QSE SPORTS · PLAYER GUIDE

QSE Baseball Player Guide

Setting up and managing a QSE Baseball game - every setup option, the batting and pitching calls, saving, sharing, leagues, redrafts and head-to-head.

Read it online at qsegames.com/guides/baseball
Updated 2026-11-06

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In QSE Baseball you are the manager. You choose the approach for every at-bat, set the defense and call the pitch, run the bases, and make the bullpen and bench moves, while your bench coach and pitching coach flag anything they would do differently.

Quick start

1. **Sign in**, open **Baseball** and choose **Play Exhibition** (**Play Now**).
2. Pick the two teams and which one you manage (**Away** or **Home**), a season, and the computer's difficulty, then press **Play Ball!**
3. When you bat, press **Execute At-Bat** (or choose an approach first). When you pitch, press **Pitch to Batter**.
4. The game saves before every at-bat. **Save & Quit** takes you back to the Baseball hub.

The Baseball hub

The hub offers four choices:

- **Play Exhibition** (**Play Now**) - one nine-inning game between any two teams.
- **Replay League** (**Start Season**) - manage one team through a full real season against the computer.
- **Redraft** (**Set Up Redraft**) - draft new rosters from a season's player pool and build your own league.
- **Head-to-Head** (**Play a Friend**) - play another person live with a six-character invite code.

When you have a saved game, a **Resume a game** button appears above the choices.

Free play and subscriptions

	Free account	Baseball subscription or Premium
Exhibition games	The included season, one new game per Eastern day	The included season, as many as you like; any other season with that season's pass

	Free account	Baseball subscription or Premium
Head-to-Head	Counts as your one game of the day (for each player)	Included
Replay League and Redraft	-	Included
Expert computer difficulty	-	Included

- Your one free game of the day covers single-player exhibitions, games replayed from a shared code and head-to-head games. Resuming a game doesn't use it up, and quitting doesn't give it back. A new free game is available after midnight Eastern.
- A season pass is a one-time purchase that stays in your account. On the website, playing that season also needs an active Baseball subscription, or Premium; in the Windows desktop app (coming soon) it plays offline without one.
- Codes: a discount code goes in the **Promo code** box at checkout. A code for a free season goes in **Redeem a code** on **Plan & billing**, where you pick the season.

Setting up an exhibition

The setup page has the matchup, a **Season & Rules** row, four tabs (**Game**, **Broadcast**, **Ballpark**, **Presentation**) and a summary of today's game with the **Play Ball!** button. **Play Ball!** stays off until you have picked two different teams.

- **Teams:** pick the away and home teams, choose **You play Away** or **Home** (home to start), or swap the two.
- **Season:** 2026, 2025, 2019, 2004, 1998, 1988, 1976, 1966, 1956, 1941 or 1934. Each team plays with that season's real players. Whether you can play a season is checked when you press **Play Ball!**; if you can't, the reason shows under the button.
- **Rules:** the season's rules as played, **Modern** (shift ban, runner on second in extra innings, pitch clock), **Classic** (before 2020), or **Custom**: **Shift Ban**, **Ghost Runner**, **Pitch Clock** and **3-Batter Min**, each on or off. Steals, pickoffs and base size always follow the season's real running game.
- **Preview matchup** shows each side's starting pitcher and each team's three best bats.

- **Save my defaults** remembers your computer difficulty and your broadcast crew for new games.

Game tab

- **Gameplay Mode: One-Pitch** settles each at-bat in one step and jumps to the ball in play. **Broadcast** (the default) shows every pitch and adds the pitch-by-pitch calls described below. **Chess** is listed as coming soon and can't be chosen yet.
- **AI Difficulty** (the computer's manager): **Conservative** manages by the book. **Aggressive** changes relievers sooner and calls more steals and matchups. **Expert** manages hardest of all, using how much each moment matters; it needs a subscription. At every level the computer handles a starting pitcher the same way. In an exhibition or a redraft league he works on a pitch count that follows his own real starts and how today's start is going: about his usual pitch count on an ordinary day, a few more while he is dealing (a run or none allowed), out early when he gets hit hard (four runs in an inning, or six in the game), and out once he tires. With the lead and short of five innings he stays in to try for the win unless he is in trouble or worn out. In a replay of a real season the starter follows his real start instead. Your own side's automatic decisions always stay Conservative.

Broadcast tab

Pick an announcer, a colour analyst and an umpire, or **None** for each. **Preview** plays a sample. There is no colour analyst for seasons before 1980.

Ballpark tab

Every game is shown at **QSE Field**, and the stadium can't be changed here. To play an exhibition in a custom ballpark, start it from that park's **Play** or **Use this park** button. In a league game the home team's park still decides how the game plays (its dimensions and how many hits and home runs it gives up); only the picture is QSE Field.

Presentation tab

- **National Anthem:** play it in full, play the short version, or skip it. Your choice is remembered.
- In Broadcast mode: **Pitch pacing** (30% to 200%) sets how long each pitch takes, and **Pitch color** sets how often the booth adds a pitch-type-and-location call between pitches.

The game screen

- **View: Standard**, **Broadcast** or **Advanced**. **Make default** saves your choice to your account. Standard has **Lineups**, **Box score** and **Rosters** drawers; Broadcast has **Box score** and **Rosters**.
- **Game settings:** switch between One-Pitch and Broadcast (from the next at-bat), change the announcer or analyst, turn interactive decisions off or on (**Every Call**, the default), zoom the page, switch light or dark, get a **Share Code**, or send a problem report.
- **Play-by-play speed: Instant**, **Fast**, **Normal** or **Dramatic**. The pitcher's line, the batters' lines and the scorecard wait for the play-by-play: an at-bat's pitches, strikeout, walk or hit count only once the call is shown. If you start the next at-bat first, the rest of the call is shown at once.
- **Skipper School** grades your call after each at-bat. Close it with the ×; the **Skipper School: off** chip turns it back on.

When you bat

- **Execute At-Bat** plays the at-bat with your chosen approach: **Swing Away**, **Hit & Run** (runner on first), **Sac Bunt** (runners on, fewer than two out), **Squeeze** (runner on third, fewer than two out), **Safety Sq** or **Bunt Hit**. In Broadcast mode you can also **Take** one pitch, or turn on **2K Protect**, which stays on until you turn it off.
- **Steals: Steal 2B**, **Steal 3B** or **Steal HP**, each showing its chance of success. Set each runner's lead (**None**, **Short**, **Regular** or **Aggressive**; a steal always takes an aggressive lead). Two steals at once make a double steal. Baserunning can be **Conservative**, **Normal** or **Aggressive**.
- **Pinch Hitter** and **Pinch Runner** (choose the base) are in the manager row. Each bench player is listed with his real line for that season against the current pitcher's hand: batting average / on-base / slugging and home runs, for example "vRHP .287/.340/.504, 22 HR". A player with no such line shows his ratings instead.
- To move faster: **Sim Until Decision** (to the next scoring play or the end of the half-inning), **Sim until RISP**, **Sim ½ Inn**, **Sim to 7th** and **Sim End**.

When you pitch

- **Pitch to Batter** throws the next pitch or plays the at-bat. Instead of pitching, you can call **IBB** (an intentional walk) or **Pitch Around**.
- **Defense** opens the alignments: **Normal**, **IF In**, **Bunt D**, **Wheel**, **DP Depth**, **Guard Lines**, **OF Shallow**, **OF Deep**, and the **Pull Shift** and **Oppo Shift** when the rules allow shifts. **AUTO** lets the computer set it. Close the bar with ← **Return to Mound** before you pitch.

- In Broadcast mode, before a pitch: a **Pitchout**, a pickoff throw to **1B**, **2B** or **3B**, a **Quick** delivery, the stretch (**Norm**, **Slide** or **Hold**), and the kind of pitch: **FB** (fastball), **BR** (breaking ball) or **CH** (changeup). The pitch kind applies to the next pitch only; otherwise your pitcher chooses.
- **Change Pitcher** and **Defensive Sub** are in the manager row. If your pitcher is hurt, you must bring in a reliever before play goes on.
- Each reliever in **Change Pitcher** (and in the **Double Switch**) shows what hitters did against him that season, left-handed (vL) and right-handed (vR): batting average / on-base, strikeouts and walks, then his ERA and WHIP. Each **Defensive Sub** shows his batting line against the hand of the pitcher your hitters face.
- The **Rosters** panel's **Bench** and **Bullpen** tabs show the same lines under each name. Hitters get both sides (vL and vR); pitchers get the line against them plus ERA and WHIP.

Changing positions

- **Positions** (in the manager row, whether you are batting or pitching) opens **Change Positions**: every player in your lineup except the pitcher, where he plays now, and a list of positions. Each position shows his fielding number there; a dash means he has not played it. Under each name is his batting line against left-handers and right-handers. Pick a new position for any player. Picking a position another player holds swaps the two of them, so a pinch hitter who batted for your third baseman can go to second while the second baseman moves to third. For a longer shuffle, keep picking. **Apply** makes the move and the play-by-play reports it ("Smith moves to second, Jones to third."); **Cancel** leaves everyone where he was.
- A player out of position plays with his fielding number at the new spot. The game does not stop you.
- The box score and the scorecard show each player at his new position.
- If a pinch hitter or pinch runner leaves a position empty, **Set Your Defense** opens when your team takes the field. Give every player a position or bring in a bench player (**Auto-fill hole** fills the gap), then **Take the Field**.
- In a two-player game each manager changes only his own team's positions, and both players see the play-by-play line.

Decisions during a play

With decisions on **Every Call**, the game stops for the close calls: sending a runner, tagging up, stretching a hit, advancing on a wild pitch, the catcher's throw on a steal, turning two or taking the sure out, where an outfielder throws, and the manager's challenge. You have 10 seconds (13 for the throws); when time runs out the computer's choice is made.

Keyboard

- **Space** or **Enter: Pitch to Batter** or **Execute At-Bat** (in a replay: the next at-bat). Keys are ignored while you type in a box.
- On a decision: **1** or **G** for go or yes, **2** or **H** for hold or no, **Enter** for the computer's choice. With more than two choices, **1** to the last number picks one.

After the game

The final screen has the postgame press conference, the game's hardest and longest hits, the win-probability chart, your **Manager Report Card** (when you made decisions), the box score, and **Replay & Log**: **Scoresheet** (the whole game's scorecard - every plate appearance for both teams, drawn on the scoresheet style you picked - in a window over the field, in any view), **Watch Replay**, the full play-by-play log and **Export .txt**.

Saving, resuming and sharing

- The game saves before every at-bat. Use **Save & Quit** to leave a solo game; an **Unsaved** badge means the last save didn't go through.
- You have one baseball save at a time. Starting another baseball game, exhibition or league, replaces it.
- To pick up a saved game, press **Resume a game** on the Baseball hub, then **Resume**. An exhibition save can also be cancelled there.
- A league game you leave mid-game (with **League** or **Save & Quit**) picks up where you left it when you press **Play** on it again.
- A game saved before an engine update can't be resumed. The page says so and offers **Discard old save**.
- **Share Code** gives you a code that starts with `qse1:`. A friend pastes it into **Replay from a friend's game code** on the exhibition setup page and presses **Replay** to play the same matchup and season from the same start, making their own calls. It is a new game, so it needs the same access and uses a free game of the day.
- **Watch Replay** opens the replay of a finished game: play, pause or step through it at 1×, 2× or 4×. A player in the game can press **Share** to copy a public link anyone can watch.

Replay League (Baseball subscription)

Choose **Replay League**, then **Solo Replay**: name the league, pick a season (2000 to 2026; seasons 2000 to 2014 are marked approximate and match the real league totals more closely than each team's results), the computer's difficulty and your team, then **Start Season**. You manage your team; the computer manages the other 29 through that season's complete real schedule. Real trades happen on their real dates, and real injured-list stints apply.

From the league office:

- **Play Next Game**, **Sim Week** (every other game in the current week; you play yours), **Sim to My Game** (every other game up to the day before yours) and **Sim to Season End** (asks first, and sims your games too).
- **Sim several weeks:** the box under the buttons (**Sim Week runs 1 week(s) in a row**) sets how many weeks **Sim Week** plays, one week after another (1 unless you change it; at most the weeks left in the regular season), and the button says so (**Sim 3 Weeks**). Tick **Include my games** to sim your own team's games too. Without it, a week with one of your games left can't finish, so a sim of several weeks stops at that week and says so. It also stops at the end of the regular season (the playoffs are set), when a game is checked out or being played live, or when you cancel; the message says how many weeks it simmed. The commissioner's **Sim & Advance** (Commissioner Tools → **Season**) has the same box: it sims and advances that many weeks in a row, every game included; more than one week runs in the background like the league office's sims, and stops early at the end of the regular season or at a week that can't advance.
- **Full Schedule**, **My Team**, **All Leaders**, **Playoffs**, **Awards**, **Records & HOF**, **Injury Report**, **All-Star**, **Scouting** and **Season Recap**, plus **Free Agents**, **Trade Center**, **Contracts** and **Farm System** when the league uses them.
- Set your lineups against right-handers and left-handers, your rotation, bullpen and bench roles and who is active on your team's **Lineups** page, or turn on **Auto-set** there to let the computer manage your team on game day: it keeps using what you saved and steps in for injured or tired players (see **Auto-set** under Redraft leagues).

- **Moving players on the Lineups page:** every tab works the same way. Each list is a table, one row a player. Drag a row onto a spot; or tap the row (or move to it with Tab and press Enter) and then tap the spot - a bar at the bottom names the player you picked, with **Cancel**. Drag a filled spot onto another spot to move him up or down; the players in between shift. Drop a spot back on the list below (or pick it and press **Take out of lineup**, **Take out of rotation** or **Take out of role**, or press its ✕) to take him out. Every list of names is in last-name order. The numbers are the player's real season for the league's season and the ratings are the ones shown everywhere: hitters show **PA**, **AB**, **AVG**, **OBP**, **SLG**, **HR**, **SB** and **OVR**; pitchers show **T** (throws), **G**, **GS** (relievers: **SV**), **IP**, **H**, **BB**, **K**, **ERA**, **WHIP**, **OVR**, stamina (**STA**), stuff (**STF**) and control (**CTL**). On a phone the less-used columns drop (B, AB, HR, SB; G, GS / SV, STF, CTL). An injured player carries his injury beside his name (for example **15-day IL**; hover it for the days left).

- **Lineups vs RHP / LHP:** both lineups side by side (on a phone, **vs RHP** and **vs LHP** switch between the two), each a table: the batting order, **B** (bats), **Pos**, **Fld** (his fielding there), PA, AB, AVG, OBP, SLG, HR, SB and **OVR** against that hand. Under each lineup a summary: **Est. runs / game** (runs created per 27 outs, averaged over the nine - what the lineup would score a game if each batter hit as he did that season), the nine's **AVG / OBP / SLG**, **HR · SB**, **Infield defense** and **Outfield defense** (their average fielding at the positions they play) and **Bat vs RHP** (or **vs LHP**: their average OVR against that hand). Below both lineups is **Active hitters**: every active hitter with his fielding at each position (C to RF; blank where he doesn't play it), PA, AB, AVG, OBP, SLG, HR, SB, **vs R** and **vs L** (OVR against each hand), **VAL** and **Lineups** (his spots, such as **vs RHP 3rd · vs LHP 5th**); a hitter in a lineup is highlighted. A hitter dropped on a filled spot takes that spot's position and the man there goes back to the list; on an empty spot he plays his own position if it is free. Press a batter's **Pos** to open buttons for the positions he plays, with his fielding there (**CF 68**), and **DH**; press one to play him there - whoever had that position takes his old one. **more** lists every position. A hitter at a position he plays that isn't his main one is marked **Secondary position**; at one he has never played, **Never played SS** (in red). **Save lineups** saves both. A lineup is saved only with all nine spots filled, nobody batting twice and every position (C, 1B, 2B, 3B, SS, LF, CF, RF and DH) taken once - until then the problems are listed under it and Save stays off. A lineup with nobody in it is not set: the computer sets it each game (**Clear** empties one; save to keep it that way). **Undo changes** puts back what you last saved. Only active players can bat - change who is active on the **Active / Inactive** tab. The line above the lineups gives your league's DH rule. **No-DH lineups:** when some of your games have no DH (the season's rule, the league's setting, or games in a no-DH conference's parks), the Lineups tab has two buttons - **With a DH** and **No DH - pitcher bats** - each with how many of your games it covers (a team that plays only no-DH games sees only its no-DH lineups). A no-DH lineup is eight fielders and the **pitcher's spot** - "today's starting pitcher bats here" - which starts ninth; drag it (or tap it, then a spot) to move him up the order. There is no DH button, and a lineup is saved only with the eight positions C to RF each taken once and the pitcher's spot. **Build best lineup** builds it with the pitcher ninth. A no-DH lineup you leave empty is covered by your DH lineup with the DH out and the pitcher ninth.
- Each lineup slot plays the position you set for it. If a player you named isn't dressed that day (injured, resting or sent down), the best dressed player for that position takes his slot and the rest of your lineup stands.
- **Build best lineup** fills the nine against that hand from your healthy active hitters. The hardest positions to fill (catcher, shortstop, center field) are filled first, each with the best hitter against that hand, counting his glove there. The best bat left is the DH. The best on-base hitters with speed bat first and second, the best hitter third, the most power fourth and fifth, and the weakest hitter last. **Lineup check** under any nine you set points out what those rules would change. **Copy from vs LHP** (or **vs RHP**) copies the other lineup.

- **Saved Lineups:** keep as many lineups as you like under names of your own (up to 30, such as **Power** or **Rest day**) - one batting order each, used whatever the opposing starter throws. Type a name, choose what it starts from (an empty card, your vs RHP or vs LHP lineup, or another saved lineup) and press **New lineup**, then set it on the same lineup board and press **Save lineup** (it needs all nine). The list shows each lineup's order and its **Est. R/G**; **Edit** opens it (you can rename it there), **Duplicate** copies it and **Delete** removes it - a game it was already picked for keeps its lineup. Names must differ. Your vs RHP and vs LHP lineups stay the defaults.
- **Your lineup for each game:** pressing **Play** on a league game (the league page's **Play Next Game** or **Play**, the schedule's **Play**, or **Open** in Continue Playing) opens that game's lineup page first. It shows the **opposing starter** - his name, the arm he throws with (**Throws Left** or **Throws Right**) and his record and ERA this season - and your own starter; when the opposing starter isn't known yet it says so (he is chosen at first pitch, the best-rested arm in his rotation). Under **Start from** choose one of your lineups - **vs RHP lineup**, **vs LHP lineup**, any saved lineup, or **Computer picks** - and it is laid out on the lineup board with every number against that starter's hand; change anything you like, then press **Play ball** to save it for this game and start. In a game without a DH the page says so and lays your lineup out with the pitcher's spot (from your no-DH lineup, or your DH lineup with the DH out and the pitcher ninth); move it as you like. **Save for this game** keeps it without playing (a game you sim then uses it too), and **Save as a lineup** keeps the nine under a new name. The page starts from the lineup already set for the game if there is one, otherwise from your default for the opposing starter's arm. A game with no lineup of its own uses your vs RHP / vs LHP lineup by the starter's hand (or the second lineup on its turn), as before. On the Lineups page's **Per-Game Starters** tab each upcoming game shows its lineup (**default**, or the lineup it came from) and **Set** opens its lineup page. A suspended game resumes straight away, with the lineup it started with. On an Auto-set team the page works the same way, and the computer covers an injured or tired player in the lineup you set.
- **Second Lineup:** play your base lineups for a number of games in a row, then a second lineup for a number of games, and repeat (**Save schedule** saves the numbers). The second lineups are set the same way as the base ones, side by side. A hand with no second lineup keeps its base lineup.

- **Rotation:** your starters in order, ace first, as a table with the pitcher columns above, and the starters not in it in the same columns below. Your rotation is a schedule: its starters take turns in order, one a game (in a five-man rotation the sixth game goes back to the first). When the man whose turn it is is tired or can't pitch (injured, or at his season limit), the best-rated rested starter who isn't in your rotation starts instead, and the next game goes to the next man in order; only when no starter outside it is rested does a rested man from the rotation go early. Nobody loses a turn for pitching more than his real season (you get **Usage warnings** instead - see **Workload limit**), and an innocuous pitcher in your rotation takes his turns like anyone else. Drop a starter on the open spot below the last to add him. **Auto-fill top 5** puts in your five best healthy active starters; **Save rotation** saves it, and an empty rotation lets the sim use your top five.
- **Bullpen Roles:** up to three arms each for closer, setup, middle relief and mop-up, against left-handed and against right-handed batters, and the first one available pitches. Each role has two tables (vs left-handed and vs right-handed batters) with the rotation's columns, and the relievers are listed below in the same columns, with the roles each one holds (**Now**; tick **List starters too** to add the starters). The closer is saved for save spots (and a tied 9th at home), setup works a close 7th or 8th, mop-up a game decided by five runs or more, and middle relief everything else. A role you leave empty is the computer's call. **Auto-assign** fills every role from your healthy active relievers: the best two close, the next three set up, the next three work the middle, and the three with the most stamina left mop up; against each side a reliever of the batter's own hand moves up a little. **Clear all roles** empties them. Nothing changes until you press **Save**.
- **Bench Roles:** each order reads as a sentence, and you drop a player from the hitters list (bench players first) on the + box under a section to add one, or on an order's name to swap him in. Late-inning defense: *he plays CF from the 8th inning for whoever plays CF, only when leading* - pick the position (his fielding there is shown), the inning, who he replaces and whether only when leading. Pinch hitters: *he pinch-hits against left-handers to hit for power from the 7th inning* - against left-handers, right-handers or any pitcher, to bat in any spot, get on base, hit for power or put it in play, and the inning; he is sent up only when he hits that pitcher better than the man due up. Pinch runners: *he runs for the lead runner from the 8th inning, only within two runs* - used only when he is faster than the runner. ✕ removes an order; **Clear all bench roles** empties them; **Save** saves. A player named in any role who isn't dressed or has already been used is skipped.
- **Active / Inactive** is the roster board (see **Roster board** under Redraft leagues): the **Roster** - who dresses - on top, **Reserve**, the **injured list** and the **Farm list** below, with **Coverage** beside them. Each group's heading counts its players and splits them, such as **26 / 26 (14 H / 12 P)** - hitters and pitchers.

When you sim a stretch of the schedule (**Sim Week**, **Sim to My Game** or **Sim to Season End** on the league dashboard, **Sim remaining this week** on the schedule, or the commissioner's **Sim &**

Advance), a progress bar and a "Game 7 of 42" counter show how far it has got. Press **Cancel after this game** to stop: the game in progress finishes, every game already simmed stays recorded, the week does not advance, and the games not yet played stay on the schedule. Run the sim again to pick up where it stopped.

The league dashboard's sims keep running if you leave or reload the page: come back to see the progress, or the result once it has finished. A sim of several weeks shows the week it is on ("Week 5 (2 of 3): Game 7 of 42"). Each week is saved as a whole, results and injuries together: if the sim is interrupted part-way through a week (a server restart, a lost connection to the database), none of that week's games are recorded and you can simply sim the week again. The same happens when the real-season data can't be loaded (it is tried twice): the sim stops before saving anything and shows "Couldn't load the real-season data; nothing was simmed. Try again." A longer sim keeps the weeks it had already finished. A replay never plays a game on part of its real-season data. A playoff round stops the same way, before the game that needed the data: each playoff game is saved whole with its box score, so the games already finished are kept (the message says how many) and the bracket's **Sim** button plays the rest of the round.

Designated hitter (League Settings, set by the commissioner): **The season's real rule** (the default) - a DH in every game from 2022 (and in 2020), from 1973 to 2021 only in American League parks, and none before 1973; **DH in every game**; **No DH - pitchers bat**; or **By conference** (in a league with conferences): each conference plays with a **DH** or **No DH - pitchers bat**, and every game follows the HOME team's conference, so an interleague game in a no-DH park has no DH and one in a DH park has a DH. In a game without a DH the starting pitcher bats: in the pitcher's spot of your no-DH lineup, or - when you have none - your DH lineup is used with the DH out and the pitcher batting ninth.

Injuries (League Settings, set by the commissioner): **Long-term** (the default) - an injury can put a player on the injured list for days or weeks. **Game day only** - a hurt player leaves that game and is back for the next one; nothing goes on the injured list. **Off** - nobody gets hurt. Switching a league away from Long-term puts the players already on its injured list back in the lineup.

Innocuous players (League Settings, set by the commissioner before the season starts; off unless set): the commissioner can name a real-season line below which a player is harmless to play as often as his club needs - hitters with an OPS at or under a number (.599 suggested), and pitchers with an ERA or a WHIP at or above a number (6.00 ERA or 1.60 WHIP suggested). An innocuous hitter never tires and is never rested for playing more than he did in his real season. No innocuous player is held back by the usage caps or loses a season to overuse, and innocuous players get hurt a quarter as often. Pitchers still need their normal rest between outings. A player shown at 73 OVR or better never counts, whatever his line. Innocuous players carry the **INN** tag on team rosters and in the draft room, where the **Coverage** tab counts them in a group of their own. **Preview who qualifies** lists who a rule catches before you save it.

After you finish a league game, wait for **League Game Recorded**, then press **Return to League**. If the page says **League Game Not Saved**, the result didn't reach the league and the standings are unchanged.

Any season other than the included one also needs that season's pass.

Stats, leaders and records

- **All Leaders** has **Batting**, **Pitching**, **Fielding**, **Teams** and **Standings** tabs. Click a column heading to sort by it, click it again to reverse; hold Shift and click another heading to add it as the next sort. Players with equal numbers share a rank, shown as **T-3**. **Standings** list each league and division separately, with games behind the division leader.
- Rate stats (AVG, OBP, SLG, OPS, wRC+, OPS+, ERA, WHIP, K/9, K/BB, FIP, ERA+) rank only players with 3.1 plate appearances or 1 inning pitched for each game their team has played; the table heading gives the current number. Counting stats rank everyone. Turn on **Show non-qualifiers** to list the others below, without a rank.
- The **League Leaders** panel on the league home follows the same rule: **Batting Avg** and **ERA** list only qualified players, while **Home Runs** and **Strikeouts** rank every player in the league.
- **League box scores** open with the line score: each team's runs by inning (extra innings get their own columns), then runs, hits and errors. An **X** marks a bottom of the ninth that wasn't needed. Under it are the winning and losing pitchers, each with his season record and his line, and the save. The header shows each club's record and where the series stands, both through that game.
- In the batting tables each batter's position follows his name. A pinch hitter or pinch runner gets a letter (a-, b-) that is explained under the table, for example "a-Singled for Price in the 6th." **LOB** counts the runners a batter left on base when he made an out. **AVG**, **OBP**, **SLG** and **OPS** are his season numbers through that game.
- The pitching tables list each team's pitchers in the order they pitched: the starter first, then each reliever as he came in. **PC-ST** is pitches-strikes, and **ERA** and **WHIP** are his season numbers through that game. W, L, S, H and BS after his name carry his season count. A pitch count shows without strikes when one of his at-bats (usually a bunt) was settled without a pitch-by-pitch record.
- Each team's notes list doubles, triples and home runs (with the season total and the pitcher each came off), RBI with season totals, two-out RBI, team LOB, team hitting with runners in scoring position, and runners left in scoring position with two out. They also list steals and caught stealing, errors, outfield assists, double plays with the fielders who turned them, hit batters, inherited runners, ground balls-fly balls and each starter's game score. The **Scoring Summary** lists every run with the score after it, and **Game film** replays the game. In the playoffs the season numbers are the postseason's.

- A game played by hand (not simmed) shows its line score but has no scoring summary, LOB, runners-in-scoring-position lines, strikes or ground balls-fly balls: those come from the play log that simmed games keep.
- The same rule decides the league record book's rate records, and the award ballots and All-Star pool scale their minimums to the games played, so a short season still has qualifiers.
- **Totals** or **Per game**, **Columns** to show or hide columns, and **Export CSV** to download every row of the current view as a spreadsheet file. Long lists show 50 players a page. The page address keeps your tab, sort and settings, so you can bookmark or share the view.
- **Filters** above the batting and pitching tables: **Season** (any season with stats, or **Career (all seasons)**), **Team**, **Position** (batters by the position they played most: C, 1B, 2B, 3B, SS, OF or DH; pitchers **SP**, half or more of their games started, or **RP**) and **Rate stats rank**: **Qualified players** (the rule above), **Minimum PA** or **Minimum IP** (type the number) or **All players**. The page address keeps them too.
- **Career (all seasons)** gives one line per player for every regular-season league game, under the team he finished with. A career qualifies at the same rate per team game, counted over the seasons he played. Career wRC+ and OPS+ are his season values weighted by each season's plate appearances, career FIP and ERA+ his season values weighted by innings, and career WAR the sum of his seasons. **Fielding**, **Teams** and **Standings** are by season.
- **Teams:** every team's batting (runs, hits, home runs, walks, steals, AVG, OBP, SLG, OPS) and pitching (runs allowed, ERA, strikeouts, WHIP, K/9, saves), sortable like the leaders. The small number beside a stat is the team's league rank in it (1 = best; **T-** = tied).
- **Compare players** (on All Leaders and every player page) puts two players side by side: batting and pitching for that season (with wRC+, OPS+, WAR, FIP and ERA+), that season's playoffs and their league careers (career wRC+, OPS+, FIP, ERA+ and WAR worked out the same way as the career leaders), with the better number in bold. Pick the season and type each player's name.
- **Player pages:** below the season totals, **Career and history** has tabs: **Batting** and **Pitching** (his main role first: this league's seasons beside his real ones, then his whole real career with age, team, WAR and career totals), **Positions** (his real games at each position, season by season, and this league's fielding), **Transactions**, **Awards** (with the Hall of Fame), **Draft** (every time he was drafted in this league: season, team, round and overall pick) and **Releases**. Each of the last four shows its count, and an empty one says so. The year-by-year table adds a **playoffs** row under each season he played in the postseason. The **Game Log** shows his batting and his pitching games (a two-way player gets both), newest first with the playoffs on top; each game links to its **Box** score, playoff games included. Under the year-by-year tables, the league career's wRC+, OPS+ and WAR (and FIP, ERA+ and WAR for a pitcher) are shown, worked out as for the career leaders. **Splits by month and opponent** sit beside the batting and pitching splits. On the **Playoffs** bracket, each finished game's score opens its box score.

- Team pages, rosters, the Hall of Fame's career leaders and **Player Search** sort the same way.
- **VAL** (hitters, beside **OVR** on a league team's **Roster** page, in the **Trade Center**, on **Available Players**, on the trade block and on the draft room's Hitters board): a hitter's all-round value. **OVR** is his bat alone; VAL adds his defense and the value of his position at his roster spot (his own position on the draft board), so a good shortstop, catcher or center fielder stands above a first baseman or DH with the same bat, and a poor glove costs him. The game decides lineups, pinch-hitters and walks on OVR; VAL is for comparing players.
- **Fatigue and status on your roster** (a league team's **Roster** page): **Fatigue** is a bar of the player's energy - full and green when he is fresh, shorter and yellow when worn, red when tired (a player at 50 shows a half bar) - with the number beside it; hover it for the details (his usage against his real rate, when he last played, when he is available and whether he is sitting to recover). A player with no tracked workload shows **-**. **Status** is **Active** (on the active roster), **Reserve** (on the protected roster but not the active roster), **IR** (the injured list) or **Farm**.
- **Your roster's rating columns:** on a league team's **Roster** page, **Columns** also lists the players' ratings, off until you turn them on. Hitters: **B/T** (bats / throws; S = switch hitter), contact and power against right- and left-handers (**CON R**, **CON L**, **POW R**, **POW L**), **EYE**, **SPD**, **WHIFF**, **PAT** (patience), **CHASE**, **HARD** (hard contact), **2-STK** (two-strike hitting), **BR IQ** (baserunning), **GB** (ground ball), **PULL**, **OPPO**, **DUR** (durability), **FLD** (fielding at his roster position; none for a DH), **ARM** and, for catchers, **C ARM** and **CALL** (pitch calling). Pitchers: **T** (throws), **STF** (stuff), **CTL** (control), **VEL** (velocity), **STA** (stamina), **WHIFF**, **HR SUP** and **CON SUP** (home run and contact suppression), **GB**, **HOLD** (holding runners), **SLIDE** (slide step) and **DUR**. The numbers match the player's own page. Each team's choice is saved in your browser, so every roster you look at keeps its own columns.
- **Rating colours:** every rating number, bar and badge uses one colour scale by tier: Elite 95+, All-Star 88+, Star 78+, Starter 70+, Backup 55+, Replacement 45+, and Depth below that. On player pages, hover over a rating to see its tier.

Parity: your league against the real season

- **Parity** (in the league menu of every baseball league once the season has started) compares your league's own box scores with the real season, player by player and team by team. In a Replay League a player's real line is his real stats through the same dates your league has played, every real club he played for combined; in a redraft league it is his real season paced to the games his team has played. The page always reflects the games played so far.

- **Players: Hitters** (plate appearances, hits, home runs, walks, strikeouts, steals) or **Pitchers** (outs, starts, strikeouts, walks, earned runs, saves), then a team, a minimum number of games and a minimum of the main stat. Each stat shows your league's number, **Exp** (the real number for the same games), **Δ** (the difference) and **z** (the difference in noise bands; beyond ±2 is unusual); **|z|** sorts by size either way. **Why** splits a hitter's hits gap (a pitcher's strikeouts) into games played, plate appearances (batters faced) per game and output per plate appearance (per batter faced), and counts games missed injured in your league. **Real by team** (Replay League) is a traded player's real line with each club. **Columns** adds each player's whole real season.
- **Teams:** each club's record and runs for and against, beside the real club's first games of the same number (Replay League). **Diff z** is how far your run differential is from the real one, in noise bands.
- **Scorecard:** the checks behind the letter grade (A = 90% or more of them passed): league totals against the real totals, whether the players who did the most in real life also did the most in your league (1.0 = the same order), and the share of players within ±2 bands. Early in a season most checks are noisy.
- **Export CSV** on the players and teams tables downloads the view: your league's lines and the real ones. On player pages, **sim vs real, same games** under the year-by-year tables (whose real rows are whole seasons) gives the same comparison for that player.

Redraft leagues (Baseball subscription)

Choose **Redraft**, set up your own team, then the league:

- **Teams** (4 to 32), **Conferences** (1 to 4) and divisions per conference.
- **Games per Team** (6 to 240; the schedule gets as close as it can).
- **League Type: Dynasty** (rosters carry into the next season, players retire and enter the Hall of Fame) or **One-Off**. **Draft Order:** random, the order owners signed up, or reverse standings in a dynasty, with an optional draft lottery.
- **Playoffs:** how many teams, seeding (division winners first, or best record) and each round's length.
- Choose whether to list the league publicly.

Every team other than the commissioner's starts as an **Open Team**: a friend claims one and renames it on the **Organization** page until the commissioner locks the teams - **Lock league** there, or **Lock Teams** in the draft room's **Draft setup** card (any Open Team left becomes a computer team; **Make AI** converts one before that). The draft and its room don't wait for the lock (see **Setting up the draft** below). Share the league's invite code; friends join from the leagues page with **Join with an invite**

code, or - for a public league, listed under **Browse public** - with **Join** on the list or **Join this league** on its home page, no code needed. A private league is not listed and is joined by its code only. The commissioner can also invite someone directly: **Recruit Owners** on the league page → **Invite a player by ID** (each player's ID is on their **Profile** page). The invite goes to that player's inbox and lets them pick a team and join without the code - even a private league - for 30 days, while the league is still taking owners. Every league on the leagues page carries a **PUBLIC** or **PRIVATE** badge (**SPECTATOR**: anyone can watch, but it is not listed and needs a code). Unclaimed teams are managed by the computer. The commissioner then runs the draft live or lets the computer draft every team (**Auto-Draft All**). In the draft room, pick from the board when you're on the clock, or line players up in your queue.

- **Setting up the draft:** five steps, in the draft room's **Draft setup** card (the commissioner presses them; everyone sees where they stand). (1) **Create Draft** (**Draft Live** on the league page) - the league doesn't have to be locked, and there is no order yet; nothing is picked and no clock runs. (2) **Open Draft Room**: every owner can come in (they get an inbox message, and the league page's banner says the room is open) to study the board, build **My Queue** and set **Auto-Pick** or **Auto-Pass**, while Open Teams are still being claimed. Until then only the commissioner sees the room. (3) **Lock Teams** (the same as **Lock league** on the Organization page). (4) **Generate Draft Order**: by **Random draw**, **Join order** or **Last season's standings (worst first)** - offered first once the league has played a season; snake rounds. **Re-generate Order** draws again, the arrows beside each team move it up or down, and **Clear Order** removes the order (needed before **Unlock Teams**). (5) **Begin Draft** puts the first pick on the clock, and computer teams and owners with Auto-Pick on pick as their turns come. Until **Begin Draft** nobody - person or computer - can pick. A team that changes hands before then (its owner leaves, or an Open Team becomes a computer team) starts with an empty queue and Auto-Pick and Auto-Pass off. **Auto-Draft All** does steps 4 and 5 and lets the computer draft every team, once the teams are locked.
- **Prospects in the draft pool** (Dynasty leagues with a farm list): until **Begin Draft**, the commissioner can add minor-league prospects to the pool in the **Draft setup** card - set **Minor-league prospects per team** (0 to 30; 0 = none, the default) and press **Save prospects**. The pool then takes that many per team (10 per team in a 12-team league is 120): the best players with a minor-league line in the draft season who have never appeared in a big-league game, rated from their highest level that season - the higher the level and the younger the player for it, the better. A player's board line is his minor-league season. Each carries the **Farm** tag and goes to the drafting team's farm list; a team whose farm list is full can't draft one (the room says why, and computer teams skip them). A one-off league can't add them: a prospect waits on the farm list and doesn't play the drafted season. The other players' values don't change when prospects are added.

- Computer-managed teams make their own picks the moment they come on the clock (one after another until a person is up), whether or not anyone has the draft room open. They draft for the roster they already have: keepers and players carried over from last season count toward their needs.

- The board's **DV** (draft value) is the value the computer teams draft on: how far a player is above the replacement level at his position, recalculated after every pick. How a player is valued depends on the kind of league. In a **one-off league** - one that plays the drafted season and nothing after it - he is valued on that season alone: how good he was, counted by how much he played. What he did in earlier seasons, his awards, his place on a prospect list and where he was drafted play no part, because none of them wins a game this season; a star who played half the season is worth the half he played. In a **Dynasty league** he is valued on his track record, not one season alone: the draft season and the two before it, each counted by how much he played, plus his MVP, Cy Young, Rookie of the Year, Silver Slugger and Gold Glove awards. There a star coming off a short or down year keeps most of his value, and a one-season breakout counts fully only once it repeats. From age 33, though, a hitter's short season well below his record counts as a full season: at that age it is a decline, not a small sample. A hitter is rated on the pitchers he actually faces - about three in four are right-handed, so a weak side against left-handers counts for about a quarter, not half - and big power and top-end speed carry a premium, while being slow costs little. His defense at his own position counts too: each point of fielding above or below average is worth about a quarter of a point of hitting (his position itself is already priced, since he is measured against the replacement level there). A hitter with 25 or more home runs in the draft season always carries a premium of his own, on top of his track record: it starts at 25 and grows with each home run up to 45. In a Dynasty league a prospect - a player who has never appeared in a big-league game - high on that season's top-100 prospect list carries a premium too, largest at No. 1 (a listed player who has made his debut is valued on his play, like any other player), and a young player taken near the top of the real draft carries a smaller premium for his upside - the higher the pick, the more, fading out by about pick 20: all of it in his first two seasons in the majors, less in each of the next three and none after that, and none once he is older than 25 or has played well below where players picked there usually are by then. Together the two premiums never come to more than the No. 1 prospect's. Win Later teams pay more for that upside, Win Now teams less, and computer teams disagree more about such a player; in a one-off league Win Now and Win Later teams value every player as a Balanced team does, whatever his age. In a Dynasty league the value is a mix of two things: what the player was worth in the drafted season (his one-off value) and a projection - his track record, his age, any prospect or draft premium, and the next two seasons (see **Future seasons on the board** below). The board counts the two equally, and so does a Balanced, Pitching First or Power First team. A Win Now team counts the drafted season three parts to the projection's one; a Win Later team the reverse, so it pays more for youth and for a proven player coming off a down year, and less for a player whose one good season is the drafted one. A minor-league prospect from **Prospects in the draft pool** is valued on the projection alone: his drafted-season value is that of a replacement player (he doesn't play it), and his projection is his minor-league rating carried down to big-league level, plus his top-100 premium and the same age and career allowance as any young player. On the board he sits below the established regulars; a Win Later team pays the most for him. In value order the

board is split into **tiers** - players in a tier are close in value, and a new tier starts where the value drops off.

- **Draft tags:** a player taken among the first 32 picks of the real draft carries a tag beside his name on the board in his first five seasons in the majors, such as **#3 '19** (the pick and the draft year; hover it for the details). The tag is highlighted when the computer teams pay extra for his upside.
- **ADP** is where a player went on average in the computer's mock drafts of your draft. A player still on the board well past his ADP is marked **Falling** and listed in the **Falling** panel (on the **Intel** tab), where a star adds him to your queue.
- **Position filters** above the Hitters board: **All**, **C**, **1B**, **2B**, **3B**, **SS**, **IF** (the whole infield: 1B, 2B, 3B and SS), **MIF** (middle infield: 2B and SS), **Corner** (corner infield: 1B and 3B), **OF** (all three outfield spots), **LF**, **CF**, **RF** and **DH**; above the Pitchers board **SP**, **RP** and **SWING** (pitchers who both started and relieved: at least one start and at least one game in relief). A filter lists every player who played that position, not only those who played it most (a center fielder who also played right field shows under **RF** and **OF**); **DH** lists the players who were mostly designated hitters.
- **Board columns:** after the player's name come **B** (bats: L, R or S for a switch-hitter) on the Hitters board or **T** (throws: L or R) on the Pitchers board, then **Pos** and **OVR**. On the Hitters board **VAL** comes next (see **VAL** below). Then come **DV**, **FIT** - his value to your roster as it stands: the same as DV while he would fill one of your open starting spots, a share of it when he would only back up a starter you already have - **ADP**, and **Q**, his place in your queue (1 = next up). The Hitters board also shows **Fld**, his defense at his own position (the same number as **FLD** on a league roster; none for a DH), and **Also**, every other position he played with his defense there (**1B 72 · LF 65**). At a position he played only part-time, his defense is estimated from how well he fields his own position, how much harder or easier the other spot is, and how he fielded there - the plays he made per inning and his defensive grade at that spot - so a good shortstop rates well at second base and a first baseman playing short rates low. The game uses the same numbers when he plays there. A pitcher's ratings count a short season for what it shows: with only a few innings, his stuff, control, home run and contact ratings sit close to an average pitcher in his role, and they move toward his own numbers as his innings grow, counting in full from about 60 innings. A reliever with eight scoreless innings is not rated with the best closers. **RBI** comes before **SB**. The Pitchers board's season stats run **W**, **L**, **SV**, **G**, **GS**, **ERA**, **WHIP**, **IP**, **H** (hits allowed), **BB** (walks) and **K**. Every column sorts.

- **My Roster** lists the starting lineup first, then the bench - the backup catcher, the utility bats and the bullpen - in position order (C, 1B, 2B, 3B, SS, LF, CF, RF, DH, then pitchers), the best player first at each position, with open spots after the filled ones. Players beyond those spots are listed under **Bench / extra** in the same order. On another team's roster each hitter shows the other positions he can play, such as **also 1B · LF**. On your own roster those positions are buttons instead: press one to list him there - a first baseman who can also play right field moves to right field with **RF** - and ↺ to move him back. He then shows the position he came from in brackets, and the moves are kept in your browser for that draft. A move changes how your roster is laid out for you; it does not change the player or where the computer plays him.
- **Coverage** (the tab after **Queue**): how much of a season your roster covers at each position, from last season's playing time - 700 plate appearances are needed at each of C, 1B, 2B, 3B, SS, LF, CF, RF and DH, and pitchers' innings count for the rotation (900, starters: at least half their games were starts) or the bullpen (600, relievers). Each position shows a bar, what you have against what you need, and how far short (**-**) or over (**+**) you are: red under three quarters of the need, yellow under the full need, green when it is covered. Pick another team in the list to see its coverage (a plan is kept for each team). Coverage updates after every pick. Players on your farm list don't count until they are called up: their playing time is listed under the bars (**On the farm list, not counted**). On the board, a **Farm** tag beside a player's name means he is a prospect - he has never played in the majors, and his line is his minor-league season - who goes to your farm list if you draft him. While your farm list is full you can't draft one. Three buttons choose how plate appearances are counted:
  - **Primary:** each player's plate appearances count at his primary position. **DH** counts players who are only DHs plus every position's plate appearances beyond its 700.
  - **All eligible:** a player can count at every position he has a fielding rating at, but his plate appearances are counted only once - at his own position first, then at any other position he is rated at that is still short, so your team covers as much as it can. Time no position needs counts at **DH**. **Can** beside a position is the plate appearances of everyone rated there, and a list under the bars shows where each player's time counted (for example **SS 400 · 2B 250**).
  - **Custom:** your own plan. It starts where **My Roster** seats each player - a player you moved there, or one covering another spot (a first baseman at DH) - and every player on the roster is listed with a menu of the positions he is rated at plus DH (a pitcher: the rotation or the bullpen). Move a player and all his playing time moves with him; the bars follow, and plate appearances beyond 700 at a position count toward DH. **Reset** puts everyone back where My Roster seats him. A plan is only for planning: it never changes your roster, your lineups or anything the season plays. Your plan and the view you chose are kept in this browser for this draft.

- **Innocuous players on Coverage** (a league with innocuous players turned on): innocuous players are left out of the bars, since their real playing time no longer limits them, and are counted in a second group below with the same positions and the league's thresholds. One innocuous player fills a whole spot: a hitter one position (a second at the same position takes the DH spot; any more are listed under **No open spot**), a starter one of five rotation turns, a reliever one of eight bullpen spots. Pitchers still need their normal rest, so an innocuous starter takes one turn of the rotation, and he is never pushed back for pace; how long he lasts in a game is up to his stamina and the manager. The group follows the buttons: in **All eligible** an innocuous player goes to an open spot at a position he is rated at, in **Custom** to wherever you put him.
- **Still short** on **My Roster** lists the positions the team shown is still short of and by how much, with a link to **Coverage**.
- **Coverage alerts:** once three quarters of the draft's picks are made, the room tells you (and the commissioner drafting for a team) which positions are still short and by how much, and how much playing time at a short position is sitting on the farm list, with a link to **Coverage**.
- **Bats and throws:** on the board they are the **B** and **T** columns; everywhere else the draft room lists a player - **My Queue**, **My Roster**, the pick lists and the team rosters - he carries a tag: **Bats L**, **Bats R** or **Bats S** (a switch-hitter) for a hitter, **Throws L** or **Throws R** for a pitcher.
- **Player cards:** click a player's name in the draft room - on the board, in **Best available**, **My Roster**, **My Queue**, **Picks**, **Picks Made**, **Current Rosters** or the **Falling** panel - to open his card. It shows his full ratings on the same scale as the board: a hitter's **Hitting Ratings** (with **VAL**) and **Fielding by Position** (**Not Rated** at a position he never played), a pitcher's **Pitching Ratings** (a two-way player has both). Under them is his real batting or pitching line for the draft's season and the season before - his real-world stats, not this league's. A prospect who has never played in the majors shows his **Overall** and his minor-league line. **Esc**, **×** or a click outside the card closes it; on a phone it fills the screen. Opening a card never drafts or queues anyone.
- **Reports** → **Draft Board** shows every round × team: each column is the team whose slot it was. A traded pick shows in its slot with **to** and the team that made it, a skipped pick reads **Skipped - to be made up**, and a pick still to come **Not picked yet**.

- Computer teams look ahead: they estimate who will still be there at their next pick, so a position whose best players are going fast moves up their board (they don't simply copy the last few picks). A player counts for every position he can play - a shortstop can fill second or third base, a center fielder either corner - except that at catcher, shortstop and center field a computer team starts only a player who plays there (a second baseman can back up at short, a corner outfielder in center), and each computer team drafts a catcher, a shortstop and a center fielder by round 20 (by the last round of a shorter draft). In a draft long enough to reach them (a roster of 36 or more at the end of the draft, carried players included), computer teams also draft to their coverage - the minimums on the **Coverage** tab - and draft at least two players at each fielding position (C, 1B, 2B, 3B, SS, LF, CF, RF). They take stars and upside first; from the fourth round on, a team behind pace at a position - most of all one the league is running short of - leans toward players with real playing time there and values another player at a position it already covers less, and in its last picks it drafts only players who close a gap. A position limit (eight relievers, for example) never stops a computer team from drafting the innings or plate appearances it still needs. A drafted prospect bound for the farm list doesn't count toward its coverage. Each computer team has a personality - Balanced, Win Now, Win Later, Pitching First or Power First. **AI Draft Why** shows how the latest computer pick was scored, and says when a young high pick's pedigree counted - for example *Young high pick: 2nd overall, 2021*.
- **Computer level:** on the draft's **Settings** page (from the draft room) the commissioner sets how well the computer drafts for the whole league: **Expert** (the default) values players over replacement, looks ahead to its next pick and rarely misjudges a player; **Veteran** looks a little ahead and misjudges more often; **Rookie** drafts on raw talent and need. The same page sets each team's personality - it also shapes the computer's picks for an owner with Auto-Pick on.
- **Live or slow draft:** the same page sets the draft clock, in minutes. A **Live** draft is for everyone drafting together: every team gets 2 minutes a pick, with no time bank. A **Slow draft** gives each pick hours (8 hours when you switch to it, up to 24), so owners draft on their own time over several days, and each team also has a **time bank** of at least 1,000 minutes (up to 7 days): once its pick clock runs out, every minute it stays on the clock uses a minute of its bank. The draft room shows the time left, such as **Time remaining on clock: 5h 32m**, and in a slow draft the team's bank. In the last 20 seconds the clock flashes red, and the team on the clock hears a short warning (the room's **Alerts** button turns the sound off). **Auto-skip** (on for a new draft) decides what happens when a team's clock (and, in a slow draft, its bank) runs out. The draft room shows a chip for every owned team under the clock, lit green while its owner has the room open; hover it for the team, its owner and whether they are online or offline. Optional **quiet hours**, in the league's time zone, hold a slow draft's expired picks overnight until they end.

- **Future seasons on the board** (Dynasty leagues, same **Settings** page): a Dynasty draft values a player on this season and the next two. The computer teams always use how players actually perform in those seasons. For people, the commissioner chooses: **hidden** (the default) - the board's DV, tiers, ADP, mock drafts and draft grades project the next two seasons from the player's age and track record only, computer teams decide when to offer you a trade-up on those same values, and **AI Draft Why** (in the draft room and Reports) leaves out the computer's value numbers, as Draft History and Replay leave out its scoring entries; **shown** - all of them use how players actually perform, as the computer teams do.
- **Mock Draft** (in the draft room) practices from where the real draft stands, with the computer drafting the other teams the way it will for real (in a Dynasty league with future seasons hidden, on the values the board shows). **Run** simulates 10, 25 or 50 drafts and lists each player's ADP and earliest and latest pick.
- **Trades with computer teams:** with trading on, an offer to a computer team is answered at once - it accepts a fair deal, sends back a counter-offer when an offer of picks only is close, or declines. Picks are valued by a pick-value chart and the team's personality; a player already drafted is valued by what he is worth now - where he would go if the whole pool were drafted again, and less to a team he would only back up for - not by the pick he was taken with. A computer team turns down any deal that would open a hole in its starting lineup. Computer teams sometimes trade up with each other when a player they need is about to go, and sometimes offer you a trade-up for your pick when you are on the clock: the offer shows under **Trades** in the draft room and in your league inbox; accept or decline it there, or send an offer of your own. Each offer is for one player who would start for the computer team and who it expects to be gone before its own pick (the message names his position), and a computer team that moves up drafts that player with the pick (**AI Draft Why** reads *Moved up to take him*); computer teams trade up only in the first 20 rounds, and a team drafting on **Auto-Pick** gets no offers. A computer team has at most one offer open at a time; you get at most three computer offers in a draft, at least four rounds apart; computer teams make only a few trade-ups with each other in a draft (one for every six teams, at least two); and an offer lapses when the pick it asks for is made or the round ends - it leaves your screen then, and a lapsed offer can no longer be accepted or declined. In a draft where every team fills the same roster (nobody carries a player in - an inaugural draft or a full redraft), every trade is even: the same number of picks or players on each side (1 for 1, 2 for 2). A computer team moving up then gives its pick and a better later pick for your pick and your latest one, and a counter-offer asks you to upgrade one of your picks instead of adding one. **Trading during the draft** is its own setting on the draft's **Settings** page, apart from trading during the season (until the commissioner sets it, it follows the league's trading switch): with it on, the commissioner also chooses whether computer teams send offers to people (move-up offers and counter-offers), accept offers (off: people trade only with each other) and trade with each other.

- **Draft Grades:** once the commissioner closes the draft, the draft room and **Replay** show each team's grade - the value it drafted against what the mock drafts expected at its picks, plus how many starting spots it filled - and the biggest steals and reaches against ADP.
- **Draft Results:** after the draft, **Draft Results** (on the league home and in the league menu) opens the closed draft room: every pick in order, round by round, with its team and player.
- **Auto-Pick** (at the top of **My Queue**): turn it on and your picks are made for you as soon as you're on the clock - the top of your queue, or the computer's choice when your queue is empty.
- **Auto-Pass** (next to Auto-Pick): you're done drafting. Your picks are skipped when you come on the clock and nobody else takes them. While the draft is open you can make up any skipped pick from **Skipped picks**; picks not made up stay empty when the commissioner closes the draft.
- With **Auto-Pick** off, nothing is picked for you early: **My Queue** only lines players up, and you press **Draft** when you're on the clock. Your pick clock runs, then (in a slow draft) your time bank. When the time runs out in a **live** draft, the top-ranked player still on the board in your queue is drafted; with nobody usable in your queue, the computer drafts for your roster's needs and the best player available. In a **slow** draft your pick is skipped (your queue is not used) and the next team goes on the clock; you can make it up later from **Skipped picks**. If the commissioner turns **Auto-skip** off, the draft waits for you instead, or for the commissioner to pick or skip for you. With Auto-Pick on, your queue (or the computer, when it is empty) picks for you as soon as you're on the clock.
- **Your next pick:** under **On the Clock** the room shows when you pick next - **Your next pick: #311 (R13.23) · 7 picks away** and the picks after it - or **You're on the clock**, and the **Your Pick** bar reads **Waiting - you pick in 7**. Two picks before yours the room chimes (with the room in a background tab the title flashes and, if you allowed notifications, a notification says you're up soon); **Alerts** turns it off with the other alerts.
- **When you pick:** the **Draft** button reads **Drafting...** until the pick is in, then a green line names the player and the pick number (**You drafted ... - pick #314**). A pick made for your team - your clock ran out, Auto-Pick, or the commissioner - shows the same line in blue. The first time in a draft you pick a player who isn't in your queue, while your queue still has someone available, the room asks first and names the top of your queue; after that it doesn't ask again in that draft (in this browser). A click that arrives after the clock has moved on tells you your last pick is in and who is on the clock.
- **My Roster's badge** counts the picks you have made against your picks in the draft (**34 / 40 picks**); hover it for how many roster spots they fill. Picks beyond the roster spots are listed under **Bench / extra**.

- **On a phone** (or any window narrower than 1,100 pixels) a bar at the bottom of the room switches between **Board**, **Roster**, **Queue**, **Picks** and **More** (the other tabs), one view at a time; the clock and your pick line stay at the top of both.
- **Before the draft begins** the room counts the players in your queue, and in a live draft suggests queueing at least 15: when your clock runs out, the top of your queue is drafted. On the **Settings** page, a live draft of 25 rounds or more reminds the commissioner that owners need their queues ready - or that a slow draft gives each pick hours.
- **The top of the room stays in view:** on a wide screen, everything from **League HQ** down to the **Your Pick** bar stays pinned at the top while you scroll the page.
- **Getting back to the league: League HQ** (top left of the room) always goes to the league office. Before the draft begins and after it is over, the room also shows the league's own menu across the top.
- **Ticker:** beside **On the Clock**, the ten best players available, each with his position and **OVR**, stay on top until one of them is drafted, and under them a ticker loops the latest 10 picks. The ticker takes in new picks each time it comes round, not on every pick. Hover it to pause it.
- **Private chat:** double-click an owner's chip (or select it and press Enter) to open a private conversation with that owner, or choose them from **Message an owner privately** on the **Chat** tab. **Chat** has a **Room** thread that everyone sees and one thread for each owner you talk to privately; only the two of you see a private thread. An owner who does not have the draft room open gets an inbox message (the bell) that says who wrote - never what - and finds the conversation marked unread when they next open the room; it stays unread, also after a reload, until they open it. The **Chat** tab carries a badge with the number of messages in the Room thread (private messages are not counted; no badge while the Room thread is empty), and a second, highlighted badge with the number of private conversations that have unread messages. A private message from another owner chimes unless that conversation is open in front of you; with the room in a background tab the tab title flashes and, if you allowed notifications, a notification names the sender. **Alerts** turns these off together with the clock and trade-offer alerts. The chat list follows the newest message while you are at the bottom of it; scroll up to read back and it stays where you are, also when you open another tab and come back.
- **Missing starters:** late in the draft the room warns you in red while you still have open starting spots - once you have no more than three picks to spare beyond them - and in yellow when every starter is in but a position has no backup with only a few picks left. When the picks you have left only cover your open starting spots, the board drafts only players who fill one of them. A draft with fewer rounds than starting spots never warns or holds you to it: the rest of the roster comes from free agency.

- **Trade offers you send** show only **Cancel Offer**; the other team accepts or declines them. The **Trades** tab lists only the offers your own team is part of - sent or received - and its number counts those; only the team an offer is made to can accept or decline it. That holds for the commissioner too: in draft trades the commissioner is an owner like any other. An open offer is withdrawn by itself as soon as a pick in it is made (or skipped): it shows as **Withdrawn** and nothing changes hands - send a new offer for the player if you still want him. An offer for a player who was already drafted when it was sent stays open.
- **A trade offer made to you** opens in the middle of the screen, away from the board's Draft buttons. It says what you get and what you give, with **Accept**, **Decline**, **Counter** and **Later**. The buttons take no click for about the first second, so a click meant for a player can't answer the offer, and **Accept** asks once more (**Yes, trade** or **Back**) before anything changes hands. **Counter** opens the offer turned around in the **Trades** tab for you to change and send; sending it declines the offer it answers, and closing the form leaves that offer open. **Later** puts the offer aside: a line above the pick bar says it is waiting, and **Review** there - or **Review offer** on the **Trades** tab - brings it back.
- The commissioner can make the pick for the team on the clock (the board's button reads **For** and that team); the room asks to confirm it first.
- When your pick comes on the clock in a league you share with someone else, you get a message in the league inbox (the bell); in a slow draft it says how long your pick clock is.
- When every pick has been made or skipped, the commissioner gets a message. The draft stays open so skipped picks can be made up, until the commissioner presses **Close Draft** in the draft room; **Auto-Draft All** closes the draft itself.
- **Begin Draft** starts the first team's pick clock. When the commissioner pauses the draft (on **Draft Admin**), the pick clock stops; **Resume Draft** (beside **PAUSED** in the draft room) restarts it, and the team on the clock has the time it had left.

Until the first game is played, the league page shows **Getting your league going**: each step, whether it is done, and a button for the next one - open the draft room, fill the Open Teams, lock the league, draft, the schedule (built by itself as soon as the draft is complete), set your lineups and rotation on your team's **Lineups** page (or turn on **Auto-set** there), then play. The list goes away once every step is done (your lineups against right- and left-handers and your rotation are saved) or the first game is played. After the last pick the league page tells the commissioner to finish the draft with **Close Draft** in the draft room; the season starts right after, and in its first week the page points every owner to **Set Lineups**.

In a redraft league every page names a team by its city and nickname as its owner set them (standings, schedule, box scores, team page, scouting). A Replay League names a team by its city only.

On the league home, the **History** menu has **League History**, **Hall of Fame** and **Records**. Once the season is over, the **Manage** menu has the **Offseason Hub**. The commissioner's menu adds **Roster Presets**: for a league that skipped the draft, it gives every team its real roster - that season's 13 most-used hitters and 13 most-used pitchers.

- **League History** (the **History** menu, the same page in every sport): the champions with each final's runner-up; season by season, the games played, the best regular-season record, the champion and runner-up and the award winners; all-time franchise records (seasons, won-lost record, win %, runs for and against, playoff appearances and titles); and the league record book, with links to **Records**, **Hall of Fame** and **Trophy Room**.
- **Award and Hall of Fame votes** (commissioner: **League Settings**, the **Awards and Hall of Fame** card): a league can vote on its season awards and its Hall of Fame instead of leaving them to the computer.
    - **Season awards: The computer picks them** (the standard) or **The league votes**. When the league votes, the commissioner presses **Open the awards ballot** on the **Awards** page once the regular season is over. MVP, Pitcher of the Year, Rookie of the Year, Reliever of the Year and Manager of the Year in each league go on the ballot, each with the computer's top ten; Top Fielder and Top Hitter stay the computer's pick. Each owner ranks three players per award: 1st place is worth 5 points, 2nd 3 and 3rd 1. Most points wins; first-place votes break a tie.
    - **Hall of Fame: Career thresholds** (the standard: players go in automatically) or **The league votes**. When the league votes, a ballot opens once a season's retirements are in (by the time the next season starts), listing every retired player with at least the league's minimum seasons (10 to start); the commissioner can also open one on **League ballots**. Each owner names up to 10 players, and a player named on 75% of the ballots goes into the next year's class. A player named on fewer than 5% of the ballots, or already on 10 ballots, drops off for good. The commissioner sets those five numbers.
    - **Who votes:** the owners plus one computer ballot for each computer-run team (the standard), or owners only. A computer team ranks the computer's choices, each nudged a little, and names the Hall of Fame candidates who clear the career thresholds.
    - Owners can change their ballot until the commissioner presses **Close the vote**. **League ballots** (from the Awards and Hall of Fame pages or the settings card) shows who has voted and, once a vote closes, the result and every team's ballot. The winners appear on the **Awards**, **Hall of Fame** and **League History** pages like any others. **Cancel the ballot** throws a vote away.

League seasons and the inbox

- A league season runs setup, the draft (redraft leagues), the regular season, the playoffs, then the **offseason**. When the playoffs crown a champion, the league moves to the offseason and the league office shows **Offseason Hub**.
- The **Offseason Hub** links the season recap, awards, bracket and records, plus contracts and free agents when the league uses them. The commissioner presses **Start** for the next season there. In a Dynasty league, rosters carry over - every player on a real roster of the new season, each starting it Active (Reserve and injured-list players included), plus the whole farm list - while players on no real roster of the new season retire and the Hall of Fame inducts its new class (in a league that votes on its Hall of Fame, a ballot opens instead). A farm-list prospect who makes his big-league debut in the new season graduates (see **Farm list**). Seasons are played on real data only, so the next season can start only once it is loaded. Otherwise rosters do not carry over and the league returns to setup (a redraft league drafts again). Either way the league waits in setup for the new schedule.
- The commissioner's force-status menu can end a league for good (**Ended**): it does not continue to another season.
- **Archive a league:** done with a league - a test league, a finished season? The commissioner's **Archive league** (commissioner page, **Season** tab) puts it away. It leaves the leagues page and the other league lists for every member, nobody new can join it, and nothing runs on its own: no draft clock or computer picks, no sims or week advances, no computer trade offers. Nothing is deleted. Members find it again with **Show archived** on the leagues page, and its page says it is archived. The commissioner's **Restore league** (on that page, or on the Season tab) puts it back exactly where it was; a draft that was running gets back the time left on its pick clock.

- **Clone a league:** the commissioner's **Clone this league** (commissioner page, **Season** tab) makes a new league, named after this one with **(clone)** added, at the start of the same season: the same teams (names, divisions, parks and colors), settings, schedule and rosters as they stood before the season's first game - trades after it are undone, players signed after it are left out, players released after it come back, and nobody starts injured. A game the weather moved goes back to its original date. The draft is finished and week 1 is ready to sim. Nothing that was played comes across: no results, box scores, standings, injuries, workload, transactions or messages. Saved lineups and rotations don't come across either, so each club starts with the computer's choices until its owner saves new ones. The commissioner keeps their own team; every other owner's team is run by the computer, and nobody else is added to the clone. The original league is not changed. Use it to play a season again and see how it comes out differently. **Compare with this league** (after cloning) and **Compare with the original** (on the clone's **Season** tab) open the two seasons side by side: scoring, the slash line, strikeout and walk rates, steals, ERA, starters' innings per start and relievers per game, then every hitter's plate appearances, average, OPS, home runs and steals and every pitcher's innings, games and starts, ERA and strikeouts in both leagues. Sort the players by usage or by the biggest change.
- **Offline league games:** a league game checked out to play offline is held for you for 7 days. If its result has not synced by then, the league plays the game as a simulation, and a result synced later is not recorded.
- **Inbox:** the bell on every league page shows how many unread league messages you have: a trade offer, news about your trades (accepted, turned down, withdrawn, vetoed or waiting for the commissioner), a private message an owner sent you in the draft room while you were away, changes to the league's season, an awards or Hall of Fame vote opening or closing, a private message or a line in your trade's conversation in **League Chat**, and - in a league you share with at least one other person - a new week opening and games waiting for you. Open a message to go to the page it is about; **Mark all read** clears the bell. The bell in the top bar of every page counts unread messages from all your leagues and opens **Inbox**, which lists them all - league invites included. Messages are kept for 90 days.
- **Team history** (**History** on a team's page): every season's record, runs for and against, playoff seed and finish, plus all-time record, titles and playoff seasons; **Names & owners** (the team's names and owners over time), **Draft** (its picks, marked when the pick came by trade), **Trades & moves** and **Awards** (its award winners). A player's page has the same history in its **Career and history** tabs: where the player was drafted, awards, the moves that name the player, releases and the Hall of Fame.

- **Week in Review** (the **League** menu): a page for each played week - every score with both teams' records, headlines (the biggest win, an upset by the power rankings, the closest game, teams still unbeaten), the power rankings through that week with each team's move up or down, the week's best performances, and the next week's games with both records and this season's meetings. Pick any played week; the latest shows first.
- **Player Search** (the **League** menu): find a player by name and position. **On rosters** lists the players the league's clubs hold, **Free agents** the players no club holds (the pool **Available Players** signs from - before the draft, everyone), and **All** both.
- **The Commish menu** (commissioner only): the commissioner's pages - **Settings**, **Recruit Owners**, **Roster Cutdown**, **Trade Approvals**, **Corrections**, **Contract Admin** (with contracts on) and **Schedule Format** among them. The **League** menu is for everyone.
- **Reports** (the **League** menu): **Roster sizes** (active, reserve, injured and total for each team against the league's roster limit - the protected roster size; the farm list is counted apart, with any team over it named), **Payroll** (each team's contracts this season), **All rosters** (every rostered player by team with position counts) and **Moves** (this season's releases and the season's moves by type).
- **League email** (**Email settings** on the league inbox opens **League emails**): "Your pick is on the clock", "A trade offer to your team" and "A trade needs your approval" (commissioner and roster admins) also come by email, right away, in a league with two or more people, and commissioner announcements come to everyone. Turn any of them off there, or turn on any other league message (trade news, chat messages, votes opening or closing, a new week, a game waiting for you). Every email has a link that stops that kind, and the message is still in your inbox. The weekly league newsletter (power rankings, headlines and the next week's featured games) is opt-in per league on the same page. Email goes only to a verified address. The commissioner sends an **Announcement to the league** from the league inbox: it goes to every member's inbox and by email.

- **Co-owners, league admins and draft proxies:**
  - **Co-owner:** a team's owner (or the commissioner) adds a co-owner on the team's **Branding** page by player ID; the co-owner joins the league if they weren't in it. A co-owner does everything the owner does for the team - lineups, roster moves, trades, draft picks, free agents, votes, chat and the team's games - and gets the team's messages. Only the owner can leave or release the team or change the co-owner; the co-owner can **Step down**. If the owner leaves the league, the co-owner takes the team over. A co-owner can't also run another team in the league.
  - **League admins** (commissioner: **League Settings**, the **League admins** card): hand a member a job. **Draft admin** runs the draft (the draft admin page). **Roster admin** approves or vetoes trades waiting for approval on **Trade approvals** (the commissioner has it in the **Commish** menu; never a trade one of their own teams is in) and processes waiver claims on **Waivers**; they get the "a trade needs approval" message too. **Awards admin** opens, closes and cancels award and Hall of Fame ballots. The commissioner keeps every job; admins can't change league settings.
  - **Draft proxy** (the draft's lobby, **Draft proxy**): an owner who can't make the draft picks a league member to make their team's picks in that draft; the proxy is told in their inbox. The owner, the co-owner or the commissioner can change or remove it.
- **League Chat** (the **League** menu; the league's one place to talk - the old League Board's address opens it): **Whole league** is everyone's conversation; under it is a private conversation with each other member, and a conversation for each trade your club is in (open trades, and any trade that has messages). New messages appear as they are sent. Members post; anyone else who can view the league reads **Whole league** only. A trade's conversation is for its two clubs (the commissioner can read it); **Discuss** on a trade card in the Trade Center opens it. A private message or a line in your trade's conversation leaves one inbox notice until you read it, without quoting it. Delete your own messages with **Delete**; the commissioner can delete any message in **Whole league** or a trade conversation. **Report** sends a message to the site's admins. A number beside a conversation counts its unread messages.
- **Polls** (the **League** menu): the commissioner asks the league a question with 2 to 10 answers, closing it by hand or after 1, 3, 7 or 14 days, with the totals shown while voting or only once it closes. Every member votes once and can change the vote until it closes; a new poll lands in every member's inbox. **Ask who's coming back** asks each team whether it returns next season, one answer per team from its owner or co-owner, and **Remind the rest** sends the teams that haven't answered an inbox reminder. The commissioner can turn on **Members can start polls too** on the Polls page.

- **Constitution, In Memoriam, Links & Downloads** (the **League** and **History** menus): the commissioner writes the league's **Constitution** in Markdown (# headings, **bold**, *italic*, lists, links), or imports it from a Word (.docx), PDF, Markdown or text file - the import fills the editor for a review before **Save** (a PDF converts approximately, and pictures in a Word file are left out); the bylaws generated from the league's settings follow it. **In Memoriam** (History) is where the commissioner remembers the league's own owners and members, a tribute for each. **Links & Downloads** (League) holds the links the commissioner pins (https:// addresses) and the files he shares - PDF, Word, Excel, CSV, text or an image, up to 10 MB each and 50 per league - which the league's owners and members can download.
- **AI Teams** (the **League** menu): a team the computer runs can get a human owner at any time, in season or between seasons - except while one of its games is being played (a draft in progress is fine). The list is in A-Z order: find a team by name or initials, narrow it to a conference or division, or sort it. Ask for a team there (**Ask for it**), or press **Claim** beside it on the **Organization** page or **Claim Team** on the team's own page, and the commissioner approves or refuses it - you get an inbox note either way; or the commissioner invites a player by user id and the player accepts or declines (the invite arrives in the inbox, and **Accept** / **Decline** are at the top of the AI Teams page). The commissioner (or a site admin) can also add a player at once: **Invite...** beside the team, the player's user id, then **Add now** - no accept step, and the player gets an inbox note. The new owner takes the team exactly as it stands - roster, contracts (now in his name), draft picks, record and lineups - and the computer stops running it: **Auto-set** stays off until he turns it on. A player runs one team per league. A commissioner who doesn't run a team can take one himself at once (**Run it myself**), and the whole league is told who took it over. The commissioner can also remove an owner who has gone quiet (**Teams people run**, **Remove owner**, with an optional reason the owner and the league see): the team's co-owner takes it over if it has one, otherwise the computer does and the team joins the AI teams for someone else. The team's open trade offers are withdrawn, and it can't happen while one of its games is being played. In a league that is already under way (other than a solo Replay), a player who looks it up by its invite code asks for a team the same way (**Ask for this team**) instead of joining at once, and the commissioner approves or refuses it. The commissioner sees the code on the league page all season.
- **League name and initials** (commissioner: **Settings**, **League Info**): rename the league at any time and give it initials of 2 to 12 letters or digits (such as **BFL**). The initials show beside the league's name in the league menu, on the league's home page and on the leagues page; on a phone the league menu shows the initials in place of the full name. Leave them blank and the league uses the first letters of its name's words. **Save Info** saves both - a league always needs a name.

- **Transactions** (the **League** menu): the league's trades, signings, releases, waiver claims, farm moves (sent down or called up) and commissioner actions, grouped by season with the newest season first and the newest move at the top. Each line has its number within the season (**2026.3** is that season's third transaction) and its date, and names the club and player. A trade names everything that moved, players and picks: a pick reads as the club it first belonged to, the season and the round - **HAL 2026 #2** is that club's 2026 second-round pick, whether or not that draft has been held yet (the draft room shows the exact pick while you trade). A pick that had already been made when it was traded reads as the player taken with it. Filter by type or season; each line keeps its number.
- **Corrections** (commissioner and roster admins: **Corrections** on the **Transactions** page): **Void** any of this season's transactions, choosing each time to **Undo the moves** (players go back to the club they left, with their contracts, and traded picks go back to their old owner) or to **Mark it void only** (the rosters stay as they are). The line stays on the Transactions page, struck through, with the reason. Undo works for trades, and for releases, signings, waiver claims and farm moves (sent down or called up) made from now on; a move whose player has moved again since can only be marked void. **Correct text** fixes a line's wording (the original is kept). **Enter a trade** moves players between two clubs at once, for a deal made away from the site: the league's trade rules still apply, the line says it was entered by the commissioner, and both clubs are told.
- **Limits on moves** (commissioner: **League Settings**, the **Limits on moves** card; all off to start): **Free-agent pickups per team per season** caps the free agents an owner signs (the computer's automatic fills never count). With **The commissioner approves each free-agent pickup** on, an owner's signing becomes a request on the league's approvals page (**Trade approvals**, under **Pickups waiting**): the player stays a free agent meanwhile, signs on approval if he is still available (otherwise the request lapses), and the owner is told either way; requests still waiting count against the limit. **Waiver claims won per team per season** caps the claims a team wins: a team at the limit can't place a new claim and is passed over for the next team in line. **Draft pool: games played at least** leaves players with fewer games in the draft's season out of the pool of a draft that hasn't begun (farm prospects are exempt).
- **Contract-years cap** (commissioner: **League Settings**, the **Limits on moves** card, **Contract years per club**; off unless set, commonly 130): a club's contract years are the full length of every active contract it holds - a 5-year deal counts 5 until it ends. Every roster spot needs at least a 1-year contract, so a signing also holds back one year for each other open roster spot. A free-agent signing, a waiver claim, an RFA bid or an RFA answer that would go over the cap is refused, with the most years the club can still add; a trade that would put either club over it can't be proposed or go through. The commissioner's **Edit contracts** and CSV import aren't blocked, but name any club left over the cap.

- **Blind bidding** (commissioner: **League Settings**, **Limits on moves**, **Waiver claims resolve by** - **Waiver priority** is the standard): with **Blind bidding (season budget)** each team gets a budget for the season (the commissioner sets it; $100 to start). Claims are still placed from the free-agent page; each owner then sets a sealed bid on the team's claims on the **Waiver Wire** page ($0 is allowed, up to what the team has left), where other clubs' bids show as sealed. When claims are processed the highest bid wins, ties go to waiver priority, a bid above what its team has left is passed over, and only the winner pays. The budget resets each season.
- **Edit contracts** (commissioner only: **Edit contracts** on the **Contracts** page, in a league with contracts): change any active contract's years (1 to 7), salary per year, guarantee, team option and no-trade clause, or import contracts in bulk from a CSV - a header row, then one contract per row with player (id or full name), team (initials), years and salary (1500000, 1.5M or $1.5M), and optionally guaranteed, start_season, team_option and ntc (yes / no). Save a spreadsheet as CSV, then paste it or choose the file. **Preview** checks every row first (each player must be on that club's roster); **Import** brings in the rows that pass, replacing each player's active contract. Every edit and every imported contract is logged on **Transactions**.
- **RFA auction** (**RFA Auction** on the **Contracts** page, or the league's **RFA Auction** tile, in a league with contracts): the commissioner decides who is a restricted free agent - a player whose contract has just ended without a new deal, after at most a set number of seasons with his club, and/or one his owner has tagged (when the commissioner lets owners tag their expiring players) - sets the match window (48 hours unless changed) and opens an auction with a hard close, usually after the season advances. The auction comes before the annual draft, never alongside it: it can't open while a league draft is under way, and **Begin Draft** waits until every RFA player is settled. Other clubs bid contract years (1 to 7) and may add one future draft pick they own - there is no salary in a bid, and the new contract keeps the salary of his expiring one. Bids rank by years, then the pick (an earlier round beats a later one; any pick beats none); a new bid must beat the top bid, and the club it outbids is told and can bid again. A bid in a player's last 24 hours moves his close to 24 hours after that bid, so bidding on him ends only after a full day without a bid. When bidding on him closes, his club has the match window to answer: offer more years than the top bid and he stays; the same years and a 50/50 roll decides. If his club lets him go or doesn't answer in time, he signs with the top bidder, and his club receives any pick in that bid. With a contract-years cap, a club can lead the bidding on at most as many players as it has open roster spots, and its leading bids' years, plus a year held for each other open spot, must fit under the cap (the RFA page shows the club's years and open spots). A player with no bids stays a free agent. While a player is in the auction no club can sign him as an ordinary free agent, claim him on waivers or draft him. Every result is logged on **Transactions**.

- **Roster cutdown** (the **Roster Cutdown** page; off unless the commissioner sets it - he has it under **Commish** at all times, and owners find it in the **Manage** menu while the window is open, or while their club is still over the size after it closes): the commissioner sets a roster size and a window (when it opens and closes, UTC). Counted toward the size: every player on the club except the farm list, the practice squad and the inactive list. While the window is open an owner (or the commissioner) ticks players and cuts them - each is released, his contract ends and the move is logged on **Transactions** - and can undo a cut until the window closes, unless the player has signed elsewhere since. Every owner is told when the window is set; the league home page reminds an owner whose club is over the size how many to cut, and the commissioner sees every club that is over. When the window closes nobody is cut automatically: a club still over keeps its reminder. A few leagues also have a small **inactive list** (the commissioner sets how many per club, none by default): while the window is open, a player who didn't play in the real season can move there - he stays with the club, doesn't play and doesn't count toward the size - and back again, on the **Roster Cutdown** page only (the roster page can't move an inactive-list player).

League calendar, time zones and My Games

- **Trade Center** (with trading on, from your team's page): an offer is built in four steps - **1. Partner** (pick the club), **2. You give**, **3. You get** and **4. Review**, which shows every player in the offer with his rating and season line side by side, then an optional message and **Submit Proposal**. Steps 2 and 3 list the club's hitters and pitchers in columns like the Roster page - position, OVR, VAL for hitters, the main ratings, roster status (Active, Reserve, IL, Farm) and the season line (**Real season** or **Sim (League)**) - sorted by last name; click a column to sort, **Columns** shows more, and **All / Hitters / Pitchers** picks which lists show. **Add** puts a player in the offer: he moves to **In this offer** at the top of the step and into the summary above the steps, where **×** takes him (or a pick) out again. A player on his club's trade block is tagged **Block**. Besides players, a redraft or dynasty league trades draft picks: this season's picks until the draft starts (then they trade in the draft room), and future picks for as many seasons ahead as the commissioner allows (1 to 5; 3 unless changed), as many rounds a season as the league's **Annual draft rounds**. Each side must give at least one player or pick. The other owner can **Accept**, **Reject** or **Counter** - Counter opens the offer reversed on the Review step for you to change and send back, and the first offer then shows as countered. You can withdraw an offer while it is pending; one not answered within 7 days expires. A computer team answers at once: it accepts a deal that is roughly fair by its value of the players and picks (a hitter is valued on his **VAL** - bat, defense and position - and a pitcher on his **OVR**, both adjusted for age; an early-round pick is worth far more than a late one, and a pick seasons away a little less) and turns down the rest. Under **Commissioner** → **Trade rules** the commissioner sets how many seasons of picks can be traded and whether computer teams deal in picks: **Answer and propose pick trades** (the default), **Answer offers with picks, never propose them**, or **No pick trades with computer teams** (a computer team turns down any offer with a pick in it). With the default, from week 4 a computer team with a .450 record or worse may offer a team at .550 or better one of its players aged 29 or older for one of that team's draft picks of about the same value - at most two such offers a week in the league, and none from a team that already has an offer open; it reaches you like any offer. With **Trades need my approval** on, a trade both sides accepted waits for the commissioner, who approves or vetoes it. When a trade goes through, any other open offer that includes one of its players or picks is withdrawn with the reason, and the trade is listed on the league's **Transactions** page; a pick traded before its draft exists goes to its new team when that draft is set up.

- **Trade Block** (the **League** menu, and **Trade Block** in the Trade Center): every club's players up for trade, with what the club is looking for and its note, for everyone in the league. Under **Your block** an owner writes **Looking for** and a **Note** (**Save note**) and puts players on the block with **Add to block** (**Remove** takes one off). Lists sort by last name, and each player shows his position, OVR (VAL for a hitter) and real season line. **Make an offer** beside another club's player opens your Trade Center with him already in the offer. A player who is traded or released leaves the block.
- **Available Players** (free agents, with free agency on, from your team's roster page): every player no club holds, hitters and pitchers in separate tables with the Roster page's columns - real position, OVR, VAL for hitters, the main ratings and the real season line. **All / Hitters / Pitchers** at the top picks which tables show; search by name; click a column to sort (**Name** sorts by last name), and **Columns** shows more. **Sign** adds a player to your roster at his position, Active from the next game day (Reserve when your active roster is full); with waivers on the button reads **Claim** and places a waiver claim. The top of the page shows your roster against the protected-roster limit. When it is full, **Sign** (or **Claim**) asks who goes to make room: pick a player and press **Sign + release** (with waivers on, **Claim + release**: he goes only if the claim wins) - the signing and the release are made together, so the club stays at the limit (the new player takes the released player's Active or Reserve place).
- **Active roster limit** (**Commissioner** → **Roster & Draft**, also **Roster Sizes** on the league's Settings page): how many players each team may have Active - the players who can dress for a game - from 25 to 40 (26 unless changed); the protected roster is never smaller. It governs every team someone owns. When the draft closes, each owner's team keeps that many Active - its best by the rules the game uses to pick a game-day roster (two catchers, the infield, three outfielders and a five-man rotation first, then the best players) - and the rest go to **Reserve**; players a team carried into the draft keep their places first. A player you sign, claim or trade for comes in Active only while your Active roster has room, otherwise on Reserve, and nobody can be moved to Active past the limit. A team over the limit (for example after the commissioner lowers it) is told so at the top of its roster board, with **Keep my best N Active**, which keeps the best by the same rules and sends the rest to Reserve; until then each game dresses only the limit's number. Computer teams keep every player Active: the game picks who dresses each day.
- **Your roster page** (a league team's **Roster**): the top counts **Active hitters**, **Active pitchers**, the active total against the limit, **Reserve hitters**, **Reserve pitchers** and the total rostered against the protected-roster limit. On your own team an Active or Reserve player's **Status** is a button (**Active** ⇄ / **Reserve** ⇄): press it to move him to the other side. A Reserve player's button is greyed out while the active roster is full.

- **Releasing a player** (**Release** on the roster page): the commissioner can release a player from any club at any time. An owner can release only between the draft and the league's first game of the season - to get to the roster limit or to arrange coverage - and while a **Roster cutdown** window is open. The rest of the season an owner makes room by signing a free agent with a matching release on **Available Players** (with free agency on), or on the league's **Free Agents** page in a league with contracts (a full roster's **Sign** dialog asks who goes; **Sign + release**); the roster page says which applies. With waivers on, a full roster's claim names who goes: he is released only if the claim wins (the **Waiver Wire** shows it to you and the commissioner).
- **Annual draft rounds** (redraft and dynasty leagues, **Commissioner** → **Roster & Draft**): every draft after the league's first has this many rounds (1 to 40; 10 unless changed), while the first draft fills the protected roster. It is also how many rounds of each future season's picks teams can trade.
- **Farm list** (redraft and dynasty leagues): each team can keep prospects on a farm list, off its protected roster - they don't count toward it and don't play in league games. Only a prospect can go there: a player who has never appeared in a big-league game through the league's season. A player with any big-league playing time - even a short call-up, or a top prospect who has made his debut - is a carded player and stays on the protected roster. A prospect you draft goes to the farm list on his own (a team with a full farm list can't draft one). Prospects reach the draft only in a Dynasty league whose commissioner adds them in the **Draft setup** card (see **Prospects in the draft pool**). A prospect stays on the farm list from season to season until he debuts or you release him. When a Dynasty league starts a season in which a prospect has played in the majors, he graduates on his own: he becomes his big-league card (his stats and lineups from that season on are under it) and joins your protected roster as Active, even when that puts the protected roster over its size - then it is up to you to release a player or send a prospect down (computer teams are left over it too). The commissioner's message and the season summary name each prospect who debuted. On your roster page, **To farm** sends a prospect down and **Call up** brings a farm player back to **Reserve** (when the protected roster has room); the header shows the farm count. The commissioner sets the size under **Commissioner** → **Trade rules** (0 to 60; 20 unless changed; 0 = no farm list). In the **Trade Center** farm players show **Farm** as their status and stay on the farm list of the team that gets them - a trade that would overfill a team's farm list or protected roster doesn't go through.

- **Roster board** (your own team, in a league where you keep a roster): on your roster page, **Board** (beside **List**), and the **Lineups** page's **Active / Inactive** tab, show every player in a row - the **Roster** on top (the players who dress for games, up to the active roster size; a hitters table, then a pitchers table, with the Lineups page's columns: hitters **B**, PA, AB, AVG, OBP, SLG, HR, SB, **OVR** and **VAL**, pitchers **T**, G, IP, H, BB, K, ERA, WHIP, **OVR** and **STA**), then **Reserve** (the rest of your protected roster, not dressed), the **Injured list** and, when the league has one, the **Farm list** below. Drag a row to another section to move the player, or tap the row (or press Enter on it) and then the section's button, which says what the move does: **Promote to Roster**, **Activate to Roster** (from the injured list), **Send to Reserve**, **Call up to Reserve** (from the farm list), **Place on injured list** or **Send to Farm list**. Only a player with a 7-, 15- or 60-day injury can go on the injured list (the button only appears for him); a day-to-day knock can go to Reserve. An injured player's row shows his injury and the days left. Each section's heading counts its players and splits them into hitters and pitchers, such as **26 / 26 (14 H / 12 P)**. Each move is saved at once and follows the usual rules: the active roster holds only its size, only a prospect can go to the farm list, and a farm player comes up only when the protected roster has room (straight to the Roster if you drop him there). **Undo** reverses your last move. The board works the same on an Auto-set team. Beside the cards, **Coverage** counts who can play each position - a player counts at every position he has a fielding rating at - among your active players and your reserve, shows your staff (starters, relievers, left-handed relievers) and lists what needs attention: a **Gap** (nobody active at a position, only one catcher, fewer than five starters), a **Thin** spot (only one player at a position, no bench player who can cover short, second or center, two or fewer who can play second or short, fewer than seven relievers, no left-handed reliever) or an **Overage** (six or more outfield-only players with one infield backup or fewer, or seven or more in all; two or more hitters with no position; more than seven starters or nine relievers). The same panel is on the **Lineups** page's **Active / Inactive** tab. Coverage updates as you move players.

- **Auto-set:** the computer manages an auto-set team on game day. It uses whatever the team has saved - its lineups (vs right- and left-handers, no-DH, named and per-game lineups), rotation, pinned starters, bullpen and bench roles and who is on the Roster or in Reserve - and steps in only where it has to: an injured or tired player sits and is covered at his position, a tired or injured starter's turn goes to a rested one, and the workload limit (below) rests players who are ahead of their real season. Anything the team hasn't set is picked for each game from who is healthy and on the roster that day: the lineup against the starter's hand (each position goes to the player who has played it most, and the batting order is built on getting on base and hitting for power), the rotation (the five best starters take turns, the best rested first; it can push back a starter who is ahead of his real season's starts, and a turn it fills from outside the five goes to the best-rated rested starter), the bullpen and the active roster. With a farm list, the computer also calls up a farm player when the protected roster is missing a catcher (it needs two), an infielder, a center fielder, an outfielder (three) or a fifth starter, or has fewer healthy players than the active roster holds, and sends its lowest-rated prospects down while the protected roster is over its size. Computer teams are always auto-set. On **Commissioner Tools** → **Teams**, the **Auto-set Teams** card lists every team: the commissioner switches on any team someone runs (their own too), or presses **Auto-set all teams now**, which checks the farm lists of the auto-set teams and lists what it changed - so in a league where you run one team against computer teams, only your own team needs setting. An owner can switch their own team on with **Turn Auto-set on** at the top of the team's **Lineups** page and back off with **Set it myself**. Switching Auto-set on or off never deletes anything the team has saved, and the lineup, rotation and roster editors stay on the page, so you can keep changing them while it is on. After each simmed week the computer checks the farm list of every auto-set team. On every team, an injured player gives up his place on the active roster to a healthy player with the same status.
- **Taking a break:** an owner who will be away for a while (or the commissioner, on the owner's behalf) clicks **Take a break...** on the team's **Lineups** page and picks **Until I come back** or a return date. While the team is away the computer sets game day with Auto-set (keeping the team's saved lineups - it only covers injured, tired or sent-down players), the draft room auto-picks for the team, and trade offers to it don't expire; the league is told, and the team's page and the Trade Center show an **Away** badge to everyone. The break ends on its date, or early with **I'm back** (the commissioner: **End the break**): the owner gets full control back with everything as it was before - Auto-set on or off as it was, the draft settings restored - and any offers that waited get a fresh week to answer.

- **Auto-activate** (redraft and dynasty leagues; **Commissioner Tools** → **Settings** → **Roster & Draft**; on unless the commissioner turns it off): each game day, injured and tired players sit and the best inactive players at their spots come up to cover; when a player is rested he comes back and his cover goes back down. Starters stay active between starts; a reliever who threw 3 or more innings in his last outing goes down until he has rested. When fewer than five rested relievers are left on the active roster, relievers who still need rest go down and rested pitchers come up from the rest of the roster. A player used up to his limit (below) stays down. Your saved Active and Inactive choices aren't changed: they decide who plays when everyone is available. With it off, each club dresses its saved Active players; injured players are still replaced, and tired players sit in the game.
- **Workload limit** (every league except a real-season replay, whose real lineups decide who plays): on a team the computer sets (computer teams and Auto-set teams), a hitter sits when playing that day would put him more than 5% of a season ahead of his real plate appearances to date, and a pitcher when his usual outing would put him more than 5% of a season ahead of his real innings (with a small allowance for players who barely played). The real season is scaled to your league's schedule, so a player ends a season close to his real workload. A team its owner sets is never rested for pace: its lineups and rotation are used as set, and the team's **Lineups** page shows **Usage warnings** - each player a computer team would rest, how far ahead of his real pace he is and how much he has left before the usage ceiling. The ceiling below applies to every team, so a player you lean on early can run out of season before it ends. Each league also has a **usage ceiling** for hitters and one for pitchers (**Commissioner Tools** → **Settings** → **Roster & Draft**; 1.10 unless the commissioner sets them, anywhere from 1.00 to 2.00): the most a player plays in a season, as a multiple of his real plate appearances or innings scaled to your schedule. A player sits when his usual game would take him past it. A pitcher is also taken out of a game by the computer manager when he reaches it (if another pitcher still has innings left), and once nothing is left he doesn't pitch or dress again that season: a rested pitcher comes up in his place (Auto-activate), and a team left without enough pitchers stops the sim (below) so you can add one or raise the ceiling. The 5% pace above goes with the default ceiling; a league that raises or lowers the ceiling moves it with it (it stays 0.05 under the ceiling, never under his real pace). Innocuous players (above) are exempt. A player who has used his whole season's workload sits for the rest of the year unless his club has nobody else who can play the spot.
- **Short-handed teams stop the sim** (every league except a real-season replay): before a simmed game, if a team has fewer than nine position players, no catcher, no starting pitcher who can pitch that day, or fewer than two relievers who can (a pitcher still owed rest, or one who has used up his innings under the usage ceiling, can't), the sim stops and nothing from that sim is saved. The message names the team and what it is missing. Fix the roster - activate rested players, add a player, or with **Auto-activate** on raise the usage ceilings - and sim again. A game you play yourself is not stopped.

- **The computer manager's defense:** after a computer club pinch-hits or pinch-runs, it sets its defense when it takes the field: a man who came off the bench moves to the open position, or the best bench player who has played it comes in (a backup catcher for a pinch hitter who batted for the catcher). A pitcher is never sent up to pinch-hit or in to play the field.
- **League calendar:** the schedule page has two tabs: **Schedule** (the games - the calendar, week list and team-by-date views - shown first, with the next league event above them) and **League calendar**, which lists the season's dated events: opening day, the trade deadline, the all-star break, September rosters, the end of the regular season and each playoff round (plus the draft, waivers and free agency when the league uses them). The league office's **Coming up** box shows the next few. Dates the calendar can only estimate - each playoff round, and the all-star break of a league that doesn't follow a real season - are marked **tentative** (on the calendar and in the calendar feed); a playoff round loses the mark once that round is under way. The calendar dates the season; it never moves it - the league advances only when you sim or the commissioner advances it.
- **Schedule views:** a league with dated games opens its schedule on **Calendar**: a month grid (game days in bold, played days struck through, the current week underlined, league events underlined, tentative ones in italics) beside the chosen day's games and events; any day can be picked, and a day without games says **Off day**. **Week list** shows one week at a time. **Team × date** puts every club down the side and every game day across, with the opponent (**@** for a road game), the result from that club's side (**W 5-3**) and, for the coming week, the probable starter; the league's current day is shaded, and a thicker left edge starts each series.
- **Doubleheaders, rainouts and suspended games:** a club playing twice in a day is marked **DH** on the calendar, and its games read **DH G1** and **DH G2** (**G1** and **G2**, stacked in one cell, on Team × date). A rainout's makeup and a suspended game's resumption put a dot on their day and show the weather note on the game (**Makeup** and **Susp.** on Team × date). A suspended game picks up where it stopped: **Resume** plays it and the commissioner's **Sim** sims it, and **Sim remaining this week** includes it. **Out** on Team × date marks a game checked out to play offline; the schedule shows when that checkout is due, in your time zone.
- **Trade deadline:** the commissioner's **Trade Deadline Week** closes trades after that week. Left blank in a Replay League, the season's real deadline date applies (trades close after the week it falls in); left blank in a redraft league, there is no deadline.
- **Sim to My Game** stops on the day before your game: the other games of that week dated on or after your game's day wait until you have played yours.
- **Time zones:** the commissioner sets the league's time zone (**League time zone** on the commissioner's settings; Eastern until set). Deadlines and calendar dates follow it. Times shown on league pages - checkouts, waiver claims, box-score dates - are always in your own device's time zone.

- **Logos:** a team owner or co-owner opens **Branding** from their team page (only their own team) to choose a logo (your uploads, shared logos and the built-in logos) and set primary, secondary and accent colors. In the team's league games its players wear those colors (jersey and helmet in the primary, socks and trim in the secondary; white pants at home, gray on the road) and its score bug uses them; a color left unset keeps the team's usual one. The commissioner chooses the league logo in **Settings**. Upload a PNG, JPG or WebP at least 256 pixels on its long edge (up to 10 MB); QSE turns it into a 512 × 512 PNG. A plain border around the artwork (transparent, or one solid color such as a white sheet) is trimmed first, so the logo fills the square. Wide or tall artwork is kept whole and padded out to the square: transparent padding for a transparent image, so the logo can sit cleanly over a field or team-color background, or the border's own color. An uploaded team logo shows beside the team's name on the standings, the schedule and the league game screen, and the league logo beside the league's name.
- **Organization:** the page lists each team and its owner by the owner's account name (an unclaimed team shows **Open - no owner yet**). In a redraft league, until it is locked a team owner can edit their own city, nickname and abbreviation; after the lock only the commissioner can edit a team's city, nickname and abbreviation (**Edit** beside the team). The commissioner can change an abbreviation (2-4 letters or digits, not another team's) at any time except during the draft or while one of that team's games, chess matches or playoff series is underway: this season's stats and contracts take the new one, and earlier seasons keep the one they were played under. In a replay league owners can edit their own city and nickname during setup and the draft, and abbreviations stay fixed. **Team edits:** once the league is locked (or play begins), team names and initials are locked in for owners. The commissioner's **Open team edits** on the Organization page lets owners change their city and nickname again (owners can't change initials after the lock), and **Close team edits** locks them again.
- **Standings and seeding ties:** clubs level on winning percentage are ordered by their head-to-head record (among all the tied clubs), then their record within the division, then within the league, then run differential. A tied game counts as neither a win nor a loss. The playoff seeds use the same order.
- **Standings marks: x** means the club has clinched a playoff place, **e** that it is eliminated. They appear only when certain whatever the remaining results, for the bracket the league plays: in a Replay League per league (division winners plus wild cards in the seasons that had divisions); in a redraft league across the whole league against the playoff field, with division winners counted first when the league seeds them first.

- **My Games** (the **Games** menu, or the link on the leagues page) lists your league games still to play in every league and sport, home and away, with the week, the league date and whether the game is being played. **Calendar feed (.ics)** on My Games, the schedule and the league office is a private link you can add to a calendar app: your games and the league's events as all-day entries on the league's calendar (a replay of a past season shows that season's dates). Keep the link to yourself; **Reset feed link** on My Games makes a new link, and every link made before stops working (add the new one to your calendar app).

Head-to-Head

Open **Head-to-Head** (**Play a Friend**).

- **Join:** enter the six-character invite code, pick your team (any team but your opponent's), then **Join Game**.
- **Host:** choose the season, your team (the host is the home team) and **Private** (code only) or **Public**, then **Create Game**. Share the code while you wait.
- Head-to-head games are played in Broadcast mode. You have 20 seconds for each call; when time runs out a default call is made for you.
- Quick chat and messages are available during the game.
- There is no Save & Quit and no sim in head-to-head. If a player loses their connection the game waits; after 25 seconds the computer manages their side until they come back.
- **Concede** hands your side to the computer. Your opponent can then keep managing against the computer or **Sim the rest**. The game always finishes.
- After the game, both players can press **Request Rematch** for a new game with the sides swapped.
- Each player needs their own access. A free player uses their game of the day; another season needs a subscription and that season's pass for both players.

The Windows desktop app (coming soon)

The desktop app will play Baseball on a Windows PC, with or without an internet connection. It isn't available to download yet; this is how it will work.

- **Free account:** one exhibition game a day in the included season, as on the website. It needs a connection.

- **Seasons you own:** a season pass, or a season from a free-season code, plays offline in the app with no subscription, for good: the app never has to reconnect for it. (On the website it still needs a subscription.)
- **Baseball subscription or Premium:** the seasons your plan includes play offline too, 7 days at a time - connect the app once in that time to keep them. League games play offline as described under **Offline league games**.
- **My Seasons** on the app's home page lists the seasons you can play offline. **Download** each one while connected. After an app update a season shows **Update** and must be downloaded again before it plays. **Check for updates** refreshes the list.
- An exhibition in a downloaded season plays on your PC, connected or not. Playing in a custom ballpark or from a replay code needs a connection. Its result waits on the PC until the app connects, then it is checked and recorded on your account automatically. These games don't use your free game of the day.
- A game that fails the check is not recorded. If the game was updated between playing and syncing and the result can't be checked, only the score is recorded.
- Offline you hear the game's sound effects; the announcers need a connection.

Troubleshooting

I can't start a game. Sign in, and pick two different teams. A free account plays the included season, one new game per Eastern day (shared-code replays and head-to-head included); resume today's game, or start another after midnight Eastern. Any other season needs a subscription and that season's pass.

Expert difficulty is greyed out. It needs a Baseball subscription or Premium.

My saved game won't resume. Use **Resume a game** on the Baseball hub. If it was saved before an engine update, choose **Discard old save** and start again. Remember that a new baseball game replaces your save.

My league result didn't appear. If the game page said **League Game Not Saved**, the result didn't reach the league. Check the schedule: a game that was already simmed or recorded can't be recorded again.

A shared code won't load. Make sure the whole code is pasted and starts with `qse1:`, and that you're signed in. A football code opens in Football, not here.

I can't join a Head-to-Head game. Check the six-character code and pick a team your opponent isn't using. Both players need access to the season.

The game moves too fast or too slow. Change the play-by-play speed, or in Broadcast mode the pitch pacing. One-Pitch mode is the quickest way through a game.

A game page offers to download the game engine. On a slow or data-saving connection, games run on our servers and skip the one-time download that lets them run on your device. Choose **Download**, then **Reload now** to fetch it once (or **Later**: it downloads the next time the page loads), or choose **Not now**. To choose for this device yourself, open **Preferences**, **Visual**, **Game Engine**.

Quick route list

What you want to do	Where to go
Start one game	Baseball → Play Exhibition
Resume a saved game	Baseball → Resume a game
Start a season	Baseball → Replay League
Build a custom draft league	Baseball → Redraft
Play a friend live	Baseball → Head-to-Head
Replay a shared game	Exhibition setup → Replay from a friend's game code
Run your league	Your league → League Office
Start the next season	Your league → Offseason Hub
Compare your league with the real season	Your league → Parity
Play a season again from the start	Commissioner → Season → Clone this league
Read league messages	Any league page → the bell, or the bell in the top bar (all leagues)
Invite a player into your league	League page → **Recruit Owners** → **Invite a player by ID**
See all your league games	Games → My league games
Set the league time zone	Commissioner → Settings → League time zone