

HIPPI CONSTITUTION

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Website: hippibaseball60s.webs.com/

The HIPPI started in 2015, using Action PC Baseball software. This league is different from most simulation baseball leagues because:

- It will use a financial system based on the salaries assigned by Action. A player keeps the salary he is drafted, i.e. if a player is released into the draft, his salary goes back to the salary 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 40 players including players who did not play in the majors.
- Also 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 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 January and July.

Financial system

The salary cap (in \$millions) will be:

1960	110
1961	115
1962	120
1963	125
1964	130
1965	135
1966	140
1967	145
1968	150
1969	155

- *Players will have the Action salary 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 salary that Action assigns. In rare cases, the commissioner can change the salary if errors are found in the Action game calculations.*

Rosters

The roster size will be 25 until scheduled Block 10 games, after that 40. 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% with a 20% penalty for both batters and pitchers.

Draft

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

Trading between 2 teams owned by the same person

You can make one trade a season and it can involve up to 3 players from each team. No draft choices between teams and the trade has to be "balanced", which means you can't build one team up at the expense of the other. Trades have to be made before the draft.

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 2 wildcards for each league will make the play-offs. The format will be 2-3-2 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 get home field advantage.