

TMBL United – Season 1 Rules – version 1.0

If you have any questions at all (and I expect you will) just email and ask: allan.sellers@gmail.com

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Introduction

TMBL United is a strategy baseball game. Players skills can be increased through coaching/training along with simply playing more when they are youth players. Managers determine how they want their players to grow and how each team is shaped over time.

Each manager controls a major and minor league team. While the major league team is really the primary team, the minor leagues are where players can focus more on growth and eventual promotion to the major league side.

Season 1

Season 1 is a starting point, however more functionality will be added in successive seasons to improve playability and coaching options.

Player Skills

Each player has a set of 4 skills. In general there are two types of players: pitchers and position players (with the latter being everyone except pitchers). Below is a breakdown of each skill and how it impacts the game.

Pitching

Skill	Impacts
Control	<ul style="list-style-type: none">• Very important attribute for pitchers and in general identifies their control/command of their pitches• Used to determine how often they walk a batter• Used with velocity to determine strike outs• Used to determine the frequency of hits allowed and the type of hit (poor control means more HRs allowed for example)• Higher the SL means more ground outs allowed (versus fly balls and potentially more sacrifice fly chances leading to opposition runs)•
Velocity	<ul style="list-style-type: none">• Important attribute for pitchers and in general identifies the speed of their pitches• Key attribute to determine strike outs (with impact from Control)• Used along with control to determine hits and the type of hit• Used as an adjustment to control on the type of out (the higher the SL the higher the number of fly balls)
Durability	<ul style="list-style-type: none">• Determines how long a pitcher can go until he gets fatigued in terms of batters faced

Durability Starting Relief

	SL	Pitcher	Pitcher
	0	15	2
	1	15	2
	2	15	2
	3	16	3
	4	17	3
	5	18	4
	6	19	4
	7	20	5
	8	21	5
	9	22	5
	10	23	6
	11	24	6
	12	25	7
	13	26	7
	14	27	8
	15	28	8
	16	29	9
	17	30	9

Fielding	<ul style="list-style-type: none"> Determines how well a pitcher fields his position. Also involved in the stolen based calculation to prevent successful SBs.
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There are aspects to pitching that will be tweaked/adjust over time (potentially during the season). The above list is the “starter list” of how each attribute impacts the game.

Position Players (aka EVERYONE except pitchers)

On Base	<ul style="list-style-type: none"> Very important attribute for hitters and identifies their ability to get on base with a walk or a hit. Used to determine how often they walk Used to determine how often they strike out (along with Power) Used to determine how often they get a hit
Power	<ul style="list-style-type: none"> Used to determine how often they strike out (along with On Base) Used to determine what type of hit they get if they get a hit (the higher the number the more doubles and home runs)
Running	<ul style="list-style-type: none"> Used to determine stolen base jump and successful stolen bases Will be used (this season or next) to factor into taking extra bases on hits.
Fielding	<ul style="list-style-type: none"> Used to determine how well a player fields his position as governed by the table below. Note that all players will play at 90% of their normal fielding percentage when playing out of position. For now that is meant to be harsh, but it will be adjusted over time.

Fielding	p	c	1b	2b	3b	ss	lf	cf	rf
SL									

0	0.910	0.968	0.970	0.960	0.910	0.940	0.930	0.940	0.930
1	0.915	0.968	0.970	0.960	0.910	0.940	0.930	0.940	0.930
2	0.920	0.968	0.970	0.960	0.910	0.940	0.930	0.940	0.930
3	0.925	0.970	0.973	0.963	0.915	0.944	0.938	0.944	0.938
4	0.930	0.972	0.976	0.966	0.920	0.948	0.946	0.948	0.946
5	0.935	0.974	0.979	0.969	0.925	0.952	0.954	0.952	0.954
6	0.940	0.976	0.982	0.972	0.930	0.956	0.962	0.957	0.962
7	0.945	0.978	0.985	0.975	0.935	0.960	0.967	0.962	0.967
8	0.950	0.980	0.988	0.978	0.940	0.964	0.971	0.967	0.971
9	0.955	0.982	0.991	0.981	0.945	0.968	0.974	0.972	0.974
10	0.960	0.984	0.992	0.984	0.950	0.972	0.977	0.976	0.977
11	0.965	0.986	0.993	0.986	0.955	0.975	0.980	0.980	0.980
12	0.970	0.988	0.994	0.988	0.960	0.978	0.983	0.983	0.983
13	0.975	0.990	0.995	0.990	0.965	0.981	0.986	0.986	0.986
14	0.980	0.992	0.996	0.992	0.970	0.984	0.989	0.989	0.989
15	0.985	0.994	0.997	0.994	0.975	0.987	0.992	0.992	0.992
16	0.990	0.996	0.998	0.996	0.980	0.990	0.995	0.995	0.995
17	0.995	0.998	0.999	0.998	0.985	0.993	0.998	0.998	0.998

Again, these attributes will be integrated into the game over time. Those changes will be announced when they occur. Some MAY occur during the season after testing, but most will occur at the start of seasons.

CP and TP

Each manager can improve their team once per week. Deadlines are Saturdays at 1800 GMT (specific times will be set online).

Players can use CP (Coaching Points) on the following skills:

- On Base
- Power
- Control
- Velocity

Players can use TP (Training Points) on the following skills:

- Running
- Fielding
- Durability

Teams start the first session with 50 CP and 50 TP.

After that, each team earns CP/TP as follows:

- 35 CP and 35 TP per session
- 5 CP and 5 TP per major league team win
- 3 CP and 3 TP per minor league team win

CP and TP can ONLY be used on Age I and older players. To do so, just go to your PROFILE page and click on Orders. CP/TP must be assigned by the manager each week to take effect. CP/TP will carry over from

game to game and session to session. However, at the end of the season a team can have no more than 100 CP and 100 TP in their account. If they have more, their account will be lowered to one or both categories accordingly.

Youth Orders

Youth players only improve by playing (no CP/TP can be used on youth players).

Youth players are ages A, AA, and AAA (with A being the youngest and AAA aging to I the following season).

The improvements youth players make are based on whether they are a position player, relief pitcher, or starting pitcher.

Hitter	Points per PA
Majors	33
Minors	25

Starting Pitcher	Points per PA
Majors	27
Minors	21

Relied Pitcher	Points per PA
Majors	48
Minors	36

Here are the key facts around youth players:

- It takes 1000 points to improve by an SL
- A youth player can improve up to 11 SLs per season
- Each skill can only be increased by a max of 3 per season
- A manager can control WHICH skills are raised based on their selections on the Profile -> Youth tab for a given player.
- Youth players improve faster in the majors.

Managing your Team

- 1) As noted earlier, each team has a major/minor league team.
- 2) The major league team is what you will spend most of your time on. This is where you'll be able to identify players to add CP and TP to in order to improve their skills.
- 3) Your minor league team is where MOST of your youth players will be (Ages A, AA, AAA). Youth players don't use CP/TP, but rather improve by playing. As indicated above you will be able to indicate where to focus those improvements.
- 4) In summary you will set lineups and pitching rotations (both for major and minor leagues), determine CP/TP usage for the major league team, and identify how you want your youth players to grow.
- 5) You can also make roster moves on the Profile page. When you do so, you should update your hitting/pitching tabs to ensure they reflect your changes.

Basic Concepts

- 1) **Out of Position (OOP) – For Season 1, OOP penalties will be punitive.** A player moving from one position to another will play that position at .90%. More on that in gameplay. In the future we may go to allowing teams to qualify players at more than one position. For now I need a place to start with this concept and, except for occasional injuries, there shouldn't be a big need to play OOP.
- 2) Handedness (LHP, RHP, LHB, RHB) – A key element built into gameplay is the matchup between a batter and a pitcher. A Right Handed Batter (RHB) in general hits better against a Left Handed Pitcher (LHP) than a Right Handed Pitcher (RHP).

On the other hand as a manager you have a more favorable matchup if you have a LHP against a LHB.

Those concepts are reflected in the gameplay and simulator.

- 3) The gameplay document (see front page of website) will outline how the various skills get used. In general the “dominant” skills for hitters are OnBase/Power and for pitchers Control/Velocity. So I've set those 4 up to be the ones teams can add Coaching Points (CP) to. The other attributes are also important but not quite as much. Those are Running/Fielding for hitters and Durability/Fielding for pitchers.
- 4) Aspects I want to add to the game but don't have time for until season 2 are:
 - a. More on Running – stolen bases use the running value but taking the extra base “may not” in season 1. I think I can still put this in, but am not sure...if not now definitely season 2.
 - b. Fielding and range. Fielding is complex, but I do want to better manage errors. Sometimes a play should not be called an error if the player has a poor fielding rating because they may not get to the ball. So I want to put more of the Fielding SL into whether a hit becomes an out (with a great fielder) and an out becomes a hit (with a poor fielder) and an error becomes a hit (poor fielder).
 - c. Fielding and OOP. Again I'd like to improve this and consider having players qualify for a 2nd position. Just out of time for season 1 and frankly playing OOP should have a penalty. Maybe not as punitive as what I'll use, but no team should be stocking their team with 1b players that end up playing ss and c.
 - d. Injuries
 - e. Coaches
- 5) Players lose SL at the end of the season based on their new age. They lose this SL at each of their 4 areas. If a player goes from Age II to Age III they will lose 3 (their new age) SL at each of their 4 SL areas. Youth players (A, AA, AAA) do not lose SL until the end of their Age I season (where essentially they lose 2 SLs per area since they age to II). Players who would become SL 0 in ANY skill will retire.

Money, Drafting, and Player Sales

For this league, teams will likely earn money and be able to sell players. However, I don't know that this will be in place during season 1. I'd like to have rookie player drafts and player auctions in play for season 2, but not this initial season.

Gameplay

The gameplay link is on the top menu and can be found here:

Growing Player Skills

- Older players can improve their skills with Coaching and Training.
- Younger players improve by playing in games.
- Age I players can be coached or trained such that they can improve up to 5 SL's in each skill. For example an Age I player with the following 10 (O), 10 (P), 10 (R), and 10 (F) could become an SL 15 in all 4 categories provided the team put the necessary CP and TPs on the player.
- Age II and older players can improve up to 3 SL's per season in each skill area.
- Youth players (Age A, AA, and AAA) can improve up to 11 SLs overall each season. For example a 2 (O), 2 (P), 2 (R), and 2 (F) player could become a 5 (O), 5 (P), 4 (R), and 5 (F) player at the end of the season provided they get enough plate appearances. However they cannot become a 5-5-5-5 player. Note that youth players that play in the majors will gain skill faster than playing in the minors (based on the same number of plate appearances or batters faced).
- While lineups can be set daily, each team can choose how they want to improve their Age I+ players via the profile page. The deadline will be Saturdays and once the deadline passes the relevant SL updates are made and the team can then start to add their CP/TP assignments for the following Saturday.

Glossary

Term	Definition
p	Pitcher
sp	Starting Pitcher
rp	Relief Pitcher
1b	First baseman
2b	Second baseman
3b	Third baseman
ss	Shortstop
lf	Left Fielder
cf	Center Fielder
rf	Right Fielder
A	The youngest youth player; Ages to AA
AA	The youth player in the middle; Ages to AAA
AAA	The most experienced youth player; Ages to I
CP	Coaching Points; Can be used to grow SL in On Base, Power, Control, and Velocity.
TP	Training Points; Can be used to grow SL in Running, Fielding, and Durability