

1. Defending Champion: **North Dallas Thunder**

2. Draft Order

Draft Order / Draft Results

	Team	Manager	Round 1	Round 2	Round 3	Round 4	Round 5
1.	SlaaamDunkers	G.Kassel	K.Garnett	S.Marbury	B.Miller	C.Bosh	S.Francis
2.	North Dallas Thunder	L.Bruder	L.James	M.Bibby	E.Brand	Z.Ilgaukas	P.Gasol
3.	3 Pointers	A.Tarbous	D.Nowitzki	J.Kidd	J.O'Neal	R.Artest	E.Okafur
4.	FireAntz	X.Bi	S.Marion	G.Arenas	P.Pierce	V.Carter	C.Magette
5.	Wreckers	R.Ruby	K.Bryant	S.Nash	S.O'Neal	R.Lewis	R.Wallace
6.	Phat Pharm	G.Venne	A.Iverson	Y.Ming	R.Jefferson	M.Ginobili	K.Korver
7.	Lethal Lobsters	L.Reed	D.Wade	A.Kirilenko	B.Davis	P.Stojakovic	L.Hughes
8.	BigV	Wei Li	T.McGrady	T.Duncan	B.Wallace	R.Allen	K.Hinrich

3. Changes from last year

3.1 New Manager

Please welcome **Glenn Kassel** and the **Slaaamdunkers**. Glenn captured the baseball crown in his rookie season and now looks to grab the hoops title. He's off to a good start by drawing the #1 draft pick.

3.2 Number of Moves

Increased from 40 to 44.

3.3 IL Slot

The NBA has announced that it will no longer utilize an Injured List (IL). As a result, the IL option has been removed in the fantasy game. If you wish to replace an injured player in your starting lineup, you must place him on your bench or drop him to waivers.

Rosters have been changed from 13/ 1 IL to 14/ 0 IL (you decide if you want to carry an injured player).

4. The Draft

Live draft is set for **Thursday, October 27 at 9:00 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 44 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

14 players per team. (6 Starters + 8 Bench).

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

Note: There is **no longer** an **IL slot** available.
Rosters have been expanded to 14.

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 44 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: **March 2, 2006**.
- 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!