



The **Great Commission Basketball Association (GCBA)** – one of the leagues in the Great Commission Basketball Alliance – is a computer based simulation fantasy basketball league which uses the Strat-O-Matic computer basketball game to simulate a basketball season based on the previous season statistics. The league will consist of 24 teams in which each member will own, manage through trades and drafts, and coach the 82-regular and post seasons. In general, the GCBA will follow the two main philosophies in defining the league: (1) The league will imitate the NBA whenever possible in an attempt for realism by eliminating the major areas of “Strat-ball” but still allow teams plenty of options in coaching their teams. (2) While GM’s are free to make trades in the league to shape their teams, those trades involving Strat-defined “superstar” players for multiple mediocre players will not be allowed.

Requirements:

1. There are no fees to participate in this league and it will remain so.
2. Each league member is required to own the latest version of the Strat-O-Matic computer basketball game and the roster disk for the season played. All games will be played on the computer – no board game play is allowed.
3. You must have the time and desire for the following league activities:
 - Send gameplans for away games.
 - Play home games before deadlines.
 - Complete league vote ballots for rule changes, awards, & all-star game.
 - Netplay all Game 7’s and the league finals or arrange for another league member to do so for you.
4. You must have the following:
 - A reliable email account in which you check regularly for receiving and sending files as well as other league communication.
 - An AOL Instant Messenger (AIM) username and either install the program to your computer or be able to use AIM Express online.
 - The ability to create and open compressed (zipped) league files using the Windows XP utility or another such as WinZip.
5. You must notify the commissioner that you will commit to the rules and requirements listed in the constitution at the start of each season (i.e. “I am back for 20xx-xy”).
6. League participation and communication are strongly encouraged in this league.
7. If there is any reason you are unable to fulfill any league commitments email the commissioner as soon as possible. We all have real lives which have higher priority over this league and rightly so. Reporting any potential problems will help to prevent any penalties that could occur from not meeting deadlines or may allow for accommodations.
8. Unethical behavior will not be tolerated in anyway and will result in dismissal from the league.

League Maintenance:

1. The league homepage will be at: <http://gcball.somhoops.com/gcba/>
2. You can find the league forum at <http://www.somhoops.com/forum/>

3. The officials of the league are the following persons:
 - Commissioner – Jason
 - Deputy Commissioner – position open
 - Statistician – Kevin
 - Advisory committee: Aaron, Jason, and Dan
 - Historian – Jeff R
 - Publisher – to be determined.
 - Graphics designer – to be determined.
 - Draft coordinator – to be determined.
 - Schedule & days mist list – to be determined.
 - Awards/All-Star game coordinator – to be determined.
 - Stockpile team coordinator – to be determined.
 - Free agent coordinator – to be determined.
4. A timetable with deadlines or general dates will be provided at the beginning of the season and updated as the season progresses.
5. Since league participation is strongly encouraged if you'd like to help run part of the league, don't hesitate to ask to get involved. The more each member helps to run and maintain the league the more of a sense of ownership each will develop which hopefully will lead to less owner turnover in the league.
6. League convention – One goal as the group gets to know each is to (eventually) hold an annual or every-couple-year convention where guys can get together playing some Strat, displaying our talent (or lack of talent) on the court, maybe some golf, and whatever other activities desired. My view is if we're not looking to build friendships through Strat then we might as well just play solitaire against the computer instead of joining a league.

Divisions and Conferences:

1. The league will have two divisions: the Eastern and Western Conferences where the East will contain the Atlantic, Central and Southeast Divisions and the West will contain the Northeast, Southwest, and Pacific Divisions.
2. Teams will be placed (primarily geographically) in the same division and/or conference each year unless there needs to be a shuffle due to team dropout, expansion, or owner relocation. The teams that have been in the league the least number of years will be reshuffled first.
3. Teams interested in playing netplay or face-to-face during the regular season will be in the same division or at least the same conference when possible if there is such a preference.

Stockpile Teams:

1. In addition to teams owned by league members, the league may have a number of teams that are unowned and from now on referred to as "stockpile" teams.
2. These stockpile teams serve as a stockpile of players for new league members – so they will have reasonable talent the following season from which they may draft a new a team in the dispersal draft – and will also participate in the league.

3. The stockpile teams draft during the dispersal draft and rookie/free agent draft each year.
4. Stockpile teams also participate in the many league functions where the stockpile team coordinator will assign league members (volunteers) to help create a games missed list (described later), create gameplans for home and road games where home games will be autoplaid, and any other functions as needed.
5. If there are stockpile teams during the inaugural season, they will be given a name and nickname by the commissioner.

Teams and Players:

1. Each member of this league will choose a city/area and nickname for his team which may be changed before the start of each season. Team names and nicknames must be appropriate to good taste and approved by the commissioner. Also, NBA city names combined with their respective nicknames will not be accepted.
2. Each member will need to choose team colors for a logo and court for use while playing their home games.
3. The commissioner will assign a three letter abbreviation for each team. A team with a single word name will use the first three letters when possible (Dakota: DAK) while city names with two words will use the first letter from the first and second words and nickname (North Dakota Nickname: NDN).
4. Each year owned teams are able to retain up to 8 players and must cut their roster to this number by the 8-man cut deadline – after the expansion draft and before the rookie-free agent draft determined at the start of the season.
5. All players not retained (i.e. cut) will be placed in the rookie-free agent draft pool.
6. After the draft, teams will have 15 total players, of which 12 of these at the most can be activated for each game.
7. Players who did not play in a particular NBA season may be retained on a roster or traded to another team if that player was on a returning team but may not be drafted in either the dispersal or rookie-free agent drafts.
8. Teams can acquire free agents during the season and the process is described under Free Agents.
9. Players with less than 160 minutes and 16 games may play regular season games but may not be used in more than 2 times their average minutes per game. Note, in the playoff section such players that don't meet one of the two requirements will not be eligible for the playoffs.
10. Before the season begins, each team must have enough players with games and minutes for the entire season at each position for each game of the entire season (82 games X 48 minutes per game X 5 positions = 82 x 48 x 5 = 19,680 total team minutes). The commissioner can assist with this if needed.
11. For each game two players must be eligible to play each position, though 3 eligible players at each position is preferable in case of foul trouble.
12. Players are limited to the number of games played and 110% their total minutes from the previous NBA season.
13. League members determine which games players must sit out before the schedule has been determined. This is described under Games Missed List.

14. If a player is overused in the regular season, that player must miss twice as many minutes or games in the playoffs. For example, if a player who averaged 30 min/g in the regular season was overused by 50 minutes, then he must miss 100 minutes in the playoffs. He would have to miss 3 games (90 min = 30 min/g X 3 g) and that player would be restricted to only 20 minutes in the fourth game.
15. If a player played in more game than allowed, he must miss 2 playoff games for each regular season game.
16. If a team with overused players doesn't make the playoffs or if the penalties can't be covered during the playoffs, the penalties will be added to each player at the beginning of the next season. If the team doesn't have that player, a player with similar ability will be chosen by the commissioner to sit out the penalty.
17. If a league member decides to leave during the middle of the season a replacement will be sought. Since teams taken over during the season will not be retained by replacement coaches, trades will not be allowed with these teams. As long as the replacement owner meets the league requirements, he is guaranteed a place in the next dispersal draft. If a replacement can not be found, the commissioner will either create the gameplans for that team or assign them to a member in the league.

Free Agents:

1. Free agents are described as players that were not drafted during the rookie-free agent draft where they will remain in the free agent pool. The commissioner will remove free agents with "ringer" cards (players that are over carded due to a small sample size of minutes) indicated with their names in red in the league workbook.
2. Free agents are reserved for teams short on minutes or players at a position but should be reserved for when the coach has exhausted his regular players. Each team can request a maximum of 5 free agents which can play a maximum of 1200 minutes.
3. Each team can use 2 free agents maximum in each block but cannot exceed the maximum of 5 free agents.
4. If a team uses more than 1200 minutes then over usage will be handled as above for roster players for each minute overused only the over usage penalty will be applied to one of the players for the playoffs or the following season. If a single free agent is overused by playing him more games or more minutes than his games or minutes eligible (games and minutes eligible = total player games and total minutes minus any games and minutes as a free agent on previous teams) then the penalty will also be applied to a roster player in the playoffs or following season.
5. Note, free agents can only play their total games and total minutes by all teams that request that player and are not eligible for the 10% addition in minutes as roster players.
6. A GM must request a free agent before game deadline for that free agent to be eligible to play in the next block.
7. Free agents will be placed on requesting teams on a first come first serve basis
8. After each block free agents are replaced into the free agent pool. Once a free agent reaches their total minutes they are removed from the pool.
9. Free agents are not eligible to participate in the playoffs and can not be retained the following season.

Games Missed List:

1. Coaches must map out which players will miss which games (by game numbers 1-82) making sure that there are at least two players rated at each position. Example, if your sixth-man was rated at all 5 positions, you would only need 6 active players for the game. Though it is in your best interest to have as many players active up to twelve due to fatigue and foul trouble.
2. It is easier to choose games-in-a-row to miss for purposes of making gameplans and remembering which players miss which games.
3. Coaches must send this list to the commissioner before the schedule is created. The commissioner will create his list before creating the schedule.
4. Once all the games missed lists have been received and entered into the league workbook, the commissioner will create the schedule using our advanced schedule file. Note: Now that our schedule is 82 days, there is no longer any need to convert games missed lists into days missed lists and therefore for our purposes, games missed lists are the same as days missed lists.
5. Before playing a game make sure to look up the Games Missed under Rosters in the league workbook to set the correct eligible/ineligibles.
6. If a coach accidentally uses a player in a game that he should have missed, then he (or his opponent) should notify the commissioner immediately for course of action. Usually, during the regular season just the player will miss the next game against the same opponent if possible.

Days Missed Example	
Name	Games Missed
Player 1	1-18
Player 2	19-25
Player 3	26-41
Player 4	42-50
Player 5	51-70
Player 6	71-82

7. If you notice an ineligible player is active for a game you may choose one of the following: (1) Notify the away coach and the commissioner in a single email requesting a new gameplan. The way coach should send the updated gameplan to the home coach and commissioner, or (2) the home coach may choose to play the game. This last option should be done with games played close to the deadline since not playing a game because the away coach used an ineligible player will not be a valid excuse for not playing the game before the deadline.

Inaugural Dispersal Draft:

1. The inaugural dispersal draft will be conducted before the start of the first season, will consist of 15 rounds, and will be done either by email, a chat room, or on AIM chosen by the commissioner with consideration from the majority of the league members.
2. All owners must have already chosen a team name and nickname before the draft.

3. All the players that are carded by the computer game from the previous year's NBA will be eligible for the draft.
4. The teams will draft in serpentine order (the order will reverse after each round).
5. Stockpile teams will also draft serpentine at the end of each round after the owned teams have already drafted in that round. The number of stockpile teams will be determined by subtracting the owned teams from twenty-four. The computer will choose the players taken by the stockpile teams.
6. Trading will be allowed after the 15 rounds have been completed. Though trading isn't allowed during the draft, owners can negotiate a trade to be announced on the completion of the draft.

Annual Dispersal Draft:

1. The annual dispersal draft will be conducted at the beginning of each season (after the inaugural season). This draft will allow new league members or members who took over an existing team mid-season to draft their own team from a pool of players from stockpile teams, non-returning teams, and those teams taken over mid-season.
2. This draft will consist of 10 rounds and depending on the preference of the group, will be done either live in a chat room, through AIM, or using time-slots on the forum.
3. Starting with the order of acceptance to the league, a few days before the dispersal draft begins, each member will choose a team and the history of either a non-returning or stockpile team that his team will be associated. This is done for historical purposes so there will be a history for each of the 24 teams in the league.
4. A returning member has priority to claim his old team if it is available.
5. Members can then rename their team by choosing a team name and nickname (preferably based on where you live since our league is aligned geographically). These must be appropriate to good taste and approved by the commissioner.
6. All the players from the stockpile, non-returning, and mid-season acquired teams will be released into the dispersal draft pool. New league members will draft their team from these players.
7. Only players who played and who are rated by the game company for each corresponding computer season are eligible to be drafted in any draft.
8. Teams in the dispersal draft will draft serpentine at the beginning of each round ahead of the stockpile teams which will draft serpentine by the computer at the end of each round.
9. The dispersal draft order will be determined by means of equal probabilities for each team, using such techniques as a random number generator, die, or anything else which would produce probabilities and will be determined by the commissioner.
10. If there is only one team participating in the dispersal draft, he will draft serpentine with two stockpile teams at the beginning of each round giving the new member a one out of three chance for the overall first pick. The commissioner may reserve the right to create a list to help the computer draft in this situation and this list would be announced before the start of the draft.
11. If there are only two teams participating in the dispersal draft, they will draft serpentine with one stockpile team at the beginning of each round giving each new member a one out of three chance for the overall first pick. Again, the commissioner may reserve the

right to create a list to help the computer draft in this situation and this list would be announced before the start of the draft.

12. The remaining players not taken in the dispersal draft will be placed in the rookie-free agent pool.
13. This dispersal draft system may or may not be perfect since the computer picks players based on statistics and ratings from the previous season instead of combining potential, age, or injury. However, it will in the least allow teams participating in the dispersal draft to draft players they can build around and shape their team as they see instead of taking over an already existing team based on a first come basis. It also eliminates a system where one guy inherits a great team while another guy a poor team. It has been my experience that good general managers can develop very solid teams in 2 to 3 seasons after joining.

Rookie-Free Agent Draft:

1. The rookie-free agent draft will start before the NBA season begins or as soon possible after the game has been released where the draft will be held as a scheduled times-slot draft on the forum.
2. Returning teams must cut their rosters down to 8 players before a deadline set a approximately one week before the start of the rookie-free agent draft. The players cut (not protected) will be placed into the rookie-free agent pool.
3. The draft will consist of 7 rounds and once teams draft up to 15 teams the draft is complete for them and all subsequent picks are forfeited.
4. Additional supplemental rounds will be allowed for interested teams only to change a player on their roster or to allow teams to reach the 15 player roster limit.
5. The lottery teams – teams that don't make the playoffs – will participate in the draft lottery which will coincide with the NBA Draft weighted lottery system as seen on television in June during the NBA finals. The GCBA lottery teams will be matched up with NBA lottery teams according to the following table:

Lottery	NBA Teams	%
GCBA 1	NBA 1 + NBA 5	34.4
GCBA 2	NBA 2 + NBA 6	26.0
GCBA 3	NBA 3 + NBA 7	19.0
GCBA 4	NBA 4	12.5
GCBA 5	NBA 8 + NBA 9	4.5
GCBA 6	NBA 10 + NBA 11	1.8
GCBA 7	NBA 12 + NBA 13	1.3
GCBA 8	NBA 14	0.5

6. This lottery system will only determine the order of the first round lottery teams as the second and later rounds will be determined by team record.
7. Ties in the W-L record will be determined using NBA rules if possible and if not by coin toss, switching positions in each round.
8. Teams that participated in the dispersal draft will draft after the worst half and before the better half of teams by standings. If there is an odd number of returning teams the

dispersal draft teams will draft after half the returning teams plus 0.5. Also, at no time will a dispersal draft team draft before a non-playoff team.

9. In the rookie-free agent draft, teams from the dispersal draft will draft in opposite order in odd rounds from their order in dispersal draft while in even rounds they will draft in the same order as the dispersal draft order.
10. Stockpile teams will be placed in the rookie-free agent draft according to the following chart (teams references to the number of owned teams):

8 teams:	8, S, S, 7, S, S, S, 6, S, S, 5, S, S, 4, S, S, 3, S, S, S, 2, S, S, 1
9 teams:	9, S, S, 8, S, S, 7, S, S, 6, S, 5, S, S, 4, S, S, 3, S, S, 2, S, S, 1
10 teams:	10, S, S, 9, S, 8, S, S, 7, S, 6, S, S, 5, S, 4, S, S, 3, S, 2, S, S, 1
11 teams:	11, S, 10, S, 9, S, S, 8, S, 7, S, 6, S, S, 5, S, 4, S, 3, S, S, 2, S, 1
12 teams:	12, S, 11, S, 10, S, 9, S, 8, S, 7, S, S, 6, S, 5, S, 4, S, 3, S, 2, S, 1
13 teams:	13, S, 12, S, 11, S, 10, S, 9, S, 8, S, 7, 6, S, 5, S, 4, S, 3, S, 2, S, 1
14 teams:	14, S, 13, S, 12, S, 11, 10, S, 9, S, 8, 7, S, 6, S, 5, 4, S, 3, S, 2, S, 1
15 teams:	15, S, 14, 13, S, 12, S, 11, 10, S, 9, 8, S, 7, S, 6, 5, S, 4, 3, S, 2, S, 1
16 teams:	16, S, 15, 14, S, 13, 12, S, 11, 10, S, 9, 8, S, 7, 6, S, 5, 4, S, 3, 2, S, 1
17 teams:	17, 16, S, 15, 14, S, 13, 12, S, 11, 10, 9, S, 8, 7, S, 6, 5, S, 4, 3, S, 2, 1
18 teams:	18, 17, 16, S, 15, 14, 13, S, 12, 11, S, 10, 9, S, 8, 7, S, 6, 5, 4, S, 3, 2, 1
19 teams:	19, 18, 17, S, 16, 15, 14, S, 13, 12, 11, 10, S, 9, 8, 7, S, 6, 5, 4, S, 3, 2, 1
20 teams:	20, 19, 18, 17, S, 16, 15, 14, 13, S, 12, 11, 10, 9, S, 8, 7, 6, 5, S, 4, 3, 2, 1
21 teams:	21, 20, 19, 18, 17, S, 16, 15, 14, 13, 12, 11, S, 10, 9, 8, 7, 6, S, 5, 4, 3, 2, 1
22 teams:	22, 21, 20, 19, 18, 17, 16, S, 15, 14, 13, 12, 11, 10, 9, 8, S, 7, 6, 5, 4, 3, 2, 1
23 teams:	23, 22, 21, 20, 19, 18, 17, 16, 15, 14, 13, 12, S, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

11. The playoff teams will draft in the order of their records, worse record the earlier pick, except for the league champion and runner-up, which will receive the last and second-to-last picks, respectively, in all rounds.
12. Only players who played and who are rated by the game company for each corresponding computer season are eligible to be drafted in any draft.

Expansion System:

1. As the NBA increases the number of teams in the future, the number of teams in this league may also increase through the expansion system.
2. In the expansion system an extra one or two teams will be added to the total number of teams that will participate in the dispersal draft. For example, with 8 stockpile, non-returning, and mid-season-acquired teams there would be a dispersal draft pool to support 8 teams. However, with an expansion of two more teams the total teams in the dispersal draft would be increased to 10 with the same dispersal draft pool that could support 8 teams.
3. Since adding an expansion team to the dispersal draft would decrease the talent in the dispersal draft pool, returning teams may only protect the amount of players in the following chart depending on the expansion to dispersal draft team ratio.
4. Those players not protected may be chosen along with the players in the dispersal draft pool. After a player has been selected from a team no more players may be selected from that team.
5. The commissioner reserves the right to handle league expansion differently including situations where there are no dispersal draft teams or when the number of expansion

teams would out-number the dispersal draft teams. The commissioner could choose to add an expansion team the next season or decrease the number of players a returning team can protect.

DD Tms	ED Tms	Ratio	Protect	ED Tms	Ratio	Protect
1	1	1.00	6	-	-	-
2	1	0.50	6	2	1.00	6
3	1	0.33	7	2	0.67	6
4	1	0.25	7	2	0.50	6
5	1	0.20	8	2	0.40	7
6	1	0.17	8	2	0.33	7
7	1	0.14	9	2	0.29	7
8	1	0.13	9	2	0.25	7
9	1	0.11	10	2	0.22	8
10	1	0.10	10	2	0.22	8
11	1	0.09	11	2	0.18	8
12	1	0.08	11	2	0.17	8

Trading:

1. Team owners can trade any combination of their current players and/or draft picks and trades may involve two or more teams, however, each team must retain 15 players after each trade during the season (i.e. after the rookie-free agent draft).
2. The draft picks in a trade must either be from the current season or the next season's rookie-free agent draft. Therefore, once the season officially starts (in the fall after the cards are released where the commissioner announces the start of the season) and after a member has committed to the league for the year, he may trade current draft picks as well as draft picks for the following year's rookie-free agent draft.
3. All trades must be posted to the "**** Official Trades ****" thread on the forum listing the exact terms of the trade from one of the GM's while the other GM(s) must confirm the trade on the thread. Trades become official after all GM's involved have confirmed the trade.
4. During the season trades can be made until the trade deadline which will be announced at the start of the season (it will be after the third and before the fourth of five blocks of games).
5. A trade made during a block will not take affect until the next block of games.
6. General Managers may discuss and agree to off-season trades, these trades will not go into affect until the startup of the new season in the fall. After the announcement of the start of the season all teams involved in the trade must report the trade as previously described.
7. New members will have the option to pair up with a trade mentor for the season. While a Strat basketball "All-Star" may find it unnecessary to utilize a trade mentor, these mentors will be useful for new league members who are new to Strat basketball, unfamiliar with card rating tendencies by the game company, unfamiliar with the NBA the league corresponds, or have never participated in a Strat basketball league before.

8. The trade mentor does not have to approve the trade but rather must feel comfortable through the discussion that the new member is aware of any issues with the trade. Mentors must hold conversations in confidence, may not use information on a trade to negotiate their own trade, nor may they make trades with the new member they mentor for that season.
9. Members that have been in the league for one year or more may still request a trade mentor. If a member continues to make questionable trades the commissioner may recommend that the member use a trade mentor.
10. If a league member feels a trade is extremely one-sided, there is an under-the-table agreement (you make this trade and next year I'll make it worth your while), a coach has intentions to leave the league immediately after making a trade, or any other questionable situation involving a trade, that member should notify the commissioner in regards to the trade in question.
11. The commissioner will solicit input from long standing league members including those involved in the trade for their logic in making a "questionable" trade. Afterwards, the commissioner will determine if the trade should be allowed and if not, recommend the parties involved rework the trade with the knowledge of why the trade was significantly unbalanced.
12. At no time will the commissioner rule on a trade that has not been announced to the league and confirmed by others involved. \
13. Note, those trades where one teams trades away a "superstar" player to receive multiple "average" players will be closely monitored, especially since we are an 8-player keeper league and one superstar player has a huge impact in basketball.
14. Please, do not agree to a trade by making a gentlemen's agreement if you do not plan to confirm a trade. Others in the league have to be able to take you at your word in order to make other roster decisions especially at the start of the season, before roster cuts, or before a trade deadline. Such occurrences could result in consequences determined by the commissioner.
15. If a fellow owner asks you for advice on a trade, please, do not use the information to negotiate your own trade. Ask that owner first if it is OK to negotiate your own trade to prevent any potential hard feelings.
16. It is good to ask other members or others in the basketball community for advice on a trade proposal because it will benefit your team and the league as a whole. It's something I do myself and has been very helpful to me as well as the fellow general manager.
17. Any trades made after the season begins must take into account seasonal games and minutes required and games missed. In rare situations the commissioner may make an adjustment depending on the situation to help the coach cover minutes for the season.
18. If any coach exceeds or violates minutes and/or games limits with a midseason acquired player, then the new owner will be subject to penalties.

Schedule:

1. The schedule will consist of 82 regular season games with 41 home and 41 road games.
2. Coaches will create gameplans for their 41 road games and play their 41 home games.
3. If two coaches plan to use netplay or play face-to-face, the away coach still needs to include a gameplan before the deadline just in case the game is not played.

4. Provided the games is released on schedule, the schedule for the regular season will be broken into the 5 blocks:
 - Block 1: Nov. 1 to Nov. 30
 - Block 2: Dec. 1 to Dec. 31
 - Block 3: Jan. 1 to Jan. 31
 - Block 4: Feb. 1 to Feb. 28
 - Block 5: Mar 1 to Mar 31
5. Teams will play 6 games against division opponents, 5 games against conference opponents, and 2 games against non-conference opponents.
6. A schedule has been created in excel that will be used each season where teams will be randomly assigned to the schedule. Note, more games will be played against divisional or conference opponents at the end of the season.

Gameplans:

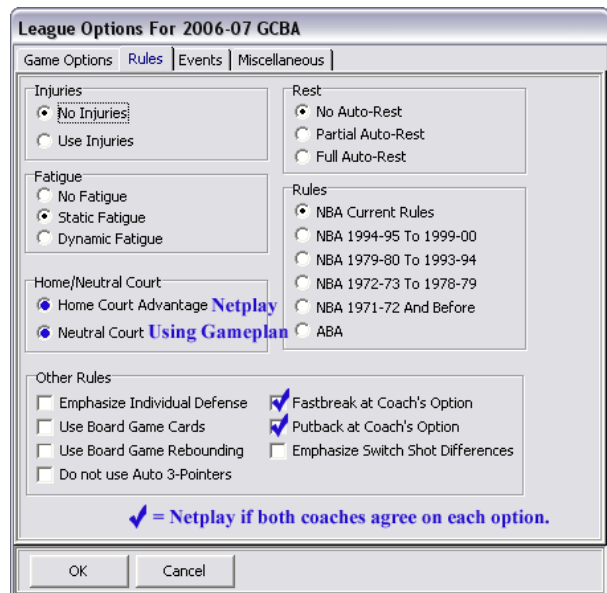
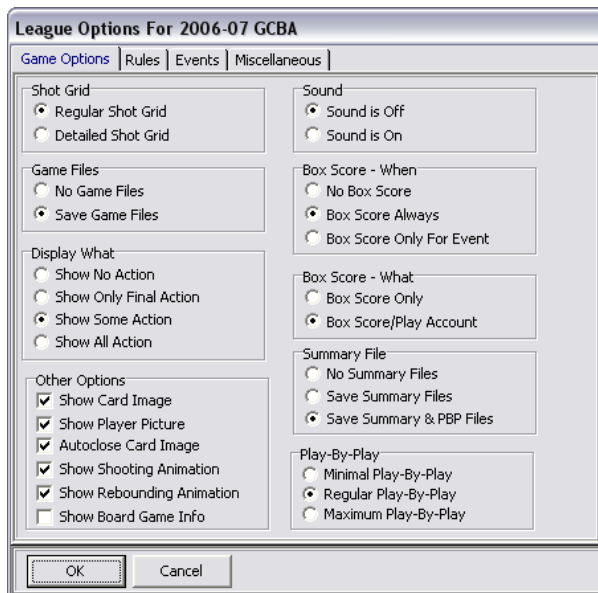
1. Away coaches must create a gameplan for each opponent during a particular block keeping in mind the players that are eligible for each particular game by referencing the Games Missed lists in the league workbook.
2. Gameplans will use the following naming structure: AAAHHH##.gpl. AAA is the three letter designation for the away team, HHH is the three letter designation for the home team, and ## is the day on the schedule the game corresponds.
3. After a coach has created all gameplans for a particular block, he should compress (zip) them together into one file naming it as aaagpl#.zip (aaa for the 3 letter away team's abbreviation and # for the block number) and post the to the forum on the "**** Block 1 Gameplans ***" thread each block.
4. If a home coach does not find a gameplan for a particular game in the compressed file for that block, he should notify the commissioner and the away coach. The commissioner will also notify the away coach and if he doesn't respond in a couple of days and send a gameplan, the commissioner will create a default gameplan for the away coach by setting the eligible players and "Let Computer Pick Instructions."
5. Since creating gameplans is part of the responsibility of being in the league, if an away coach does not create his gameplans in a timely manner it is at the discretion of the commissioner for penalties.

League Settings:

1. Before playing your regular season games for a block against gameplans make sure you have the correct league settings by going to the game menu Options, League... and under both the Game Options and Rules tabs note the following options are selected:
 - Game Options – Save Game Files, Boxscore Always, Boxscore/Play Account, and Save Summary & PBP Files. The other options on this tab are optional by preference.
 - Rules – No Injuries, Static Fatigue, Neutral Court, No Auto-Rest and NBA Rules for that Era. Fastbreak at Coach's Option and Putback at Coach's Option should **only be checked in netplay or face-to-face games where both coaches agree to use either option.** The following Other Rules should **NOT** be

checked: Emphasize Individual Defense, Use Board Game Cards, and Use Board Game Rebounding.

- Note: the Neutral Court will be used for home games against gameplans. During regular season games that are played with netplay or face-to-face and all playoff games the Home Court Advantage should be used.
- The league options should be selected in the league files sent out by the commissioner and the only way that they would differ is if they were manually changed. However, it is good to check these options anyway before playing games in each block.



Game Play:

- To play a home game find the corresponding visiting team's gameplan for that game you wish to play and import it into that team's computer manager after starting a new scheduled game.
- Reference the Games Missed list on the rosters file for eligible players for a particular game both to make sure you are using the correct players as well as your opponent.
- Coaches may use any game strategy when playing their games with the exceptions in the next section titled Game Play Restrictions.
- If there is a game crash while playing the game do not restart the game as a new scheduled game starting the game completely over. This is prohibited.
- If the program freezes while playing a game, then you will need to exit the program using Ctrl-Alt-Del or restart your computer. When you're back into the program, from the menu under Game, Open Game you can find the saved game (always named autosave.gam) in which you'll be able to continue. Finish this game before continuing with another game as the autosave.gam file would be overwritten with the new game.
- At the end of the game you will be able to save the boxscore and play account. You may do so. However, one file including both these separate file should be automatically saved if the league options are checked appropriately.
- After the game is finished the game file will be stored in the Export folder and under the League folder and named in the following format: **200506G VVV@HHH 12-30.GFL**.

The boxscore (also called print file) which includes the play account will be in the Print folder in the specific League folder and named as **056G0001.html**. The Play-By-Play and the Summary Files will be stored in the Summary folder under the League folder and named as **056G0001.txt** and **056G0001.SUM**, respectively.

8. The game file, the boxscore with the play account, the play-by-play text file, and summary files should be zipped up into a compressed folder. Do not rename the game result file. You do not need to rename any of the other files but you must name the compressed file with the corresponding **VVVHHH##.zip** for that game.
9. For both the regular season and playoffs, game results with the correct game file, boxscore with play account, and play-by-play will not be accepted if all are not included where the game likely will need to be replayed. Notify the commissioner if one of these files is missing. As the road team while netplaying a game, make sure to save a copy of the boxscore in the event a manual game file needs to be created.
10. To prevent any mishaps, it is important to compress the results together after each game to prevent files from getting written over each other for multiple games.
11. Finally, send the compressed file with the correct name to the league statistician (gcbal@somhoops.com) and your opponent in the same email.
12. Game files will not be input into the system until 24 hours after they were received. This will allow for your opponent to review the results and present any objections for it being imported into the league files since games currently can not be removed from the files once imported.
13. Games not received by the game deadline each block will be autoplaced and the results will be posted to the league website.

Game Play Restrictions:

1. After you have received a gameplan for a game you may analyze it as much as you want, but you may not play a “practice game” with it until after you have used it in a completed league game. After a gameplan has been used in an official game you may use it in as many unofficial games as you desire.
2. You may not start a game, stop it, and then restart the game from scratch. If you want to view the lineup or defensive profile shortly before playing a game use the following procedure: From Game, New Scheduled, highlight the game setting it to manual, hit continue on the Game Preference Screen, and then enter the Computer Manager for the away team. When you hit OK the game will take you to the home team Computer Manager. At this point hit Cancel and you will be taken to the Main Menu. From the Team Menu you can view the gameplan and defensive profile.
3. A Player must be rated at a given position in order to play that position on offense. The position each player is able to play will be listed on the roster file on the website (a PG may not play SG and a SG may not play PG unless rated to do so and on the rosters).
4. If a player is rated a “1” or higher at a position he may play there as many minutes at that position within the limits of his total minutes over the entire season.
5. A player with 100% as rated by the game company under INPCT in the Computer Manager, Player Profile is only eligible to be positioned inside on offense. This player can not be positioned outside. A player rated 0% under INPCT is only eligible to be positioned outside on offense. This player can not be positioned inside.

6. You may adjust the minutes in the Minutes Grid under Computer Manager, Player Profile. However, you can not place minutes in a position that a player is not rated to play. Also, the total minutes in the grid can not exceed a player's minutes per game listed on the roster file. Minutes per game is determined as follows: total minutes divided by games, if the decimal equals 0.5 or greater round up and if it's less than 0.5 round down.
7. Other than the GP (games played) which may not be changed in the Player Profile, you may change the GS, INPCT (except players rated 100% or 0%), STLSHT, BK (doesn't have any effect), Minutes Grid, Outside Shot preference, and Switch preference.
8. Players must be rated at a given position in order to defend that position. The only exceptions to this are the following: a player positioned at PG on offense may defend the SG and the SG on offense may defend the PG while a player positioned at the LF on offense may defend the C and the C on offense may defend the LF. Be careful as many times when you use "Let the Computer Suggest" these restrictions won't be recognized and need to be manually adjusted.
9. A team may not press when holding a 10 or more point lead in the game. If after scoring and the lead becomes 10 or more points, you must call a timeout at the next available opportunity to take the press off by calling a timeout.
10. The press may only be used in 12 of the 48 game regulation minutes and 2 minutes of every overtime period.
11. In home games against a gameplan a team must have either the LF or C (or both) positioned inside on offense during the whole game. This is to prevent home teams from eliminating the block man for the road team. Should the game plan include a feature to maintain the block man this restriction will be removed. This restriction does not apply to games played by netplay or face-to-face.

Playoffs:

1. The top 8 teams in each conference will make the playoffs. The division winners and the team with the next best record in each conference will be ranked 1 through 4. The next 4 teams in the conference will be ranked 5 through 8.
2. The better won-lost record, not higher seeding, always determines home court advantage in all playoff series.
3. Playoff seed tiebreakers between two or more teams will be done according to NBA tiebreaker rules.
4. If two teams are tied for the last playoff spot in either conference one game will be played either with netplay or face-to-face between the two teams to determine who participates in the playoffs.
5. The playoff tournament will use set brackets with the top seed ranked against the worst seed. However, the top seed may not necessarily play the lowest seed after the first round since there is no reseeding after each round.
6. Teams in opposite conferences will only meet in the finals championship series each year. The team with the best record gets home court advantage. Again, tie breakers will be done according to NBA rules.
7. All playoff series will consist of a seven game series with the format (HHVVHVH) except for the championship series which will consist of a seven game series with the format (HHVVVHH).

8. While it is encouraged coaches use netplay in the playoffs, netplay is only required in game 7's in a series and the entire championship series. If you are not able to meet these requirements during a season, please contact the commissioner for direction.
9. The playoffs will start shortly after the regular season according to the date determined by the commissioner.
10. Instead of posting your playoff games on the forum, send them to your opponent and the league statistician (gcba@somhoops.com) in the same email, so the commissioner can follow the progress of the series.
11. When sending your playoff game results, feel free to send them only to your opponent or to the whole league, but also include the statistician (gcba@somhoops.com) so playoff stats can be compiled and the commissioner can monitor the series.
12. Teams will be allowed to carry 15-man playoff rosters although only twelve players will be eligible to play in each playoff game. Teams will be required to deactivate three players prior to each game and must announce to their opponent at the start of the game.
13. Players are not limited in minutes played in the playoffs though they will be limited by fatigue. Players are limited to games played in the playoffs as follows:

Regular Season	Playoffs (7)
60-82	7
51-59	6
42-50	5
33-41	4
24-32	3
15-23	2
1-14	1

14. In order to be eligible to play in the playoffs a player must meet either of the following minutes and games requirement (based on the previous NBA season):
 - Played 160 minutes and 16 games.
 - Played 300 minutes with no games played limit.

League Awards:

1. Voting for league awards is required and will occur after the end of the season and during the playoffs. A lack of participation will be monitored and handled on an individual basis resulting in penalties at the discretion of the commissioner.
2. Coaches may not vote for their own players or for themselves.
3. The following awards will be included:
 - Most Valuable Player
 - All-League First & Second Team
 - Defensive Player of the Year
 - All-League Defense First & Second Teams
 - Sixth Man of the Year
 - Rookie of the Year
 - Coach of the Year
 - GM of the Year

4. Players, coaches, and GM's will receive 5 points for each first place vote, 3 points for each second place vote, and 1 vote for each third place vote.

All-Star Game:

1. The participants for the All-Star game will be determined from the top vote getters from the all*star ballot voting where coaches are not allowed to vote for their own players.
2. The All-Star game will be played in between block 3 and 4 using either netplay or playing it face-to-face.
3. The member who compiles the All*Star ballots may choose to play the All*Star game and may choose an opponent coach. If he declines to play he may choose coaches for the game.

League History:

1. The history of the league is important and will be maintained on the league website and will include past seasons, files, owners, champions, awards, and all*star games as well as career players and leaders. A Hall of Fame will exist for past players, coaches and GM's to be elected in.
2. League members are encouraged to create a team website to compile the history of each team. Great chance to learn how to create a website and assistance will be given if requested.
3. Coach records will be compiled for total wins and losses for the regular season, playoffs, and combined totals and will be updated after each season.
4. Since an encyclopedia function does not exist for the computer basketball game, season and playoff stats will be compiled in our league database.
5. Everything important will be listed on the news page in our league workbook to maintain a record of decisions and events occurring during that season.

Rule Changes:

1. The commissioner reserves the right to handle situations not specifically covered in the constitution or to change or add rules in the constitution that need urgent attention. This will not to be done lightly but with a long term interest for the league.
2. At the beginning of each season new rules or rule changes will be discussed on the forum and proposals will be collected and a league vote will occur using an online ballot that each member will submit online.
3. There is a higher turnover rate with new members in most leagues. In order to prevent new members from affecting the league by voting on rule changes and then not staying in the league permanently, the following system will be used: New members can participate in the voting process on new rule changes; however, their vote will count as one point each. A vote by a member that has been in the league for one full year will receive two points for each vote. And finally, members who have been in the league for at least two full years will receive three points for each vote. With this system long-term members will dictate the rules of the league significantly more than short-term members. A full

year is described as participating in the league from the beginning of the season and not taking over a team mid-season.

4. All rule changes to the constitution require a simple majority of total points.
5. Though this league is an autonomous league, as a league in the Great Commission Basketball Alliance it is important that some of the rules remain constant or change as whole if necessary since many of the different leagues will use similar rules to make it easier for members to play in multiple leagues if they so choose. The commissioner again reserves the right to balance rule changes in this league with rules in the alliance.

Appendix: NBA Tiebreaker Rules:

2 Teams

1. Better record in head-to-head games
2. Higher winning percentage in conference games
3. Higher winning percentage within same division, if teams are in the same division
4. Higher winning percentage against playoff teams in own conference
5. Higher winning percentage against playoff teams in opposite conference
6. Higher point differential between points scored and points allowed

3 Teams

7. Best head-to-head winning percentage among all teams tied
8. Higher winning percentage in conference games
9. Higher winning percentage within same division, if teams are in the same division
10. Higher winning percentage against playoff teams in own conference
11. Higher point differential between points scored and points allowed