

AABL Rules

Permissible Games

Any game which realistically simulates NBA basketball is permissible, however, the league endorses the use of Action PC Basketball by Dave Koch Sports (www.dksports.com) for league play to ensure consistent results and ease of league management.

Games per Season

Figured each year based upon the number of teams and divisions. With 16 teams and 4 divisions, each team will play 40 home games – 4 against each team in their own division, 3 against the teams in the other division of their conference, and 2 teams against the teams of the other conference.

Player limitations

Any player who played in at least 50 NBA regular season games or at least 700 regular season minutes is eligible to play in AABL games per the limitations described below. An ineligible player may not play in any AABL regular season or playoff games. An eligible player may play in 10 games more in the AABL than they played in the NBA (ie – a player with 55 NBA games may play in 65 AABL games) plus all their teams playoff games.

Player minutes should reasonably approximate their NBA abilities on average. Now, what does that mean? A player who averaged 37 minutes in the NBA does not hit a brick wall when he plays 37 minutes on the computer. If you'll schedule your players for a few minutes more over the desired minutes of play, generally foul trouble, periodic fatigue, and blow-outs will knock the average down to the proper level. Play your team like the NBA coaches, leave your starters in more in close games, take them out when its not, and you'll be OK. Use your best players as starters. There are a number of NBA reserves who, due to the misfortune of their AABL teams, may be called on to start and log more minutes than they did in the NBA. There are few NBA players who can't log 32 or more minutes per game, they just don't have the talent to earn it. If you are caught up in a situation due to injury or talent deficiency, put your best players on the floor and play them until the game makes them drop.

Player limitations are generally one position up or down from their primary NBA position, however, the Action PC game rates players for certain positions and can invoke ratings limitations if you play a player outside those positions.

Roster Limits

14 players per team for playoff teams from the previous year, 16 players per team for the non-playoff teams and teams with a sub 0.500 record, rosters are cut to this number a couple weeks prior to the start of the season. Also, prior to making any roster claims from the free agent list (after the draft), you will have to cut down to this limit.

Rookie/Free Agent Draft

At the end of the NBA season, after a trading period, the NBA players not on an AABL roster are placed in our draft. Players must have played in the NBA to be drafted. Draft order for the first round is determined by a lottery as follows:

The 4 teams with the lowest winning percentage will be placed in the draft lottery. Lottery odds are:

1st – 33%
2nd – 28%
3rd – 22%
4th – 17%

The lottery is conducted using the numbers to the right of the decimal of the Dow Jones Industrial Average. Only the first two picks are chosen by the lottery on successive days. Other teams go in reverse order of record. Ties in record are broken based upon head-to-head matchups first, then a random method (like the DJIA lottery). Winner of the tie method gets the benefit in the 1st round, loser of the tie method gets the 2nd.

After the draft, the remaining free agent players may be claimed on a first come first served basis. Only eligible players may be claimed by playoff teams, any player may be claimed by non-playoff teams.

Trades

Trades must be confirmed by both coaches via email in order to be ratified. The league commissioner will consider trades for teams without owners. No trades of draft picks beyond the next season are permissible (ie – when trading season opens for the summer of 2004, no trades of draft picks beyond the 2005 draft can be made).

Should we ever have an owner of two teams, no trades between those teams will be permissible either directly or through a third party.

Away Game Instructions

It is highly recommended that you send detailed instructions (or and exported game plan) to either me (for inclusion on the website roster page) or to the opposing coaches (if you want to develop specific instructions against each team). As a minimum, you need to send me your depth chart and minutes.

Home Game Play

Play your games according to the instructions you receive from the opposing coach. Treat the visiting team like you want yours treated on the road. Do not use home court advantage features (select neutral court option) of the game. Internet play is encouraged for those with the time.

Playoffs

The top 4 teams of a conference make the playoffs, with the 1st meeting the 4th, the 2nd meeting the 3rd, in a best of 7 game series. Head to head or internet play is encouraged for the playoffs. In the absence of that, each coach will play 2 home games, the remaining 3 will be assigned to neutral coaches for play. Playoff rounds continue in tournament format until a champion is named.

Results

Sent to me, I add them up, publish, etc

Dues

None – no prizes, no dues

Rule changes

During the rookie/free agent draft, rule changes are considered and voted upon. In order to receive consideration, I ask that a proposed rule change receive the endorsement of at least 3 league members (including the proposer) so we don't vote down the same changes every year.