

1. Defending Champion: **Lethal Lobsters**

2. Draft Order

Draft Order / Draft Results

Note: Oops! The commish forget to set the draft order so Yahoo picked a randomized draft order. Orig draft order should have been:

1. RB Rascals, 2. NDT, 3. FireAntz, 4. Lethal Lobsters, 5. 3 Pt'rs, 6. Phat Pharm, 7. BigV, 8. AOC.

Actual draft order ended up as:

	Team	Manager	Round 1	Round 2	Round 3	Round 4	Round 5
1.	Phat Pharm	G.Venne	K.Garnett	P.Stojakovich	R.Allen	S.Cassell	R.Jefferson
2.	3 Pointers	A.Tarbous	T.Duncan	J.O'Neil	S.Marbury	S.Nash	S.Dalembert
3.	Roundball Rascals	R.Ruby	KBryant	M.Camby	A.Iverson	A.Kirilenko	L.Odom
4.	Lethal Lobsters	L.Reed	S.O'Neal	S.Francis	A.Stoudemire	C.Webber	C.Anthony
5.	Avenue Of Champions	Pavani K.	B.Wallace	P.Pierce	D.Marshall	C.Boozer	S.Jackson
6.	FireAntz	X.Bi	T.McGrady	B.Miller	S.Marion	P.Gasol	J.Kidd
7.	BigV	Wei Li	D.Nowitzki	E.Brand	B.Davis	K.Martin	M.Redd
8.	North Dallas Thunder	L.Bruder	L.James	Y.Ming	V.Carter	Z.Randolph	C.Bosh

3. Changes from last year

3.1 Reduction in size

From 10 to 8 teams. I did this for quality of play, balanced schedule (you play each team thrice) and because it adds more quality to the FA pool.

3.2 Postion Re-Tool

Was: 6 Players..... SG, PG, SF, PF, C, UTIL

Now: 6 Players..... G, G, F, F, C, UTIL

This will hopefully add some managerial tactics while making the line-up card easier to fill.

3.3 7th and 8th Place

The top six teams qualify for the title. Once the reg. season is complete, the 7th and 8th place teams will be 'locked'. Season over.

3.4 New Manager

Please welcome **Ralph Ruby** and the **Roundball Rascals**. Drawing the #1 draft pick must be a good omen. Ralph has played baseball with us the last three seasons and now tries his hand at roundball.

4. The Draft

Live draft is set for **Saturday, October 30 at 8:45 am CDT**. Please arrive ten minutes early as your draft will start promptly at the assigned time.

Auto-Draft?.... just pre-rank your players and let the system draft for you. It will do a very good job. Hint: You can just use the default rankings if you like.

5. Roster Moves

You have 40 moves from the Player Pool. That is about 2 per week. Use them wisely.

6. League Overview

- 13 Categories,
- Head-2-Head w/Category Totals
- Mon-Sun, Daily Changes Allowed
- AI Gore Award

6.1 Lineup

13 players per team. (6 Starters + 7 Bench).

- 2 - Guards**
- 2 - Forwards**
- 1 - Center**
- 1 - Utility player**

Note: There is one **IL slot** available. A player on the IL slot does not count toward your 13 man roster.

6.2 Championship Playoffs

The **top six teams** will make the playoffs.

- #1 and #2 receive a first round bye
- Teams 3-6 begin playoffs in week 23.

6.3 Games/Format

21 Regular Season games total. You will play each team three times:

6.4 Stat Categories

Scoring Cats

FG	Field Goals Made (2PT + 3PT)
FG%	FG Percentage (2PT + 3PT)
3PT	3PT FG's Made
3PT%	3PT FG Percentage
FT	Free Throws Made
FT %	Free Throw Percentage
PTS	Total Points

Other Cats

OR	Offensive Rebounds
DR	Defensive Rebounds
ASST	Assists
ST	Steals
BLK	Blocks
*A/TO	Assist to Turnover Ratio

*The team with the 'lower' number wins this cats.

7. Some tips.....

7.1 Head-To-Head Play

Your Won/Loss record doesn't really count in the league.

What you want to do is win as many categories as possible throughout the year. You play an opponent each week and, at the end of the week, you the total are tallied up and the categories are awarded (you can tell on a day-to-day basis how you are doing).

Your strategy and tactics will change based on your weekly opponent, your strengths and the status of your players (healthy/injured, suspended, in a slump/red hot).

We track the **W-L records** of each team for ceremonial purposes (Al Gore Award).

Use the **Utility slot** to maximize your line-up and to manage those 'toss-up' categories against your opponent.

There is one **Injured List** slot available for your team. To place a player on the Injured List slot:

- a. The player must be designated as 'injured' by Yahoo (really the NBA first, then Yahoo)
- b. The player must be on your roster and then moved to the your IL slot.

If the little red **IL** tag appears. You can click on the players position and move him to the IL slot.

- c. This will open up a roster spot for you so that you can field a full team.

Notes:

- Once the player comes off of the Injured List..... you will have to 'cut a person' from your roster to allow the IL player to rejoin your roster.

- If you have 2 or more injured players.....well, you have one IL slot. You have to decide who to keep or you might decide to keep them all and simply have an injured player or two take an active roster spot while they heal. It really depends on the player and the severity of the injury.

7.2 Tiebreakers

1. Most team points scored.
2. Most team rebounds.
3. Highest team FG percentage.

7.3 Roster Moves

- a. **Limited**..... You have 40 moves from the Player Pool. That is about 2 per week. Use them wisely.
- b. **Trades**..... There is no limit on trades. The trade deadline is: **Feb 26, 2004**.
- c. **Tomorrow**..... All player additions/drops take effect "tomorrow". That is, if you pick up a player today.....he is available to your team "tomorrow"

7.4 Have Fun

After all, that's what it is all about!