

RULES

RULES 2022-2023 as of September 7, 2022

1. Teams will play head-to-head according to the schedule competing in 9 statistical categories each week; Field Goal Pct (four Decimal places) rounded to three decimal places .4589= .459), Free Throw Pct (four decimal places) Rounded to three decimals .7273= .727), Points, Rebounds, Assists, Turnovers, Blocks, Steals and 3 Pointers made. Each category counts as a game; therefore a team can at best be 9 Wins and 0 Losses in a particular week. A team can get more than 9 losses in a week with penalty games applied.

1A – NEW AGAIN – BACK TO NORMAL DIVISIONS ... 1 TO 6 ARE THE EAST, AND 7 THROUGH 12 ARE THE WEST.

1B. PLAYOFFS: 1ST PLACE TEAM WITH THE BEST RECORD SEEDED #1. OTHER FIRST PLACE TEAM SEEDED #2. ALL OTHERS SEEDED BY WINNING PERCENTAGE. TIE-BREAKER FOR PLAYOFF **(and position week)**
SEEDING: 1. HEAD-TO-HEAD RECORD 2. WINNING PERCENTAGE AGAINST THE #1 SEEDED TEAM (OR NEXT AVAILABLE SEED).

1C. **PLAYOFFS** -- WINNER ADVANCES; IF IT'S TIED 4.5-4.5, THE HIGHER SEEDED TEAM ADVANCES. THAT'S WHY WE PLAY THE REGULAR SEASON ... FOR THE PLAYOFF TIE-BREAKER.

1D. RESEEDING AFTER EACH ROUND OF PLAYOFFS.

2. PAY STRICT ATTENTION TO THE START DATES OF THE WEEKS OF THE SCHEDULE. WE WILL PLAY OUR SEASON FROM START TO FINISH OF THE REGULAR NBA SCHEDULE, leaving out the last **FIVE GAMES** of the NBA season.

3. Line-ups must be EMAILED to the Commissioner **no later than GAME TIME OF THE FIRST GAME OF THE WEEK, REGARDLESS IF YOU OR YOUR OPPONENTS PLAYERS ARE PLAYING IN THAT GAME. SUBMIT ONE DAY OR TWO DAYS EARLY AND CHANGE IT IF YOU HAVE**

PROBLEMS HOLDING TO THE DEADLINE. Changes to the line-up can be made until the deadline or until you are given your opponent's line-up, whichever comes first, however **it is recommended not to give your opponent your lineup until the first game has started.** THE COMMISSIONER WILL BE RESPONSIBLE FOR SUBMITTING A LINEUP OF A TEAM NOT MEETING THE DEADLINE, OR FOR A TEAM UNABLE TO COMPETE FOR ANY REASON. FAILURE TO SUBMIT A LINEUP WILL RESULT IN A \$10 CHARGE PAYABLE TO THE COMMISSIONER FOR HIS WORK IN SUBMITTING YOUR LINEUP AS WELL AS AN ADDITIONAL \$10 PAYABLE TO THE LEAGUE. **Failing to submit 2 lineups will eliminate you from the competition and the league. You are not eligible for prizes.** CALLING OR E-MAILING "SAME LINEUP AS LAST WEEK" IS NOT ACCEPTABLE. THAT REQUIRES THE COMMISSIONER TO RESEARCH YOUR LINEUP FROM THE PREVIOUS WEEK. THAT WORK WILL STILL COST \$10, BUT WILL AVOID THE LEAGUE PENALTY.

3a. *PLAYING THE COMMISSIONER:* If you are playing the Commissioner, your lineup **MUST** be submitted by e-mail, with the **SUBJECT: Line-up**. This way I can e-mail you my line-up prior to opening up your e-mail.

3b. Partnerships -- *PARTNERSHIPS MAY EXIST, HOWEVER, THAT'S BETWEEN THE PARTNERS ONLY.* **Any line-up, pick-up or trade by any partner counts. For line-ups, the first submission counts unless the following line-up specifically says that it is a change to the first (MUST say NEW or UPDATED lineup).**

4. Positions: Positions are determined for all active players prior to the draft. Once the season starts, there will be no changes. THE POSITION OF ANY NEW, OR UNMENTIONED PLAYER WILL BE DECIDED BY THE COMMISSIONER (using ESPN.COM). NO DUAL POSITIONS. **THE OFFICIAL POSITION LISTING IS THE SOLE DETERMINING FACTOR.**

5. Draft order will be determined by RANDOM DRAW a couple of days before the draft, USING THE SAME NYS LOTTERY METHOD (you select a 3 digit #. Closest to the NYS number is team 1, and so on. [TIEBREAKER IS EARLIEST SUBMISSION] TEAM 1 PICKS FIRST, TEAM

12 LAST IN THE ODD NUMBERED ROUNDS. THE ORDER IS REVERSED IN THE EVEN NUMBERED ROUNDS. TRADES BEFORE AND DURING THE DRAFT ARE ALLOWED. YOU CANNOT TRADE YOUR TEAM NUMBER. YOU CAN TRADE PICKS THOUGH. PLAYERS AND DRAFT CHOICES CAN BE OFFERED. (Trade rules apply). NO CASH CAN CHANGE HANDS IN A TRADE.

6. There will be 14 rounds to the draft. Let's try to keep the draft moving. Try to aim for **MAXIMUM 2 minutes (COMMISSIONER, 3 MINUTES)** per pick in the first 5 rounds and 3 minutes thereafter. We may actually use a clock. If you have transmission problems in submitting your pick, you better find an alternative method. If you take too long, with as much leeway as I can give, we will skip you and move on to the next team. You can put in your pick at any time. Trades of pick(s) for pick(s) will go for \$5 for each player and/or pick. Any team that is short a player (traded 2 for 1), will pick up a player at the end of the 14th round.

7. LINEUP: Each team will play 32 games. THEREFORE, there will be no problems where one team plays more or less than the other. **NEW:** The line-up will include a minimum of **8 games for guards, 8 games for forwards, 4 games for centers and 12 (TWELVE) games from the bench of any position.** PLAYERS IN YOUR LINEUP MUST ALWAYS BEGIN WITH THEIR FIRST GAME OF THE WEEK AND GOING FORWARD FROM THERE.

YOU CAN LIST PARTICULAR SUB(S) FOR ANY OF THE PLAYERS IN YOUR LINEUP. YOU CAN LIST ANY OF YOUR AVAILABLE PLAYERS ALONGSIDE ANY OF YOUR STARTING PLAYERS TO GRAB A GAME OR MORE. IF YOU DON'T LIST A SUB, OR IF YOUR SUB RUNS OUT OF GAMES, THE FIRST AVAILABLE GAME WOULD COME IN.

YOUR SUBS WOULD COME IN IF NECESSARY AS YOU LISTED THEM. THOSE TO THE RIGHT OF THE PLAYER FIRST, SUBS AT THE BOTTOM OF THE LIST NEXT.

NEW 2012 TAXI SQUAD RULE: IF YOU RUN SHORT AT A POSITION DUE TO UNEXPECTED ABSENCES, PLAYERS ON YOUR IR CAN MOVE UP TO

GRAB THE MISSING GAMES (\$5 per player). Unexpected absences include mid-week injuries, sicknesses, deaths in family ... not the resting of Tim Duncan during back-to-back-to-backs.

A. YOU MAKE A MISTAKE IN THE NUMBER OF GAMES SOMEONE PLAYS IN A WEEK (he plays more): If a player plays 5 games instead of the 4 "ALL" that you wrote, your 32nd game would not play. **If you did not write the word "ALL" the 5th game would not play.** However, it may become an available sub game. Players listed "ALL" in the lineup and dropping out will move to the top of the sub list. Players without "ALL" will drop to the bottom unless already listed.

B. YOU MAKE A MISTAKE IN THE NUMBER OF GAMES SOMEONE PLAYS IN A WEEK (he plays less): If a player plays 3 games instead of the 4 "ALL" that you wrote, the player's listed sub would get the 4th game. You made your lineup assuming 4 so that lineup will have the player or his sub for 4 games.

C. IN A STRAIGHT 14 MAN LINEUP, SUBS COME IN FROM THE TOP OF THE LIST WITH THE FIRST AVAILABLE ELIGIBLE GAME. NEW: I HATE THE FORMAT OF EXPRESS MAIL LINEUPS ... HARD TO DECIPHER. NOTE - THE LEAGUE HAS BEEN LEVYING FINES ANYTIME "FINDING THE SUB" COMES INTO PLAY.

Position requirements of course supercede listed subs. If you need a game at forward, the first available forward game will come in over listed subs (if they are guard or center). **LIST POSITIONS IN YOUR LINEUP - INCLUDING SUBS.** IF THE COMMISSIONER NEEDS TO CHECK A POSITION YOU WILL BE CHARGED.

FOR YOUR OWN PROTECTION, LIST ALL 14 PLAYERS FROM YOUR ROSTER ON YOUR LINEUP. IF THE COMMISSIONER HAS TO LOOK UP THE PREVIOUS WEEK'S LINEUP (FOR ANY REASON) TO DETERMINE WHO SHOULD PLAY IN YOUR LINEUP, YOU WILL BE CHARGED \$10.

ASK QUESTIONS. ASK QUESTIONS. ASK QUESTIONS. Use everyone in the league for help.

LINE-UP PENALTY -- *If you, by some strange reason, do not fill the required number of games by position you will get **NEW: 3 (THREE)** more losses for the week (MAX), and a **\$15** fine for each game missed (NO MAX). The violator gets losses, but the opponent doesn't get additional wins.* IF YOU MISS ANY OF THE BENCH GAMES, THERE IS NO PENALTY. YOU JUST PLAY SHORTHANDED.

Competition will start on a level field of play where drafting, trades, free agent pick-ups, and line-up preparation (and luck) will tell who comes out ahead.

8. Trades - The Commissioner will void a trade if he believes that the player's physical condition or other significant information recently revealed and possibly not known to both teams made the trade unbalanced. **Sole discretion; not up to debate.** In this recreational league, no one needs to be screwed over with a lack of up-to-the-minute information. We don't need to see someone watch a player carried off while watching the NBA package, and go on-line to make the great trade. That practice will not be tolerated and will be dealt with harshly. **This league was started because of this rule. TRADES CANNOT BE VOIDED ONCE MADE, EVEN WITH THE AGREEMENT AND BEGGING OF BOTH TEAMS.**

8a) If a trade smells of collusion, the Commissioner may enforce severe penalties which may include a lifetime ban from the league with no refund or prize offered to either of the offending teams. However, being stupid is not a crime. There have been plenty of what looks to be bad trades that end up fairly even or better for what seemed to be the stupid owner. The line between making a stupid trade and one to cheat the league may be gray, but there is a line. There will be no reward or penalty for stupidity.

**** PLAYERS DROPPED IN A TWO FOR 1 TRADE (ANY TRADE NEEDING A DROP) , ARE AVAILABLE FOR PICKUP THAT WEEK** ...AND MUST BE NAMED IN THE TRADE FOR THE TRANSACTION TO BE VALID.**

**** PLAYERS ON YOUR I/R CAN BE TRADED WITHOUT BEING ACTIVATED, GOING TO THEIR NEW TEAM'S I/R**

9. *Trades must be in by 10PM on the evening before the first game of the week. NO EXTENSIONS EVER. STOP ASKING. Free agent pickups must be in (NEW) BY 8:30 am* the day the new week starts. These deadlines allow owners to know the roster of the team they are playing and gives opportunity to owners to pick up free agents if a player was injured on the last night of the prior week. Free agent pick-ups are determined by league standing THRU THE NIGHT BEFORE THE DEADLINE (E-MAIL YOUR FREE AGENT TRANSACTIONS WITH THE SUBJECT "**PICK-UP**" OR "**FREE AGENT**" AS THE **SUBJECT**. THE COMMISSIONER WILL NOT OPEN THOSE E-MAILS MARKED FOR TRANSACTIONS UNTIL THE TRANSACTION DEADLINE --lowest **BY WINNING PCT.** gets priority FOR THEIR FIRST SELECTION. THE NEXT LOWEST TEAM GETS THE OPPORTUNITY TO GET THEIR FREE AGENT PICKUP, AND SO ON. IF YOU MUST MAKE A PICK-UP, LIST ALTERNATE SELECTIONS.

****ALSO BE SPECIFIC ON WHICH PLAYER YOU ARE DROPPING, FOR EACH PLAYER YOU ARE PICKING UP. IF YOU LIST 3 PLAYERS TO PICK UP AND 3 PLAYERS TO DROP, THEY WILL BE TAKEN FROM YOUR LIST IN THAT ORDER UNLESS YOU MATCH EACH DROP TO A SPECIFIC PICKUP. YOU WILL NOT HAVE THE OPPORTUNITY TO MAKE A SUBSTITUTE SELECTION AFTER THE DEADLINE.**

FIRST WEEK PICKUP RULE (and in case of ties): Pickup order in week one (and when teams are tied) will be based upon earliest submission (NEW) **beginning one hour after the draft ends** going by time of the last email in case of multiple emails.

***** THERE MIGHT BE A SERVICE CHARGE FOR ANY SUBMISSIONS AFTER THE FIRST AMENDED PICKUP LIST**

There will be no trades allowed after OUR TRADING DEADLINE,
WHICH WILL BE **THE END OF WEEK 13**

9a. NO PICKUPS ALLOWED IN THE PLAYOFFS.

AFTER THE REGULAR SEASON ENDS (AFTER WEEK 18) YOU WILL BE ALLOWED TO EXPAND YOUR I/R BY TWO SLOTS (MAX 5 ON THE I/R)*. THAT IS YOUR TEAM FOR THE BALANCE OF THE SEASON. PICKING UP A 4TH I/R \$20; 5TH I/R \$30. RE I/Rs WILL REMAIN \$10.

*** PLAYOFF PICKUPS WILL GO FROM SEED 8 TO SEED 1. ALL THAT'S LEFT AT THAT POINT ARE RE-I/Rs AND ACTIVATIONS.**

10. Players dropped cannot be picked up until the following **week (EXCEPT THOSE DROPPED IN A TRADE)** SINCE THEIR AVAILABILITY IS NOT PUBLIC INFORMATION UNTIL AFTER THE DEADLINE. **[NEW FOR 2021-2022]** The team dropping a player can not re-acquire that player in the following week until every team has had a shot at the pickup [passing waivers]. **A player dropped in a 2 for one-trade can be picked up that week (by any other team).**

11. **YOU CAN I/R A PLAYER AT ANY TIME.** IF HE PLAYS (for even 1 minute) DURING THAT WEEK, HE MUST BE TRANSACTED ... RE-IR'd, ACTIVATED OR DROPPED THE FOLLOWING WEEK, PAYING AN ADDITIONAL \$5(\$10 INSTEAD OF \$5).

11A. MAXIMUM OF 3 PLAYERS ON THE I/R AT ANY TIME.

11B. If you fail to transact, the default is re-IR with a \$10 penalty added.

12. A suspended player cannot be I/R'd. HE CAN ONLY BE DROPPED OR KEPT ON YOUR ROSTER.

13. COST -- Entry fee **(NEW) \$315** per team. **TOTAL OF (NEW) \$550** (including stat fees and prepaid transactions) DUE ONE WEEK BEFORE DRAFT DAY . **YOU'LL START THE SEASON WITH A CREDIT BALANCE OF PREPAID TRANSACTION FEES.** ANY BALANCE DUE TO THE TEAMS WILL BE PAID BACK AT YEAR-END. ANY BALANCES DUE THE LEAGUE SHOULD BE SETTLED AT THE TRADING DEADLINE, OR IF YOU'RE IN THE MONEY, CAN BE CARRIED FORWARD BUT SHOULD BE PAID UP WEEKS EARLY (OR ON COMMISSIONER REQUEST) TO ALLOW PRIZE SETTLEMENT AT YEAR-END.

14a) Trades **\$15 FOR THE FIRST PLAYER, \$10 FOR THE SECOND PLAYER, \$5 FOR ALL OTHERS.** A 3-FOR-3 TRADE WILL COST **\$30 PER TEAM.** Free-agent pick-ups \$5 per PLAYER **(EXCEPT WHERE OTHERWISE NOTED) .**

[THE SLIDING SCALE DISCOUNT IS OUT SINCE MOST TEAMS STILL REFUSED TO PICKUP FOR FREE; FAILURE TO MAKE AN OBVIOUS PICKUP WILL RESULT IN A FINE OF AT LEAST \$5 ... SO YOU MAY AS WELL MAKE THE PICKUP] AFTER WEEK 14: 1st place OR 3 GB or less \$10, everyone else \$5.

14b) STAT FEE -- **\$40** per team. Stats will be kept by the Commissioner and are subject to change. THIS INCLUDES WEEKLY RESULTS, STANDINGS, KEEPING TRACK OF ROSTERS, LINEUPS AND HANDLING OF THE FUNDS.

IF YOU ARE IN DISAGREEMENT WITH THE STATS, AND IT LOOKS MORE LIKE A MISTAKE MORE THAN AN OMISSION, LET ME KNOW AND WE CAN COMPARE NUMBERS. **PLEASE DO SO AS EARLY AS YOU CAN TO AVOID LATE WEEK, OR WORSE, POST-WEEK ADJUSTMENTS.**

MOST OF YOU TRACK YOUR OWN STATS AND MATCHUP. YOU DON'T NEED ME FOR THAT. ANY COMMENTS, ABUSE OR INSIGHTS ADDED ON A DAILY BASIS IS FOR YOUR (AND/OR MY) ENTERTAINMENT. HAVE A THICK ENOUGH SKIN.

15. Prizes -- Total of Entry Fee + Transaction Fees distributed as follows (ROUNDED DOWN TO THE NEAREST \$5 OR \$10): ASSUMING A 12 TEAM POOL ...

Best 1st place record -- \$800

(NEW) SECOND BEST RECORD -- \$400

ALL REMAINING MONEY GOES INTO THE PLAYOFF POOL

CHAMPION: **50%**

CHAMPIONSHIP ROUND LOSER: 28%

BRONZE MEDAL ROUND WINNER -- **15%**

BRONZE MEDAL ROUND LOSER -- **7%**

16. All rules are subject to change in the interest of making the pool as enjoyable and as fair as possible. Any rule not specifically covered in the rules will be interpreted and decided by the Commissioner whose decision is final and will be made in a way to keep the pool an enjoyable activity while ensuring that rules are not violated.

17. THE LIEBERMAN/RICK RULES

a) Line-ups cannot be submitted weeks ahead.

b) E-mail (OR TEXT) questions and comments. I'm not ignoring you if you don't get an immediate answer. I'm just busy doing other stuff. You'll eventually get the reply.

c) If you've been offered a trade, please answer. If the trades are moronic, reply that you don't want

to see any more offers. **Common sense and courtesy please**

18. STRIKE OR DISCONTINUANCE

Should the NBA, the Commissioner, or the League no longer operate, the results would be considered official if 12 weeks have been played. Anything less, entry monies will be refunded along with a prorated portion of the stat fee.

1. Decisions of the Commissioner are final. There are no appeals, legal or otherwise.

You're responsible for reading and knowing the rules. Do not call to ask me what a rule is if you haven't first given yourself the opportunity to read it yourself. I will gladly clarify a rule.