

AABL Rules

Permissible Games

The league uses Action PC Basketball by Dave Koch Sports (www.dksports.com) for league play to ensure consistent results and ease of league management.

League Structure

16 teams with 4 divisions, 2 divisions in each conference. The conferences were named for the longest standing members, a former league commissioner, and a long standing, active member who had passed away at the time of the conference/division naming. League structure can change with approval of a majority of the league membership.

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 rated by the Action PC game is eligible to play in the season.

Restrictions are as follows:

1. The game limits effective minutes by “fatiguing” the players as play progresses.
2. With respect to accumulated games or minutes, we use the game’s limitations (which stay in effect for all entire games) with the following thresholds:
 - a. At 110% of actual NBA games or minutes, a minor penalty will be assigned by the game. This is equivalent to one “!” of fatigue in the game, reducing the rebounding and defense ratings by 20% and causing the player to commit more fouls
 - b. At 115% of actual NBA games or minutes, a moderate penalty will be assigned by the game. This is equivalent to two “!!” of fatigue, reducing the rebounding and defense ratings by 30% and causing the player to commit even more fouls
 - c. At 120% of actual NBA games or minutes, a major penalty will be assigned by the game. This is the equivalent of three “!!!” of fatigue, reducing the rebounding and defense ratings by 40% and causing the player to commit even more fouls.
3. A player is limited to 10% of their actual NBA games and minutes in each series of the playoffs.

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. If you wish to use a player in a position they are not rated for, contact me with evidence (per82games is a good source) and I’ll assign the player that position as a “spot” addition.

Roster Limits

15 players per team.

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 in any season to be drafted. This means that while you could draft a player who left the league for a season or two if you want, you cannot draft players who have never played in the NBA.

Just prior to the draft, all teams will cut their rosters to 8 players. In addition to those 8, any player acquired in trade in the off season prior to the draft is also retained. All players cut will be placed in the rookie/free agent draft with no compensation, so the additional retention of acquired players is intended to encourage player movement through trades.

Draft order for the first round is determined by a lottery as follows:

Teams with 50 or more losses are placed into the lottery, with their odds being the proportion of their losses to the total of the teams in the lottery (ie – their losses divided by the sum of the losses of all lottery teams).

The lottery is conducted using the numbers to the right of the decimal of the Dow Jones Industrial Average, NASDAQ, and S&P 500. Only the first two picks are chosen by the lottery. 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 all subsequent rounds.

We will have up to 6 rounds in the draft. First round involves all teams in reverse record order with the exceptions of the lottery results for the first two picks. All other rounds will be in reverse record order.

After the draft, the remaining free agent players may be claimed on a first come first served basis.

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 2019, no trades of draft picks beyond the 2020 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. The game has many features to build such a game plan, with specific defensive approaches for opposing players, offensive tendencies, etc.

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. We use neutral court rules, do not use home court advantage features 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, any arrangement of home and home (3 and 3 or 2 and 2) with neutral tie-breakers is acceptable. With the approval of both coaches, playoff games can be auto played by the league commissioner or designee.

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.