

# Great Commission Basketball Association

## Constitution – updated September 1, 2006

The **Great Commission Basketball Association** (GCBA) – one of the leagues in the Great Commission Basketball Alliance – is a computer based simulation 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-season.

### 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 (or F2F) playoff games or allow another member to do so.**
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://gcba.somhoops.com>
2. You can find the league forum using the link at: <http://forum.somhoops.com>
3. The officials of the league are the following persons:
  - Commissioner – Jason Blaze – [dakotablizzards@yahoo.com](mailto:dakotablizzards@yahoo.com)
  - Statistician – to be determined.
  - Historian – to be determined.

- 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.
  - Stock team coordinator
  - Advisory committee members – to be determined.
  - Forum moderator – 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. The more each member helps to run and maintain the league the more of a sense of ownership each will develop and hopefully the less owner turnover the league will see.
  6. League convention – One goal as the group gets to know each is to have 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 against the computer by ourselves 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 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.

#### Stock Teams:

1. In addition to teams owned by league members, the league may have a number of teams that are non-owned and from now on referred to as "stock" teams.
2. These stock teams serve as a stock pile 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** – but will also participate in the league.
3. The stock teams draft during the **dispersal draft** and **rookie/free agent draft** each year.
4. Stock teams also participate in the many league functions where the draft coordinator will assign league members to help create a games missed list (described later), create gameplans for home and road games where home games will be autoplayed, and any other functions as needed.

5. If there are stock teams during the inaugural season, they will be given a name and nickname by the commissioner.

Teams:

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. Each year owned teams are able to retain up to **eleven players** and must cut their roster to this number after the expansion draft and before the rookie-free agent draft determined at the start of the season.
4. All players not retained (or cut) will be placed in the rookie-free agent draft pool.
5. After the draft, teams may have 15 total players, of which 12 of these at the most can be activated for each game.
6. 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.
7. There are no free agent pickups except for the rookie-free agent draft, unless an extra player is needed for a special circumstance. Such a player would not be retained the following season.
8. Players with less than **200 minutes and 20 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.
9. 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.
10. 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.
11. Players are limited to the number of games played as well as total minutes plus 10% of the previous NBA season.
12. League members determine which games players must sit out before the schedule has been determined. This is described under Games Missed List.
13. 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.
14. If a player played in more game than allowed, he must miss 2 playoff games for each regular season game.
15. 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.

16. If a league member decides to leave during the middle of the season a replacement will be sought. 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 stock team coordinator will either create the gameplans for that team or assign them to a member in the league.

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.
4. After the league schedule is made, this list of games missed will be converted to the *"days of the schedule missed"* (**Days Missed**) and imported into the roster file.
5. Before playing a game make sure to look up the Days Missed and not the games missed that you submitted before the schedule was made.
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

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. Stock teams will also draft serpentine at the end of each round after the owned teams have already drafted in that round. The number of stock teams will be determined by

subtracting the owned teams from twenty-four. The computer will choose the players taken by the stock 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 stock teams, non-returning teams, and those teams taken over mid-season.
2. This draft will consist of 11 rounds and will be done preferable in a chat room or AIM with a less preferable alternative of drafting through email. Again, consideration will be given to the majority of those participating in the draft.
3. Starting with those that first expressed interest in joining the league, a few days before the **expansion draft** begins, each member will choose a team and the history of that team (either a non-returning or stock team) that his team it 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 another name and nickname. Again, these must be appropriate to good taste and approved by the commissioner.
6. All the players from the stock, 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. First **and second round** rookie/free agent draft picks from the teams placed in the **dispersal draft** will also be placed in the pool for new members to draft along with players. To gauge the value of these draft picks please review rookie/free agent drafts from previous seasons.
8. Teams in the **dispersal draft** will draft serpentine at the beginning of each round ahead of the stock 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 stock 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 stock 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.

- 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, where one guy inherits a great team and another a poor one.

Rookie-Free Agent Draft:

- The rookie-free agent draft will start before the NBA season begins or as soon possible after the game has been released.
- Returning teams must cut their rosters down to 11 before a deadline set a couple days before the start of the rookie-free agent draft. These cut player will be placed in the pool of players for the rookie-free agent draft.
- There are 4 total rounds in the draft with at least the first couple of rounds done either in a chat room or with AIM and the rest using email or player lists to be determined by the commissioner in regard to the majority.
- Additional rounds will be allowed for interested teams only to change a player on their roster or to reach the 15 player roster limit for teams that do not have 4 draft picks.
- 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:

<b>Lottery</b>	<b>NBA Teams</b>	<b>%</b>
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

- 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.
- First **and second round** draft picks from stock, non-returning, and mid-season acquired teams are placed in the **dispersal draft** pool to be draft along with players in that pool
- 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.
- After the first **and second** rounds, 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.
- Starting in the third round, teams from the dispersal draft will draft in opposite order in the rookie-free agent draft from their order in the dispersal draft. The fourth round of the

rookie-free agent draft will be reversed from the third round and this will continue throughout the draft. Stock teams will draft serpentine after the new member teams in each round.

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 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 stock, 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.

<b>DD Tms</b>	<b>ED Tms</b>	<b>Ratio</b>	<b>Protect</b>	<b>ED Tms</b>	<b>Ratio</b>	<b>Protect</b>
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

4. 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.

Trading:

1. Team owners can trade any combination of their current players and/or draft picks and trades may involve two or more teams.
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) 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 next year's rookie-free agent draft.
3. All trades must be sent to the commissioner by email listing exact terms of the trade from each team involved in the trade.
4. OR → The commissioner reserves the right to veto any trade he feels is not in the best interest of the league. This will only happen in extreme circumstances, when it's obvious that one manager involved in the trade is attempting to harm the league in some manner whether intentional or not.
5. OR → Trade committee where the committee has to be unanimous to veto a trade? This part needs to be worked out as I am not sure how I want to handle inappropriate trades.
6. During the season trades can be made until the trade deadline which will be announced at the start of the season (it'll be after the February games and before the March games). A trade made in a month will not take affect until after the games for that month are completed.
7. Off-season trades are allowed **two weeks after the draft lottery has been determined** (which corresponds to the NBA draft lottery in June). However, there may be a little **more scrutiny on trades by the commissioner** to prevent potential diluting of the **dispersal draft** pool which could happened if one member did not return the following season.
8. Trades become official after all teams in the trade have confirmed the trade to the commissioner through email, a chat room, or AIM. 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.
9. **New members will be assigned a trade mentor by the commissioner where they will be required to dialogue with the mentor on any potential trades. The mentor does not have to approve the trade but rather must feel comfortable through the discussion that the new member is aware of the issues with the trade. Mentors are not allowed to use the information on a trade to negotiate their own trade.**
10. 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.
11. 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.
12. 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 or allow an un-drafted player to cover minutes, depending on the situation to help the coach cover minutes for the season.
13. 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.16 to Dec.15
  - Block 2: Dec.16 to Jan.15
  - Block 3: Jan.16 to Feb.15
  - All Star break & trading period: Feb.16 to Feb 18
  - Block 4: Feb.19 to Mar.18
  - Block 5: Mar.19 to Apr.18
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. More games will be played against divisional/conference opponents at the end of the season.

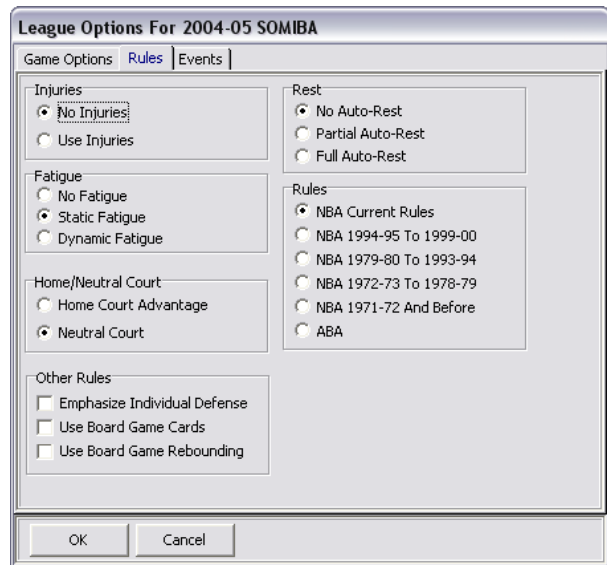
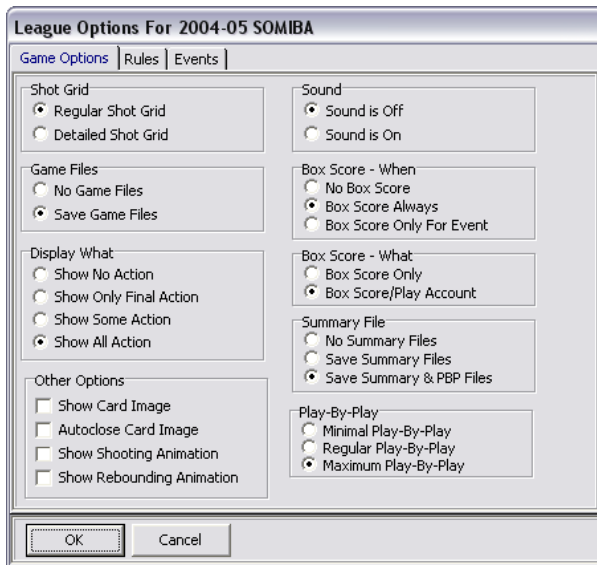
### Gameplans:

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 Days Missed Chart on the roster file.
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 hhhgpl#.zip (hhh for the 3 letter home team's abbreviation and # for the block number) and send it to the commissioner to post on the website before the gameplan deadline for the particular 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 a **regular season game against a gameplan** 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 Current Rules. No Other Rules – including Emphasize Individual Defense, Use Board Game Cards, and Use Board Game Rebounding – options should be selected.
2. 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.
  3. 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 edited. However, it is good to check these options anyway before playing games in each block.



### Game Play:

1. 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.
2. Reference the Games Missed Column 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.
3. Coaches may use any game strategy when playing their games with the exceptions in the next section titled Game Play Restrictions.
4. 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.
5. 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.

6. 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.
7. 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. Game results with the correct game file, boxscore with play account, and play-by-play may not accepted if not all are included where the game may have to be replayed. Notify the commissioner if one of these files is missing.
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 and your opponent. The league statistician will respond to all game result emails with "Received." If you did not get this response please inquire or resend the game.
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.

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.
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 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 outside.

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, the SG on offense may defend the PG, **the LF on offense may defend the C, and the C 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 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. 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.
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. All **playoff games will either be played with netplay or face-to-face**. If a coach can not play a series or a couple of games in a series than he may ask someone else in the league

to play it for him. If no one is not chosen then someone will be chosen for him. Using autoplay for a playoff game will only be done as a last resort.

9. The playoffs will start shortly after the regular season according to the date determined by the commissioner.
10. Each playoff series must be completed in a three week period. If a series is not completed by then, arrangements will be made to find other league members to finish the series for the offending person(s). If there is any perceived reason for delay please inform the commissioner.
11. Teams will be allowed to carry **13-man playoff rosters** although only twelve players will be eligible to play in each playoff game. Teams will be required to deactivate one player prior to each game.
12. Players are not limited in minutes played in the playoffs though they will be limited by fatigue since the total minutes in the minutes grid can not be increased. 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

13. 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 200 minutes and 20 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. A web ballot with candidates along with season stats using the Report Writer function for each award will be prepared beforehand and posted to the website at the start of the playoffs. Add-in votes are welcome as there may be a player unintentionally left off the ballot.
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

#### 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.
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 one or both of the games and may choose an opponent coach. If he declines to play them he may choose coaches for each of the games.

#### 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 encourage to create a team website to compile the history of each team.
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 into some type of database or excel spreadsheet to keep record of the various lifetime league leaders as well as each of the players' stats season by season.
5. Everything important will be listed on the news page each season to maintain a record of decisions and events occurring during that season.

Advisory Committee (AC): The commissioner will choose members to be part of an advisory committee. This advisory committee will assist the commissioner in making league decisions, policies, and potential changes or additions not covered in the constitution.

#### 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 rule or rule change proposals will be collected and a league vote will occur using an online ballot that each member will submit.
3. OR → Though **new members are allowed to vote on rule changes**, they can choose not to vote on a particular rule change or many of them if they feel they are not sure how the rule change will affect the league since they are new to the league and haven't actually played in it yet. OR → Only members that have been in the league for more than a year

may participate in the league vote unless a new member has displayed extension experience in SOM basketball leagues as determined by the commissioner

4. All rule changes to the constitution require a simple majority/two-thirds majority of members in the league (with 24 teams a simple majority is 13).
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 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.

#### 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

#### What needs to be completed (things in red).....

1. How to handle the trade committee.....
2. How to handle off-season trades.....
3. Allow first & second round picks placement in dispersal draft?
4. Create a new name for dispersal draft?
5. Allow new members voting on new rules/rule changes since they don't have any experience in the league?
6. How to handle rule changes for a league when it's within an alliance with a goal to have similar rules for all leagues.....
7. Is neutral court with gameplan games and home court with netplay (or F2F) games the way to go – how does this encourage instead of discourage netplay games?
8. Is playing netplay the entire playoffs too much?
9. Add to list of league duties for members to help out with it.
13. A team may **not play a primary RG at LG in a fastbreak offense if that player and the RG have more 10 or more dazzlers each**. A primary RG is player with more minutes at RG (as rated by the game company) than the total of minutes at all other rated positions. Should this be something to restrict?
14. Will 15 man roster cover games/minutes? Go with 15 man for playoffs as NBA does?