes about (nl):

- (nl) cannot be used in SUBJECT categories.
- (nl) is case-sensitive. You cannot write (Nl) or (NL), or the text will appear in the game the way you typed it.

32.4.6. Other XML File Notes

In addition to the five topics covered above, there are a few more notes about the behavior of the XML file:

- Be careful when writing text objects in Microsoft Word. Word has a tendency to replace apostrophes and quotation marks with its special "curly quotes." Curly quotes are not supported by OOTPB, and their presence will result in garbled characters in your news messages. Similarly, Word also likes to turn ellipses (...) into a special ellipsis character, instead of three separate periods. This ellipsis character is also not supported. These can both be toggled on and off in Word's Auto Correct options.
- There are a handful of other functions within the XML file that affect the usage chance for certain options and the mutual exclusivity of objects. These, however, all pertain to game play-by-play commentary and are covered in that section.

32.5. How the Game Processes Text Objects

So, after all that, how does OOTPB actually decide which text object to use? We'll talk about game play-by-play more later on, but for now, here's the general process the game follows:

1. When you start OOTPB, all text objects are randomized within their categories. (So, if there are 40 messages in the "Player of the Week" category, they are all shuffled.)
2. In the game, an event occurs that generates a message. For example, it just turned Monday, and the Player of the Week award is announced.
3. OOTPB looks for the appropriate text category in the XML file. In this case, it first needs a subject for the message, so it chooses PLAYER_OF_THE_WEEK_HITTER_SUBJECT.
4. OOTPB then looks at the shuffled list of objects in this category and chooses the first option.

5. After an object is selected, it checks for any conditions attached to the object. If there is a condition, and the condition is not met, OOTPB discards the object and selects the next object. If the condition is met, or if there is no condition, then the game uses this object. The subject of the message has now been decided.
6. Next, OOTPB needs a body for the message, so it looks in the PLAYER_OF_THE_WEEK_HITTER category and repeats Steps 4 and 5 above, selecting a message body. Now our news article has both a subject and a body.
7. OOTPB also might check the BATTER_SEASON_DESCRIPTION category to get a summary of the player's performance so far this year, and append it to the message body.
8. The game then displays the news article in the game.
9. The next time an article is required, this entire process is repeated. If it's another PLAYER_OF_THE_WEEK_HITTER category, then the game will pick up where it left off in the shuffled list of objects. Once OOTPB has gone through all the options in a category, it will start again from the top in the same order, as long as OOTPB is not closed. Any time you close and reopen OOTPB, the objects are randomized again.

Let's walk through an example, with tokens removed to make it easier to follow. Let's say that 28-year-old hitter Will Smith wins the Player of the Week award, and OOTPB is trying to generate that news article.

First it chooses the first PLAYER_OF_THE_WEEK_HITTER_SUBJECT object in the randomized list:

"Smith Wins Player of the Week in NL"

There is no condition assigned to this object, so that option "passes" and gets selected as the subject header. Next, the game chooses the first PLAYER_OF_THE_WEEK_HITTER object:

CONDITION: PLAYER_AGE_MIN = 33
"Veteran Will Smith slammed 12 RBI this past week, winning the Player of the Week Award."

Okay, there's a condition assigned to this object. This object should be used only if the player in question is at least 33 years old. Well, Will Smith is 28, so the condition fails. OOTPB discards this option and picks the next object in the randomized list:

"Will Smith pounded 12 RBI this past week to win the Player of the Week Award. What a great job!"

There is no condition here, so this object is accepted. The game then moves on to pick a BATTER_SEASON_DESCRIPTION. It chooses this:

CONDITION: PLAYER_AGE_MAX = 32
"Smith is having a great season so far, hitting .360 with 20 HR and 65 RBI. He still has a lot of years left!"

This object also has a condition, but this time the condition says that the player must be under 32 years old, which Smith is, so the object is accepted. The game has now selected the three pieces it needs, and it displays the news article as follows:

Subject: Smith Wins Player of the Week in NL

Will Smith pounded 12 RBI this past week to win the Player of the Week Award. What a great job!

Smith is having a great season so far, hitting .360 with 20 HR and 65 RBI. He still has a lot of years left!

32.6. Play-by-Play Commentary

Both news articles and play-by-play commentary are stored in the same english.xml file. However, editing play-by-play involves some different information that is not required for news articles.

- Lines that are not ended with punctuation will have "..." appended to them automatically.
- 99% of the time, only the [%game ...] tokens are available. Exceptions will be noted.
- If you want the text of a category to be displayed in two lines that pop up with a delay between them, use "(nl)" between the two lines. Example: "There's a hard flyball...(nl)it's heading toward [%game flyball location]" (that would be the category FLYBALL_HARD_LOCATION)
    - Never use links

32.6.1. Usage Chance

For example, in text category "X" there are 20 text objects. When you start OOTP, the text engine will be initialized. The initialization function checks the value of usage_chance_per_game for each text object. If it is greater than zero, OOTP will set the "may_be_used"-flag of the text object after calling the random() function. If the "usage_chance_per_game" value of a text object is 30, then it's "may_be_used"-flag will be set to TRUE with a 30% chance. As long as the user has OOTP running on his computer without closing it, the "may_be_used"-flags will not be changed.

The "usage_chance" value works differently. If the game needs to determine a text object of a category, it will use the next available text object. If there are 20 text objects in a group, it will just use the first one, next time it will use the second one, and so on. If they have all been used, it will start with the first one again. But the order of the text objects is a random order each time you start the game. So it looks like random usage. Each time when the game wants to pick a text object, the conditions and so on are checked. And "usage_chance" is just like a new condition. If it's for example "30" then the text object will be used with a 30% chance. In the next loop, it will again be used with a 30% chance, and so on. If usage_chance is 0 or less than 0, then it will not be used.

32.6.2. Use Only Once per Inning/Game

The Use Only Once per Inning/Game limits the object to be used only once per inning or once per game. You may want to use this on very unique phrases so they don't show up repeatedly.

32.6.3. Mutual Exclusivity

Mutual exclusivity is rarely used. However, this can be used to tell the XML engine that two objects should never be used together in the same game.

32.7. Editing OOTPB's XML File

The steps in editing the XML file are these:

1. Shut down OOTPB.
2. Make a backup copy of your english.xml file.
3. Open english.xml in your favorite text editor.
4. Add, edit, or delete as many text objects as you want, using the information on categories, objects, tokens, and conditions from above.
5. Save the english.xml file.
6. Start up OOTPB. Your new text will be used as your game proceeds.

Additionally, OOPTB community member halos17 created a neat tool for Windows users during OOTPB 2006, that has a slick graphical interface for editing OOTPB's text. Keep an eye out on the forums for an updated version of this program. We highly recommend this program for Windows users. It has a slick interface that makes editing the XML file much easier than editing manually.

32.8. XML Debug Options

OOTPB also has a handful of configuration options that are very helpful to players who want to edit in-game text. While there would not usually be a need to change these during normal game play, they are invaluable for testing text:

add_debug_info_to_in_game_commentary
dump_in_game_commentary_to_file

These options, and instructions for editing them, can be found in the app config file described in Section 33.1.

32.9. Using Different XML Files for Different Games

The english.xml file is shared across all games on your computer. That is, you cannot have one set of text for your historical league, and another set of text for your fictional league. However, because the english.xml file is loaded each time you start the game, you can always swap different copies of the files in and out. For example, if you have one version that has old-school play-by-play, you could swap that in when simming your 1950s league, and then replace it with a more modern-sounding file when playing a new fictional league.

33.0 Game Configuration Files

OOTPB has several hidden game configuration files. While 99% of users will never need to touch these files, they do contain some settings that could be of interest to some players. However, these files are not generally intended for players to edit. Making a mistake in editing these files could cause your game to fail to load, so be careful!

The files are stored in the following path:

C:\Documents and Settings\username\Application Data\Sports Interactive\OOTP Baseball 2007\data\config (PC)

/Library/References/Sports Interactive/OOTP Baseball 2007/data/config (Mac)

On the PC, this folder is hidden by default. Since accessing these folders can be a bit of a pain, OOTPB provides an in-game link to open this folder. Just go to the Game Preferences page, and click on the Open Config Folder button.

OOTPB's config files are simple text. You can open them with Notepad or any other text editing program.

There are four config files, as follows:

File	Description
app	Contains a number of mainly technical settings related to the OOTPB application. Some of these are very useful for troubleshooting purposes.
engine	Contains a number of settings related to the OOTPB game engine. Tweaking this file can impact the statistical output of your games.
favorite_paths	Stores path information, so that you do not have to always reselect the same path in the game repeatedly. There is really no need to modify this file, so we won't be explaining this file in detail.
recent_paths	Stores path information, so that you do not have to always reselect the same path in the game repeatedly. There is really no need to modify this file, so we won't be explaining this file in detail.

33.1. App

The app config file contains a handful of application options that are primarily used in storing user settings and for troubleshooting purposes. Many of these settings can be changed in the OOTPB graphical user interface, and typically, if that is the case, it is preferred that you change the setting through the game, instead of through the app config file.

The file has a simple layout. Each two lines of data is a "set," with the first line being the name of the setting, and the second line being the value. For example:

FULL_SCREEN
1

This tells us that the setting FULL_SCREEN is set to a value of 1. (In this case, this means that Full Screen mode is "on". If the user were in windowed mode, this would be a 0 instead.)

There are 26 settings in the app file, as follows:

Setting	Description
add_debug_info_to_in_game_commentary	This setting is used for troubleshooting issues with the in-game play-by-play, which is controlled by the english.xml file. If you change the value for this entry from 0 to 1, when you play the game, the XML Category ID and the Text Object ID will be displayed for each text object that appears in the game, like this: [330-6442] missed that offering by Dave McNiven, a fastball low... In this case, 330 is the category ID, and 6442 is the text object ID. You can then find these within the english.xml file by searching for "id="6442" ", for example. This is incredibly helpful if you see an option that you don't like, because you can easily find it and eliminate it from the XML file. This setting affects both game play-by-play and news articles.
CURRENT_SKIN	The name of the current skin. This option can be changed in the Game Preferences page.
cache_templates	OOTPB normally caches HTML files that it generates, so that the engine does not have to work each time to recreate the files. Setting this value to 0 tells the game to stop caching templates. This will slow down game performance. Typically, this is only used when editing in-game help.
compress_html	OOTPB normally compresses HTML files, to reduce file size. Setting this value to 0 tells the game to stop compressing HTML files. This is a troubleshooting option.
dump_in_game_commentary_to_file	This setting is used for troubleshooting issues with the in-game play-by-play, which is controlled by the english.xml file. If you change the value for this entry from 0 to 1, the game will automatically dump the full play-by-play for all games simmed into a file in_game.log in the \data\saved_games\X.lg folder (for example \data\saved_games\NewGame 321.lg\in_game.log"). It's important to note that the game will spit out PbP for every game on the docket, not just the one you are simming, so don't auto-play a long period of

	time with this turned on. This option also causes play-by-play not to display on the screen, and it slows down auto-play tremendously. So, it's really exclusively for debugging.
disable_facegen	Setting this to 1 disables the fictional face generator. This is sometimes needed to troubleshoot issues with FaceGen. Alternately, if you know you don't ever want to use fictional faces, you could disable this, which would slightly reduce the memory used by OOTPB.
FULL_SCREEN	If set to 1, the game is in Full Screen mode. If set to 0, the game is in Windowed mode. This can be changed in the Game Preferences page.
facegen_zoom	Sets the zoom level for fictional faces. This can be changed in the Game Preferences page.
facegen_angle	Sets the angle for fictional faces. This can be changed in the Game Preferences page.
gl_perspective_far	Variable used to change the perspective of fictional faces, used in troubleshooting FaceGen issues. (Default = 550)
gl_perspective_near	Variable used to change the perspective of fictional faces, used in troubleshooting FaceGen issues. (Default = 300)
gl_scale	Variable used to change the perspective of fictional faces, used in troubleshooting FaceGen issues. (Default = 55)
HEIGHT_UNIT	Sets the height unit for player heights. This can be changed in the Game Preferences page. Values: 0=Inches, 1=Feet, 2=Centimeters, 3=Meters
handle_team_files_after_import	Determines how the game will handle team files after an online league import. This can be changed in the Game Preferences page.
max_txt_file_cache_size	Set the maximum size of the game's text file cache. This is strictly a troubleshooting option. There should be no reason to change this.
MENU_MODE	Sets the menu mode for the game. This can be changed in the Game Preferences page. Values: 0=Auto open 1=Click to open 2=Use style set
ootp blue 2007	Defines the version number for the ootp blue skin. No need to change this.
ootp classic	Defines the version number for the ootp classic. No need to change this.
sqldump_create_structure	Defines whether SQL dumps will include commands to create the entire database structure.
show_rebuild_skin	If set to 1, there will be a Rebuild Skin option displayed in the Game menu in-game.
sqldump_include_field_names_in_inserts	If set to 1, SQL dumps will include the field names in INSERT statements.
sqldump_csv_delimiter	Sets the delimiter for CSV file dumps. This can be changed in the Game Preferences page.
sqldump_drop_table	If set to 1, SQL dumps include a drop table SQL instruction in the SQL dump file. If the DROP TABLE instruction is added, when you import your dump in a SQL database, all the existing tables with the same name will be deleted and created again. Be careful when setting this ON as it will delete your old sql tables before importing the new ones.
trace_mode	If set to 1, trace mode is enabled. This will log a wealth of information and store it in a log file. This is a critical troubleshooting option, but should never be needed otherwise. The log files will be saved in the folder where the ootp2007.exe is. There are two log files at the moment: the ootp.log, with trace info about what certain parts of the program do, and the text_engine.log, which will be written when you close the program. It contains a line for each text object, each with 3 columns: - category id

	- text object id - total usage counter (how often has this text object been used since the program has been started)
WEIGHT_UNIT	Sets the weight unit for player weights. This can be changed in the Game Preferences page. Values: 0=Kilograms, 1=Stones, 2=Pounds
WINDOW_SIZE	The window size, if Windowed Mode is in use. This can be changed in the Game Preferences page.

33.1.1. Editing App Settings

You should always back up your app file before making any changes, as making an erroneous change could make OOTPB unplayable.

To edit app config file settings, use the following steps:

1. Close OOTPB.
2. Open the app config file in Notepad or another text editing program.
3. Change the value that you wish to edit. (Do NOT change the name of the setting, or add new lines to the file.)
4. Save the file and close.
5. Restart OOTPB.

Note: It's very important that you do not change the formatting of the file by adding new lines, changing setting names, etc.

33.2. Engine

The engine config files sets variables that affect the game engine. Be very careful about editing these values, as changes here can seriously impact the statistical results of your game!!

We strongly recommend you completely back up your league files before testing any changes to the engine config file, and that you auto-play several seasons with a test league after the change, to see how it affects the outcomes of your leagues.

The file has a simple layout. Each two lines of data is a "set," with the first line being the name of the setting, and the second line being the value. For example:

GAME_DEFENSE_INFLUENCE
    100

This tells us that the setting GAME_DEFENSE_INFLUENCE has a value of 100. (This is the default value for all engine config file settings.)

In the engine config file, if you want an event to occur more often or have more "weight," increase the number. For example, if you want to increase the influence of game defense by 20%, change the GAME_DEFENSE_INFLUENCE value to 120.

There are 26 settings in the app file, as follows:

Setting	Description
GAME_BALK_FREQUENCY	Sets the frequency of balks. Higher = more balks
GAME_BUNT_FOR_HIT_SUCCESS	Sets the frequency of bunting for a hit.

	Higher = more bunts for hits
GAME_BUNTING_SUCCESS	Sets the success rate for bunts. Higher = more successful bunts
GAME_DEFENSE_INFLUENCE	Determines how much player defensive ratings influence outcomes of plays. Higher = defense is more important.
GAME_DOUBLE_PLAY_FREQUENCY	Sets the frequency of ground ball double plays. Higher = more ground ball double plays
GAME_EXTRA_BASE_FROM_SECOND_FREQUENCY	Sets the frequency of players trying to go from 1st to 3rd. Higher = more players going from 1st to 3rd
GAME_EXTRA_BASE_FROM_SECOND_SUCCESS	Sets the success rate of players trying to go from 1st to 3rd. Higher = more players successfully going from 1st to 3rd
GAME_EXTRA_BASE_FROM_THIRD_FREQUENCY	Sets the frequency of players trying to go from 2nd to home. Higher = more players going from 2nd to home
GAME_EXTRA_BASE_FROM_THIRD_SUCCESS	Sets the success rate of players trying to go from 2nd to home. Higher = more players successfully going from 2nd to home
GAME_FIELDING_ERROR_FREQUENCY	Sets the frequency of fielding errors. Higher = more fielding errors
GAME_GROUNDBALL_FLYBALL_FACTOR	Sets the frequency of ground balls to fly balls. Higher = more ground balls.
GAME_HIT_RUN_SUCCESS	Sets the success rate of hit-and-run plays. Higher = more successful hit-and-run plays
GAME_LINE_DOUBLE_PLAY_FREQUENCY	Sets the frequency of line drive double plays. Higher = more line drive double plays
GAME_PASSED_BALL_FREQUENCY	Sets the frequency of passed balls. Higher = more passed balls
GAME_PICKOFF_FREQUENCY	Sets the frequency of pickoff attempts. Higher = more pickoff attempts
GAME_PICKOFF_SUCCESS	Sets the success rate of pickoff attempts. Higher = more successful pickoff attempts
GAME_STEALING_SUCCESS	Sets the success rate of steal attempts. Higher = more successful steal attempts
GAME_TAGUP_FIRST_FREQUENCY	Sets the frequency of players tagging up from first on a fly ball. Higher = more attempts to tag up
GAME_TAGUP_FIRST_SUCCESS	Sets the frequency of players successfully tagging up from first on a fly ball. Higher = more successful attempts to tag up
GAME_TAGUP_SECOND_FREQUENCY	Sets the frequency of players tagging up from second on a fly ball. Higher = more attempts to tag up
GAME_TAGUP_SECOND_SUCCESS	Sets the frequency of players successfully tagging up from second on a fly ball. Higher = more successful attempts to tag up
GAME_TAGUP_THIRD_FREQUENCY	Sets the frequency of players tagging up from third on a fly ball. Higher = more attempts to tag up
GAME_TAGUP_THIRD_SUCCESS	Sets the frequency of players successfully tagging up from third on a fly ball. Higher = more successful attempts to tag up
GAME_THROWING_ERROR_FREQUENCY	Sets the frequency of throwing errors. Higher = more throwing errors
GAME_TRIPLE_PLAY_FREQUENCY	Sets the frequency of triple plays. Higher = more triple plays

GAME_WILD_PITCH_FREQUENCY	Sets the frequency of wild pitches. Higher = more wild pitches

33.2.1. Editing Engine Settings

You should always back up your app file before making any changes, as making an erroneous change could make OOTPB unplayable.

To edit the engine config file settings, use the following steps:

6. Close OOTPB.
7. Open the engine config file in Notepad or another text editing program.
8. Change the value that you wish to edit. (Do NOT change the name of the setting, or add new lines to the file.)
9. Save the file and close.
10. Restart OOTPB.

Note: It's very important that you do not change the formatting of the file by adding new lines, changing setting names, etc.

Chapter Seven: Appendix

Appendices and other helpful references

34.0 Appendices

34.1. Backups

No online league commissioner wants to break the news to his GMs that the league file was corrupted and an entire season was lost. No solo player wants to lose his historical league in which 50 seasons have been simulated. There is no magic solution to hard drive failures or lightning strikes. The best way to avoid a big disappointment is to back up your league files. Some people back up their leagues after every simulated day. Others back up weekly, monthly, or at the end of each season.

At a minimum, we recommend you perform a full backup of your league once per game year. If possible, back the data up to a CD or other external location, rather than simply copying the files to another directory on the same hard drive.

Regardless of your backup methodology, realize that if a problem does occur, you might be forced to revert back to your last valid backup. If the thought of losing three months of your online league frightens you, then it's time to consider backing up more frequently.

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

34.1.1. Backing up Game Files

The default location for OOTPB game files is:

C:\Documents and Settings\user name\My Documents\Sports Interactive\OOTP Baseball 2007\data\saved_games (Windows)

Your hard drive\OOTP Baseball 2007\data\saved_games (Mac)

In this directory are directories ending in an .lg extension, such as default.lg. Each of the .lg directories represents a single saved game in its entirety-including all the history of all leagues in your game. To back up OOTPB game files, copy the .lg directories you want to back up to another location, such as burning them to a CD. A compression tool such as WinZip will significantly shrink the file size.

34.1.2. Restoring Game Files

To restore game files, return the backed up .lg directory to the saved_games directory in the OOTPB directory. We recommend deleting any old .lg directories by the same name before trying this. For example, if you want to restore MyLeague.lg, first make sure the .lg directory no longer exists. If it does exist, delete it. Then restore your backup copy.

34.2. Helpful Links

The Internet is full of helpful resources that can teach you more about baseball. The following links are but a small sample that might be helpful to you, both in understanding baseball, and in enjoying OOTPB.

Site	Purpose	Link
Baseball-Reference.com	An excellent overall baseball reference site with great information, particularly about statistics and their meanings.	http://www.baseball-reference.com/
Baseball	Excellent overall website on	http://www.baseballamerica.com/today/

America	Baseball in America	
MLB.com	Major League Baseball's official site	http://www.mlb.com
Baseball Almanac	Interactive baseball encyclopedia	http://www.baseball-almanac.com/
MiLB.com	Minor League Baseball's official site	http://www.minorleaguebaseball.com/app/index.jsp
Baseball Prospectus	Baseball reference site	http://www.baseballprospectus.com/

34.3. Statistics and Abbreviations

If you can do it on a baseball field, there's probably a statistic for it. OOTPB keeps track of a large number of statistical categories that quantify particular aspects of a player's performance on the field. This appendix is a complete collection of the statistics used and displayed in OOTPB, the abbreviations used to refer to them in the game, and how they are defined or calculated.

Abbr.	Name	Tracked For	Team Stat?	Calculation / Quantity	Definition / Explanation
2B	Doubles or Doubles allowed	Batters and pitchers	Yes	Number of doubles hit by a batter OR Number of doubles allowed by a pitcher	A double is the act of a batter safely reaching second base by striking the ball and getting to second before being put out, without the benefit of a fielder's misplay or another runner being put out on a fielder's choice.
3B	Triples or Triples allowed	Batters and pitchers	Yes	Number of triples hit by a batter OR Number of triples allowed by a pitcher	A triple is the act of a batter safely reaching third base by striking the ball and getting to third before being put out, without the benefit of a fielder's misplay or another runner being put out on a fielder's choice.
A	Assists	Fielders	Yes	Number of assists	An assist is awarded to any defensive player who catches, throws, or touches the ball (after it has been hit by the batter) prior to the recording of a putout, even if the contact was unintentional.
AB	At-bats	Batters and pitchers	Yes (batters)	Number of at-bats recorded by a batter OR Number of at-bats pitched by a pitcher	A batter and a pitcher are credited with an at-bat every time a batter faces a pitcher except in the following circumstances: • The batter receives a base on balls (BB). • The batter is hit by a pitch (HBP). • The batter hits a sacrifice fly (SF) or a sacrifice hit (SH).

					• The batter is awarded first base due to interference or obstruction, usually by the catcher (CI). • The inning ends while the batter is still at bat (due to the third out being made by a runner caught stealing, for example). • The batter is replaced by another hitter before his at-bat is completed (unless he is replaced with two strikes and his replacement strikes out).
AVG	Batting average	Batters and pitchers	Yes	$\frac{H}{AB}$	A general benchmark of hitting skill, the ratio of hits to at-bats. A pitcher's AVG (sometimes called OAVG) is the AVG of all the batters he has faced.
BABIP	Batting average on balls in play	Pitchers	Yes	$\frac{H - HR}{AB - K - HR}$	A measure of the number of batted balls that safely fall in for a hit (not including home runs) when this pitcher is pitching.
Baserunners / 9 IP	Baserunners per 9 innings	Pitchers	No	$\frac{\text{Number of baserunners allowed} \times 9}{IP}$	A measure of a pitcher's effectiveness at keeping runners off the bases.
BB (W)	Bases on balls (Walks)	Batters and pitchers	Yes	Number of bases on balls received by a batter OR Number of bases on balls issued by a pitcher	A base on balls is credited to a batter and charged to a pitcher when a batter receives four pitches that the umpire calls balls. It is also called a walk because the batter is then entitled to walk to first base.
BB / 9 (W / 9)	Bases on balls per 9 innings	Pitchers	No	$\frac{BB \times 9}{IP}$	Bases on balls allowed for every 9 innings pitched.
BF	Batters faced	Pitchers	No	Number of batters faced	The number of batters a pitcher has pitched to. (If a batter is replaced in the middle of an at-bat due to injury, the substituting batter does not count as an additional batter faced.)
BK	Balks	Pitchers	No	Number of balks	A pitcher might commit a certain illegal motion or action that constitutes a balk. When a balk occurs, immediate ensuing play is allowed to continue. If each runner advances one base safely, the infraction is ignored.

					Otherwise, the balk is called "no pitch" and each runner is allowed to advance one base.
BS	Blown saves	Pitchers	No	Number of blown saves	A pitcher is charged with a blown save if he enters a game in a situation that enables him to earn a save (see SvO), but he instead allows the tying run (and perhaps other runs) to score.
C / L	Average in close / late situations	Batters	No	Player's batting average in close / late situations	A close / late situation occurs in the 7th inning or later when the teams are separated by no more than 3 runs. If a player is credited with an at-bat in such a situation, the outcome of that at-bat (hit or not a hit) is factored into his C / L average
CERA	Component ERA (Catcher)	Catchers	No	See ERC	The component ERA (ERC) of all pitchers who pitched while this catcher was catching.
CG	Complete games	Pitchers	Yes	Number of complete games	A pitcher is credited with 1 CG when he pitches an entire game.
CG%	Complete game %	Pitchers	No	$\frac{CG}{GS \times 100}$	The percentage of games started by a pitcher in which he has pitched a complete game.
CS	Caught stealing	Runners, catchers, and pitchers	Yes	Number of times a runner has been caught stealing OR Number of times a catcher has thrown out a runner trying to steal OR Number of runners caught stealing while this pitcher was pitching	A runner is charged with 1 CS (and the catcher and pitcher are credited accordingly) when he attempts to advance from one base to another without the ball being batted and then is tagged out by a fielder while making the attempt.
CS%	Percentage of runners caught stealing	Catchers	No	$\frac{\text{Runners caught stealing}}{\text{Stolen base attempts}} \times 100$	A measure of how frequently a catcher succeeds in throwing out a runner attempting to steal.
DP	Double plays	Fielders	Yes	Number of double plays this fielder has participated in	A double play occurs when two players are put out as the result of continuous action on one batted ball.
E	Errors	Fielders	Yes	Number of errors	An error occurs on a fielding play when a fielder misplays a ball in a manner that allows a batter to reach base or a runner to advance, when such an advance, in the judgment of the official scorer, should have been prevented given ordinary

					effort by the fielder. An error can also be charged when a fielder fails to catch a foul fly ball that could have been caught with ordinary effort, thus prolonging the batter's plate appearance.
EBH	Extra base hits	Batters	No	2B + 3B + HR	An extra base hit is credited to a batter who hits a double, triple, or home run.
ER	Earned runs	Pitchers	Yes	Number of earned runs allowed	An earned run is one for which the pitcher is held accountable. A run is counted as not earned (unearned) only if one of the following criteria apply: • The baserunner would have been out had an error not been committed. • The run is scored after an error is committed that would have made the third out. • A baserunner scores on a play on which an error or a passed ball was committed, and the inning ends before that runner would otherwise have been able to score.
ERA	Earned run average	Pitchers	Yes	$\frac{\text{ER x 9}}{\text{IP}}$	The number of earned runs given up by a pitcher for every 9 innings he has pitched.
ERC	Component ERA	Pitchers	No	(((H+BB+HBP) x .89 x (1.255 x (H - HR) + 4 x HR) + .56 x (BB + HBP - IBB)) / (BFP x IP)) x 9 If this result is equal to or greater than 2.24, subtract .56; if it is less than 2.24, multiply by .75.	A measure of a pitcher's performance based on the hits, hit batters, and walks he has allowed, rather than earned runs scored against him.
G	Games played	All players	Yes	Number of games played	A game played is credited to any player who participates in a game in any capacity for any length of time. (This includes a player who is announced as a pinch hitter and then removed from the game before receiving a pitch.) For fielders, this

					statistic is tracked for each of the nine positions on the field.
G / F	Ground ball-fly ball ratio	Pitchers	No	GB / (GB+FB)	A measure of how frequently a pitcher gets batters out on ground balls compared to fly balls.
GB	Games behind	Teams (in standings)	Yes	$\frac{\text{(First place team's W - other team's W) + (Other team's L - First place team's L)}}{2}$	GB is a number that represents a team's standing in its subleague relative to first place. A team in first place or tied for first place has a games behind figure of —.
	Ground outs - Fly outs	Pitchers (box scores only)	No	Number of ground ball outs and fly ball outs recorded when this pitcher was pitching	A ground ball is a batted ball that rolls or bounces on the ground in the infield. In OOTPB, a bunt on the ground is considered a ground ball. A fly ball is a ball that is hit to the outfield or infield in the air. A pop fly, or pop-up, is a specific type of fly ball that goes very high and does not travel very far from home plate.
GDP (GIDP)	Grounded into double play	Batters and pitchers	No	Number of times a batter has grounded into a double play OR Number of times a pitcher has induced a ground-ball double play	A batter is charged with 1 GDP (and the pitcher is credited accordingly) when a ground ball struck by the batter results in a double play by the defensive team.
GF	Games finished	Pitchers	No	Number of games finished	A pitcher is credited with 1 game finished when he is the last pitcher in to appear for his team in a game.
GS	Games started	All players	No	Number of games started	A player is credited with 1 GS if he is in his team's lineup at the start of the game and one of these conditions is met: • He plays in the field during the plate appearance of one opposing batter. • He is credited with one plate appearance (PA). • He is the first pitcher to throw a pitch to the opposing team. For fielders, this statistic is tracked for each of the nine positions on the field.
H	Hits	Batters	Yes	Number of hits	A hit, sometimes called a base hit, is credited to a batter when the batter safely reaches base after hitting the ball into fair

					territory, without the benefit of an error or a fielder's choice.
H / 9	Hits allowed per 9 innings	Pitchers	No	$\frac{H \times 9}{IP}$	Hits allowed by a pitcher for each 9 innings he has pitched.
HA	Hits allowed	Pitchers	Yes	Number of hits allowed	A count of the number of hits a pitcher has allowed.
HLD	Holds	Pitchers	No	Number of holds	A hold is awarded to a relief pitcher if he enters in a save (SV) situation, records at least one out, and leaves the game without having relinquished the lead.
HP	Hit by pitch	Batters and pitchers	Yes (batters)	Number of times this batter has been hit by a pitch OR Number of times this pitcher has hit a batter with a pitch	A count of the number of times a batter is awarded first base because of being hit by a pitched ball.
HR	Home runs	Batters	Yes	Number of home runs	A home run is a base hit in which the batter is able to circle all the bases, ending at home plate and scoring a run himself (along with a run for each runner who was already on base), with no errors on the play that result in the batter advancing extra bases.
HR / 9	Home runs allowed per 9 innings	Pitchers	No	$\frac{HR \times 9}{IP}$	Home runs allowed by a pitcher for each 9 innings he has pitched.
HRA	Home runs allowed	Pitchers	Yes	Number of home runs allowed	See HR. A pitcher is charged with a home run allowed when he surrenders a home run to a batter.
IBB	Intentional bases on balls (Intentional walks)	Batters and pitchers	No	Number of times this batter has been walked intentionally OR Number of intentional walks this pitcher has issued	An intentional base on balls, often called an intentional walk, is credited to a batter who reaches first base because the pitcher purposely delivered pitches far outside the strike zone to prevent him from swinging at the ball. This is repeated until the player walks.
IP	Innings pitched OR Innings played at a position	All players	Yes	Number of innings pitched OR Number of innings played at a position	The number of innings a player has played, measured by the number of batters and runners who are put out while the player is in the game. Three outs by the opposing team is equivalent to one inning played by each member of the defensive team. One out counts as one-third of

					an inning, and two outs counts as two-thirds of an inning. In OOTP, the statistic is represented as 34.1, 72.2, or 91.0, for example, to represent 34 1/3 innings, 72 2/3 innings, and 91 innings, respectively. At least one batter must be retired for any defensive player to be credited with any fraction of an inning played (or pitched). It is possible for a pitcher to enter a game, give up several hits and possibly several runs, and be removed before retiring any batters, thereby recording a total of 0 innings pitched (and 0 innings played for the fielders in the game at that time).
IR	Inherited runners	Pitchers (box scores only)	No	Number of inherited runners	An inherited runner is a player who is on base at the time a pitcher enters the game.
IRS	Inherited runners scored	Pitchers (box scores only)	No	Number of inherited runners scored	A measure of the effectiveness of a relief pitcher who enters a game with runners on base. A pitcher is charged with an IRS when a player who was on base when he entered the game scores a run while he is still in the game.
ISO	Isolated power	Batters	No	$\frac{TB - H}{AB}$	A measure of a player's power based on the number of extra-base hits the player has. (Only the extra base, or bases, from a double or triple are factored into this average.)
LOB	Runners left on base	Batters (box scores only)	No	Number of runners left on base after this batter's plate appearance	When a player bats with at least one runner on base, he is charged with one (or more) runners left on base when his plate appearance is over, unless one of the following events occurs: • He reaches base safely without another runner being put out as the direct result of his plate appearance. • His batted ball results in a runner's scoring, even if he or another runner is put out

					on the play. Another way of putting it: At the end of a plate appearance resulting in an out created by his contact, a batter is charged with an LOB for each runner occupying a base at the conclusion of that plate appearance. This includes the batter himself, should he occupy a base.
K	Strikeouts	Batters and pitchers	Yes	Number of strikeouts	A batter is charged with a strikeout, and a pitcher is credited with one, when the batter receives three strikes during his time at bat.
K / 9	Strikeouts per 9 innings	Pitchers	No	$\frac{K \times 9}{IP}$	Strikeouts by a pitcher for each 9 innings he has pitched.
K / BB	Strikeout-walk ratio	Pitchers	No	$\frac{K}{BB}$	Ratio of batters struck out to batters walked.
L	Losses	Pitchers	Yes	Number of losses	A loss is charged to the pitcher who is charged with allowing the run that gives the opposing team a lead it does not relinquish. The pitcher in the game when this run scores does not necessarily receive the loss; it goes to the pitcher who allowed the run-scoring player to reach base.
OBP	On base percentage	Batters and pitchers	Yes	$\frac{H + BB + HBP}{AB + BB + HBP + SF}$	A measure of how often a batter gets to first base for any reason other than a fielding error or a fielder's choice. A pitcher's OBP (sometimes called OOBP) is the OBP of all the batters he has faced.
OPS	On base percentage plus slugging percentage	Batters and pitchers	Yes	OBP + SLG	A measure of a batter's production, giving him credit for reaching base and for doing so by means of extra-base hits. A pitcher's OPS is the OPS of all the batters he has faced.
	Pitches	Pitchers (box scores only)	No	Number of pitches	A count of pitches thrown by a pitcher (the first of two numbers in this entry of a box score).
	Pitches - Strikes	Pitchers (box scores only)	No	Number of strikes	A count of strikes thrown by a pitcher (the second of two numbers in this entry of a box score).

PA	Plate appearances	Batters	Yes	Number of plate appearances	A batter is credited with a plate appearance when: • He is declared out before reaching first base, or • He reaches first base, or • He hits a fair ball that leads to a runner being put out.
PB	Passed balls	Catchers	No	Number of passed balls	A catcher is charged with a passed ball when he fails to hold or control a legally pitched ball that, in the judgment of the official scorer, should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance or score.
PCT	Fielding percentage	Fielders	Yes	$\frac{PO + A}{TC \times 100}$	A measure of how often a fielder handles a chance without committing an error.
P / G	Pitches per game	Pitchers	No	$\frac{P}{G}$	Average number of pitches thrown per game played.
PO	Putouts	Fielders	Yes	Number of putouts	A defensive player is credited with a putout when he records an out by one of the following methods: • Tagging a runner with the ball when the runner is not touching a base. • Touching a base, while in possession of the ball, that a runner on a force play is trying to reach. • Catching a third strike. • Catching a batted ball on the fly.
Pyt.Rec.	Pythagorean record	Teams (in standings)	Yes	$\frac{RS \times RS}{(RS \times RS) + (RA \times RA)}$	A formula that produces a projected won-loss record for a team, based on how many runs it scores (RS) compared to how many runs it allows (RA). The formula yields a fraction that is multiplied by the number of games the team has played and then rounded to the nearest whole number. This result is the team's number of projected wins. Teams' actual won-lost records tend to mirror their Pythagorean records, and variances can usually be attributed to luck.

QS	Quality starts	Pitchers	No	Number of quality starts	A quality start is one in which the pitcher pitches at least six innings and allows no more than three earned runs.
QS%	Percentage of quality starts	Pitchers	No	$\frac{QS}{GS \times 100}$	The percentage of a pitcher's games started that were quality starts.
R	Runs scored OR Runs allowed	Batters and pitchers	Yes	Number of runs scored OR Runs allowed	A batter is credited with a run scored when he crosses home plate. A pitcher is charged with a run allowed when an opposing player scores.
R / 9	Runs allowed per 9 innings	Pitchers	No	$\frac{R \times 9}{IP}$	Runs scored against a pitcher for each 9 innings he has pitched.
RA	Relief appearances	Pitchers	No	Number of relief appearances	A count of the games in which this pitcher has appeared but not as the starting pitcher.
RBI	Runs batted in	Batters	Yes	Number of runs batted in	A batter is credited with 1 RBI for each run scored as the result of his batted ball, except if: • He hits into a double play. • A run scores as the result of an error. A player is also credited with 1 RBI if he is walked or hit by a pitch with the bases loaded.
RC	Runs created	Batters	No	RC = A * B / C A: H + BB - CS + HBP - GIDP B: TB + (.26 * (BB - IBB + HBP)) + (.52 * (SH + SF + SB)) C: AB + BB + HBP + SH + SF	A measure of the number of runs a batter contributes to his team.
RC / 27	Runs created per game (27 outs)	Batters	No	$\frac{RC}{27}$	A measure of the number of runs a batter contributes to his team during the equivalent of a game (27 outs).
RISP with 2 outs	Runners left in scoring position with 2 outs	Batters (box scores only)	No	Number of runners left in scoring position with 2 outs	A player is mentioned in this part of a box score if he comes to bat with 2 outs and a runner in scoring position (on second or third base, or both) and his at-bat results in the third out of the inning.
SB	Stolen bases OR Stolen bases allowed	Runners and pitchers	Yes	Number of stolen bases by this player OR Number of stolen bases by the opposing team when this pitcher was pitching	A runner is credited with 1 SB when he successfully advances to the next base on a pitch that the batter does not make contact with. A pitcher is charged with 1 SB if an opposing runner

					steals a base while he is in the game.
SBA	Stolen base attempts	Catchers	No	Number of stolen base attempts	The number of stolen base attempts while a catcher is catching.
SF	Sacrifice flies OR Sacrifice flies allowed	Batters and pitchers	Yes (batters)	Number of sacrifice flies OR Number of sacrifice flies allowed	A batted ball is considered a sacrifice fly if the following four criteria are met: • There are fewer than two outs. • The ball is hit to the outfield. • The batter is out because an outfielder or an infielder running in the outfield catches the fly ball (or the batter would have been out if not for an error). • A runner who is already on base scores on the play.
SH	Sacrifice hits OR Sacrifice hits allowed	Batters and pitchers	Yes (batters)	Number of sacrifice hits OR Number of sacrifice hits allowed	A player is credited with a sacrifice hit (also called a sacrifice bunt) if he deliberately bunts the ball in a manner that allows a runner on base to advance to another base, while the batter is put out.
SHO	Shutouts	Pitchers	Yes	Number of shutouts	A shutout is a game in which one team fails to score any runs. This statistic refers only to shutouts in which the starting pitcher pitches the entire game.
SLG	Slugging percentage	Batters and pitchers	Yes	$\frac{TB}{AB}$	A measure of the power of a batter, giving him credit for hits that enabled him to advance more than one base. A pitcher's SLG is the SLG of all the batters he has faced.
SV	Saves	Pitchers	Yes	Number of saves	A save is credited to a pitcher who fulfills the following three conditions: • The pitcher is the last pitcher in a game won by his team. • The pitcher does not qualify to be credited with a win (W). • The pitcher fulfills at least one of the following three conditions: o He comes into the game with a lead

					of no more than three runs and pitches the remainder of the game, recording at least one out. o He comes into the game with the potential tying run either on base, at bat, or on deck. o He pitches at least three "effective" innings (this is the only subjective criterion and is judged by the official scorer). No more than one save can be credited in each game.
SV%	Save percentage	Pitchers	No	$\frac{S}{SvO \times 100}$	Percentage of save opportunities that were successfully completed by this pitcher.
SvO	Save opportunities	Pitchers	No	Number of save opportunities	The number of times a pitcher enters a game in a situation when it is possible to obtain a save.
TAVG	Total average	Batters	No	$\frac{TB + HP + BB + SB - CS}{AB - H + CS + DP}$	A statistic relating to offensive contribution that incorporates baserunning into the calculation, unlike other offensive statistics.
TB	Total bases OR Total bases allowed	Batters and pitchers	No	1B + (2 x 2B) + (3 x 3B) + (4 x HR)	A calculation of the worth of a batter that gives more weight for each additional base he reaches with his hits. Also a measure of a pitcher's ability to avoid giving up extra-base hits
TC	Total chances	Fielders	Yes	A + PO + E	The number of plays in which a defensive player has participated.
Team LOB	Runners left on base	Team (box scores only)	Yes	Number of runners left on base	For the purpose of calculating Team LOB, a runner is left on base when an inning ends and he has not scored. Team LOB is the sum of runners left on base at the end of each of the team's innings at bat.
TP	Triple plays	Fielders	Yes	Number of triple plays this fielder has participated in	A triple play occurs when three players are put out as the result of continuous action on one

					batted ball.
VORP	Value over replacement player	All players	All players	There are numerous ways of calculating VORP. In OOTPB, VORP for nonpitchers is based on Marginal Lineup Value over Replacement, then park- and position-adjusted. VORP for pitchers is how many runs a pitcher gives up (park-adjusted) compared to replacement level, which is defined as 1 run over league average.	A statistic that demonstrates how much a hitter contributes offensively or how much a pitcher contributes to his team in comparison to a fictitious "replacement player," who is an average fielder at his position and a below average hitter. A replacement player performs at "replacement level," which is the level of performance an average team can expect when trying to replace a player at minimal cost, also known as "freely available talent." Multiply the league average runs per out by the player's total outs; this provides the number of runs an average player would have produced given that certain number of outs to work with. Now multiply that number (of runs) by .8, or whatever level your replacement equations give you; this is the number of runs you could expect a "replacement player" to put up for that number of outs. Simply subtract the replacement's runs created from the player's actual runs created, then, and you have VORP. A word to the wise, though: while the replacement's run total will be park-neutral (by definition), the player's raw numbers won't be. Before calculating the VORP, run the player stats through park factors, normalizing the numbers. The resultant VORP should give a pretty good estimate of how "valuable" the player in question is.
W	Wins	Pitchers	Yes	Number of wins	A pitcher is credited with a win if he is in the game when his team takes a lead that it does not relinquish for the remainder of the game. A starting pitcher must pitch at least 5 innings to be eligible for a win.
WHIP	Walks plus	Pitchers	Yes	BB + H	A general measure of a

	hits per inning pitched			$\frac{\text{————}}{\text{IP}}$	pitcher's ability to keep batters off base.
WP	Wild pitches	Pitchers	No	Number of wild pitches	A wild pitch is charged to a pitcher when, in the judgment of the official scorer, his pitch is too high, too low, or too wide of home plate for the catcher to field capably, and as a result one or more runners advance or score. A wild pitch is not a fielding error; as such, any run scored by a player as the direct result of a wild pitch is an earned run (see ER).

34.3.1. Resources Used for Statistics

All definitions were taken from the following sources, either fully or in part:

http://www.baseball-almanac.com
http://en.wikipedia.org/
http://longgandhi.com/formulas.html
http://www.hardballtimes.com/main/statpages/glossary/
http://espn.go.com/mlb/statistics/glossary.html