

## 2011-2012 Ben's College Basketball Fantasy League Rules

Commissioner **Ben Bleser** will oversee the league. Phone: 859-802-2855. Email: [bjbleser@yahoo.com](mailto:bjbleser@yahoo.com).

**LEAGUE WEB SITE:** [www.benbleser.com/xfHoops/](http://www.benbleser.com/xfHoops/)

**DRAFT DATE:** TBD

**League Costs:** \$80.00 per TEAM, which includes 50 transaction points for the year. 50% of League Costs are due on Draft Day. The remaining balance will be due January 21. If league fees are not paid by this date you will NOT BE ABLE TO MAKE ANY TRANSACTIONS.

### 12 TEAMS WILL COMPETE THIS YEAR

**Regular Season Winnings:** Division winners will win \$125.00 each.

#### Playoff Winnings:

**BCBFL Champion:** \$320.00      **Runner-up:** \$175.00

**3<sup>rd</sup> Place:** \$95.00      **4<sup>th</sup> Place:** \$40.00

#### League Rules

Stat	League Points
Point	1 Point
Rebound	½ Point
Assist	½ Point
Block	1 Point
Steal	1 Point

In other words, if a player on your team has 22 pts, 3 assists, 5 rebounds, 2 steals, and 1 blocked shot you will get  $22+1.5+2.5+2+1=29$  league points for him.

Your starting lineup will be due Monday 7:00 PM EASTERN time for weekday games and Friday 7:00 PM EASTERN time for weekend games. Lineups can be submitted 1 of 3 ways: the website, email sent to [bjbleser@yahoo.com](mailto:bjbleser@yahoo.com), or by phone at 859-802-2855. Lineups will consist of a player at each position and a coach. In other words, you will have to start a point guard (1), shooting guard (2), small forward (3), power forward (4), and center (5). These positions are based on height and explained later. You must also start a coach. Your coach is worth five (5) points if he wins and zero (0) if he loses, but five points is deducted for each technical the coach receives during the game. So, if you select Bob Huggins and he gets tossed during the game and his team loses, 10 points are deducted (2 technical fouls). NOTE: Points are only deducted when a technical is assessed to the Bench – this is indicated on the box score. In case of a tie game, we will determine the winner by the following order: 1) Most ACTUAL points scored, 2) Assists, 3) Rebounds, 4) Steals, 5) Blocks.

If your lineup is not submitted on time, your previous week's lineup will be used. If you find out a player is not playing because of the flu, suspension, hurt during practice, etc. before game time you may re-submit another ELIGIBLE player (someone who meets the position requirements). It must be a player who hasn't played that week(end) yet or someone who plays again that week(end). THE RE-SUBMITTING OF A PLAYER IN THIS CASE MUST BE MADE BEFORE GAME TIME OF THE PLAYER YOUR REPLACING. ALL RE-SUBMITS MUST BE MADE VIA A PHONE CALL. The best way to know what's going on with your players is to find their school's website. Almost every college has an up-to-date section on the status of their basketball team.

**POSTPONED GAME RULE:** Sometimes scheduled games are postponed due to the weather. You will be able to re-submit another player if you are aware of the postponement. If you are not aware of the postponement we will use the next available player on your roster. The order for which players are re-submitted is:

- 1) Selecting a player that meets the position requirements (only applicable if you know of the postponement and report to the Commissioner)
- 2) The next player that meets the position requirements based on their draft order
- 3) The next player based on their draft order regardless of what position they play

Games are played once a week the first 2 weeks and twice a week starting week 3 (Jan 2-5). Weekday games are considered games that occur **Monday-Thursday** and **Friday-Sunday** are weekend games. If you have a player who plays Monday and Thursday and you start him, the stats from the first game (Monday) will be counted. YOU CANNOT CHOOSE WHICH GAME TO PICK.

There will be 16 regular season games and a 3 round playoff. You will play everyone in your division 2x and non-division teams once. Here are the dates for the games:

### **Regular Season Schedule Dates**

**GAME 1:** Dec 19-25

**GAME 2:** Dec 26 – Jan 1

**GAME 3:** Jan 2-5

**GAME 4:** Jan 6-8

**GAME 5:** Jan 9-12

**GAME 6:** Jan 13-15

**GAME 7:** Jan 16-19

**GAME 8:** Jan 20-22

**GAME 9:** Jan 23-26

**GAME 10:** Jan 27-29

**GAME 11:** Jan 30 – Feb 2

**GAME 12:** Feb 3-5

**GAME 13:** Feb 6-9

**GAME 14:** Feb 10-12

**GAME 15:** Feb 13-16

**GAME 16:** Feb 17-19

### **Playoff Dates**

**ROUND 1:** Feb 20-23

**ROUND 2:** Feb 24-26

**ROUND 3:** Feb 27 – Mar 1

The draft will consist of teams picking ten players and two coaches. You can keep **ONE** player from your season ending roster for the following year, which becomes your first round draft pick. You will not be able to trade players for future draft picks, cash, or any other monetary values.

You can draft players and coaches **ONLY** from the following 13 conferences:

- 1) ACC
- 2) Atlantic-10
- 3) Big 10
- 4) Big 12
- 5) Big East
- 6) Conference USA
- 7) MAC
- 8) Missouri Valley
- 9) Mountain West
- 10) PAC 10
- 11) SEC
- 12) WAC
- 13) West Coast Conference

### **Transactions**

Each team will start with 50 Transaction Points to begin the season. Each week, transaction requests will be processed Wednesday night. If you would like to pick up a free agent you will have to bid the number of points you would like to use on the player. Transactions can be sent emailed to [bjbleser@yahoo.com](mailto:bjbleser@yahoo.com) anytime during the week. When requesting a free agent, make sure you identify who you want to pick-up, who you want to drop, the player's school and height, and the number of points you want to bid. Free agent pick-ups will be posted on the website by Thursday evening. Free agents added may play the upcoming weekend game.

Trades are allowed up to game 12 (February 2, 2012, 12:00 A.M.). Free agent pickups are allowed up to game 15 (February 12, 2012 12:00 A.M.). NOTE: Collusion is prohibited and all trades must be made in "good faith", you cannot trade unfairly to help other teams. If collusion is suspected by the Commissioner, the trade in

question will be voted on by the non-involved teams to approve the trade. Also, if you are mathematically out of the playoffs, you **CANNOT** make a trade.

**GAME 17 WILL BE THE FIRST ROUND OF THE PLAYOFFS AND THE TOP 4 (FOUR) TEAMS IN EACH DIVISION WILL PARTICIPATE.** The Division Winners will play the 4<sup>th</sup> place team in their respective division, and the 2<sup>nd</sup> place team will play the 3<sup>rd</sup> place team in their respective division. Game 18 will be the Divisional Championships. And Game 19 will be the Championship Game to determine 1st and 2nd, and there will also be a 3rd place game in Game 19 with the two losers from each Divisional Championship game.

#### **TEAM RANKING:**

1. Overall Winning Percentage
2. Division Winning Percentage
3. Head to Head Games Played (2 teams only)
4. Head to Head Total Points (2 teams only)
5. Most Points For, Season to Date
6. Coin Toss

#### **Positions**

Based on past experience we will determine who can play a certain position based on height. This gives you the flexibility to start players where needed in your lineup. For example, let's say you have a player who is listed as a 6'3 guard. With these rules you can start him as a Point Guard, Shooting Guard, Shooting Forward or Power Forward. The height restrictions are as follows:

**Point Guard:** Must be shorter than 6'6"

**Shooting Guard:** Must be shorter than 6'10"

**Small Forward:** Must be 6'0 or taller"

**Power Forward:** Must be 6'4 or taller"

**Center:** Must be 6'6" or taller

Any scoring disputes will be settled by the stats given on ESPN's website. If the owner is not satisfied he may attain a copy of the box score from the school's AD. The athletic departments are always willing to give out scores if you tell them you are a big fan of the player you are inquiring about and will usually fax a box score to you.