

# HIPPI CONSTITUTION

**Update: June 28, 2021**

**Website:** [hippibaseball60s.webs.com/](http://hippibaseball60s.webs.com/)

The HIPPI started in 2015 and is based on the 1960's decade, using Action PC Baseball software. This league is different from most simulation baseball leagues because:

- It will use a financial system based on the values assigned by Action. A player keeps the value he is drafted which becomes his "salary", i.e. if a player is released into the draft, his salary goes back to the value that the game assigns. A player's salary increases by 10% each year he is kept on the roster.
- The roster size will be a maximum of 30 players including players who did not play in the majors.
- Since Action baseball has so many options for building team lineups, usage and rotations, you don't have to play your games. Auto play is acceptable as is Netplay if so interested.
- Teams play their AWAY games until September because it takes away some of the home field advantage of having last ABs, gives you the opportunity to see all the fields and allows you to make your lineups based on your HOME field instead of making different lineups due to field conditions of the opponent such as hitter's vs pitcher's ballparks.
- There will be 2 seasons per year with the seasons starting in October and April.

**Financial system** (note: "SALARY" = Player's salary, "VALUE" is number assigned by DKS to each player)

- The salary cap will be calculated by multiplying the roster size (30) x number of teams (18) to get the total DKS value of these 540 players. That number will be divided by 18 (number of teams) x 105% (to allow for 10% salary increases) to get the final salary cap. In 1968 the salary cap will be  $30 \times 18 = 540$  players  $(\$1,958,370) / 18 * 1.05 = \$114,297$  or \$115 million per team.
- Each player's salaries will be evaluated each season and if their salary is less than half of their DKS (value), the salary will increase to half of that value.
- The salary of any player cannot be higher than the top value DKS assigns that season. If any player has a salary greater than the highest value that DKS assigns for that season his salary is adjusted to the DKS value.

- Each season each team may cut one player's salary to half of his salary if that is still greater than his DKS value for that season unless it is less than DKS value and then it would be the DKS value.
- *Players will have the Action value they have when the team drafts and increases by 10% each year until he is released.*
- *Between the end of the season and the draft, owners can cut players and their salary when drafted will be the value that Action assigns.*

#### **“Luxury Tax”**

**To keep some parity, a tax of \$30,000/IP and \$10,000/AB for teams that have over 1700 IP or 6000 AB. The number were calculated based on average dollars per IP and AB. The theory being that teams could “hoard” players that could be used by other teams. This will be applied for the draft.**

#### **Rosters**

The roster size will be 26 until the last 3 blocks of the season, after that 30. You can make roster adjustments (waiver claims, trades or move players between majors and minors) at the beginning of each Block. At the end of the season and before the draft, each team can cut players to align for the draft. The draft order will be set by the lowest to highest team winning percentage with the Champion drafting last. Ties are broken by worst home record drafting higher.

Waiver claims must be released at the end of the season.

#### **Player Usage**

Action Baseball does a great job in that player usage can be set, we will use 110% of AB/IP with a 20% penalty for both batters and pitchers.

**Players with greater and 100 AB or 20 IP must play 25% of their AB/IP or be lost to free agency at the end of the season.**

#### **Draft**

The drafts will be based on season win-lost records with the Champion drafting last.

#### **Schedule**

The total schedule for the majors will be 162 games.

Minimum requirements are #1 lineups vs LHP/RHP and daily starters for at least the next month.

You don't have to play your games since autoplay works very well, but you need to notify the commissioner if you can't play your games.

## **Play-offs**

There will be 2 divisions in each the AL and NL. The division winners plus 4 wildcards for each league will make the play-offs. The format will be 2-2-1-1-1 for home field, with division winners getting the home field and in the case that the wildcards get to the Championship series, best record will determine home field advantage.

Procedure for playing games:

- 1. Start by clicking on PLAY on the second menu in RED, not the top play menu which is dimmed.**
- 2. Go to the date of the game you are going to play**
- 3. Click PLAY on the game you are going to play. Don't mess with the "H" of either team. This is set to "HUMAN" for both teams but you will set your opponent to "COMPUTER" in #11**
- 4. The screen will pop up called "Game Preferences". You don't have to do anything other than click on PLAY at the bottom of the screen. DO NOT set either team to "computer" yet.**
- 5. The next screen will show the roster of the visiting team.**
- 6. Click on COMPUTER LINEUP (this will load the starting pitcher from the Daily Starters for this team)**
- 7. Click on VIEW OPPONENT and COMPUTER LINEUP again to load the pitcher for the home team. Although a lineup will be loaded, this is not the lineup from the manager file that the other team has used in their manager file so you go to LOAD LINEUP and pick the lineup versus the type of pitcher for your team (either L or R). There is an option that can be used based on your pitcher by name but it is hardly ever used.**
- 8. Now you go back to VIEW OPPONENT which brings you back to your team, the visitor. Since you are managing your team you can set the lineup however you want or use the dropdown LOAD LINEUP.**
- 9. Now you're ready to play the game so click on OK in the bottom right corner.**
- 10. New screen appears with game information so all you have to do is click on PLAY BALL!**
- 11. Last thing to do before playing though is go to OPTIONS at the top menu and then PREFERENCES and set the HOME team to computer and you're ready to go.**

**It is important that you follow these steps so the game will use the manager and starting pitcher of your opponent, otherwise the computer will make these decisions which maybe different than the manager set up by yor opponent.**

**Of course for September games when you are the HOME team, you have to make adjustments to #7,8 and 11, reversing the Visitor/Home team lineups and computer control.**

**After the game is over, it is automatically saved and at the end of the block, you will go into EXPORT, click on the games played for that block, name the file and send to me.**

