

**24<sup>th</sup> ANNUAL DT BASKETBALL DIVISION**  
**1ST PLACE GUARANTEED MINIMUM OF \$500 BASED ON 16 TEAMS**  
**EDITOR'S NOTE: CONGRATULATIONS TO THE 2012-2013 WINNER:**  
***Basement Bound!***

You have been cordially invited to participate in the 23<sup>rd</sup> annual BASKETBALL ROTISSIERE LEAGUE. The objective of the game is to make major league managerial decisions to help boost your team to the top of the league standings. We will use the ACTUAL statistics of each NBA player according to the USA Today Statistics. Now test your managerial skills against others and determine who is the best manager!! NOTE: NO EXPERIENCE IS NECESSARY ... ONLY A GENERAL KNOWLEDGE OF THE PLAYERS IS NEEDED.

**November 2<sup>nd</sup>, 2013 - SATURDAY**  
**12:00 PM DRAFT BEGINS .... ENDING APPR. 3:00 PM**  
**At COMMISSIONER WADA'S HOUSE**  
**9833 Spruce Ct. , Cypress, CA 90630**  
**(714) 952-4435**  
**COST: \$60.00 PER TEAM**

**COMMISSIONERS: GLENN WADA and DARRYL YOSHIZUMI DT Message center # (714)906-0780 (my cell) and (714)635-0594 (Darryl's home)**

**BASIC RULES:**

This league will operate with 16 teams. The entry fee of \$60.00 (for the team) will be collected at the Draft Night. Only 16 teams may participate so new teams must submit a bid for the next year, if a spot opens up it's first come first served. Each player will manage a team (or a team may consist of co-managers). You are guaranteed your spot every year until you give it up. Once you give it up, if you want to re-join you will be placed on the waiting list first. Please don't leave us hanging , if you cannot play next season , let us know early not a week before the draft.

A Players' teams will accumulate statistics and earn points according to all of their player's points, rebounds, assists, blocks shots, steals, three pointers, free-throw percentage and field goal percentage. Each team will be compared to the others and ranked according to points. Prizes will be distributed at the end of the league.

NOTE: THE ENTRY FEES AND TRANSACTION FEES WILL CONSTITUTE THE PRIZE FUND. THE PRIZE BREAKDOWN WILL BE GIVEN PERIODICALLY. THE PRIZE FUND WILL CONTINUE TO GROW AS TRANSACTIONS ARE MADE. FIRST PLACE WILL NORMALLY BE minimum of \$500.00, but usually closer to \$700 after transactions.

**Draft night!:**

All draft positions have been determined, they will be based on last year's standings. The first place coach will throw out the first player to be bid on. Each coach has \$100.00 to start when bidding begins (in other words, there are no advantages as to who gets who at this point). The bidding process will last until all teams have 4 players on their roster. Once a team has 4 players they are done until the snake order draft begins. They cannot throw out anymore players. You may bid any dollar amount (by 1.00 increments only) up to your maximum dollars left keeping at least \$1.00 for every player you need to complete your 4 players for the bidding. For round 5, The manager with the most money left over will be first and will get first draft pick of round 5 ... the manager that got #2 (or second highest money left) will get second draft pick ... etc. Any ties from the bidding will be broken by random draw of playing cards. Now Round 6 will be the opposite of Round 5 in that the manager who drafted first in round 5 will now draft last in round 6. The manager who drafted last in the first round will now draft first , so he actually has back to back picks. Then in Round 7 the order reverts to Round 5 order , and so on. For example:

Draft order for snake order draft

Team #	5 <sup>th</sup> round	6 <sup>th</sup> round	7 <sup>th</sup> round	8 <sup>th</sup> round
1	1	4	1	4
2	2	3	2	3
3	3	2	3	2
4	4	1	4	1

This will continue until all rosters are filled with 12 players.

Teams should be prepared before draft day! A list of possible players to draft should be brought to the draft by each manager (please make a big list!) and crossed off as the player is picked. This eliminates repeat picks and helps keep the draft moving efficiently. (16 X 12) 182 players will be drafted so prepare your list accordingly . .

Each team roster WILL consist of 12 players - any position but remember strength in all categories are essential for success.

#### DRAFT DAY NOTES:

1. You may select draft picks and free agents, also.
2. You may trade a player at any time as soon as the draft is over.
3. You may draft all guards , forwards or all centers it's your option.

A player's stats only count during the period you have him on your roster. If you have a player on your roster on opening day then you will have all of his stats till you drop him. But, if you acquire a player later, then all of his previous stats do not count toward your statistics .. only his future stats!!

All roster changes are made with the league commissioners ONLY ... All acquisitions are on a first-come first-serve basis. If two teams want the same player, whichever team officially announces the move on the message center will receive him!! The commissioners will keep track of the time and date of a transaction in case you give your move straight to a commissioner. The commissioners must call any move to the other commissioner to be valid and are also on the same first come first served basis as everyone else. To ensure the commissioner gets your move call the message center at (714) 906-0780 (We now prefer website transactions!) each call is stamped with the time and date. Each week players are dropped when they are dropped they are on WAIVERS for 1 week. You can place a bid for a waived player and at the end of the week the player will go to the team lowest in the standings. So watch out who you drop , since you cannot place a bid for a player you just waived. If he clears waivers with no bids, you may then pick him back up. So, if you are at the bottom watch the waivers.

#### Waiver Rules:

##### **Waiver Wire clarification 2011:**

**You can place a bid for any player on the waiver list , and the winner will be determined by the waiver wire order on who gets the players bid for. When you win a bid, you will be instantly placed at the bottom of the list.**

**So, if you want a second player, you will now be at the bottom of the order list for that second player. A team that drops a player cannot claim their own player on waivers for the first round. If nobody puts a claim on him then you will be allowed to put a claim in on him for the second round of waiver bids if he is still available..**

**Many teams in the past have asked to "claim" a player if they pass through waivers- as with always any free agent claims go to the first team who puts this request in.**

**Waiver Wire CHANGE Appended 2004: The waiver pick-up order will no longer be by lowest in the standings. The order will be determined on draft day by a random draw, with the top being first priority and the bottom last. When a team makes a waiver claim - they will then be placed at the bottom of the list. If 2 teams claim players then , both will go to the bottom with the lower team moved down first and the higher team to follow. The highest team to make a claim is now the lowest team on the list. Teams will also be allowed to make multiple claims, but the second claim must pass thru the list a second time. You still cannot claim a player off waivers that you drop, unless he makes it thru waivers and you can claim him as a free agent. Any team getting a waiver claim before**

**10:00pm on sunday will be moved down. A player clears waivers at 10:00pm - sunday night, pickups after 10:00pm on sunday night are free-agent pickups and are not subject to losing your waiver pickup spot.**

4) When making a waiver claim send an e-mail to me with a list of the players you want on the waiver wire in the ORDER you want them .... Send optional claims if there is a possibility you will not get who you want. I will give you the waiver player based on the order of the list you give me and the availability of the players ...if you only give me one waiver claim and he is already gone, then you just get nobody, and i go down the list to the next team ...If you want a player off your list should he clear waivers, please make a note of it on the list ....

5) If you know who you are going to drop or DL when you are making the waiver claim , please include that on the e-mail so i can make the transaction when it is decided who gets who ... otherwise i will e-mail you to find out who you are dropping or DLing.

6) Waiver period ends each week at **10:00pm on Sunday Night (SHARP!!)** , so get your waiver claims in early , so you don't forget !!

7) A list of waived players are on the front page every week, just check there for the list of waived players ...

8) Normal fees to pick up a player apply.

9) A team cannot claim a player off waivers that the team originally dropped .... he may get the player only if the player clears waivers ....

#### Additional League Notes:

- A player may be released at any time.
- A player may only be traded up until the trading deadline.
- A player may be disabled when he is placed on the NBA Injured reserve list or has not played for or projected out at least seven days from his first missed game, **due to injury, suspension or sickness**. This must be in print or broadcast through national media.
- A player must be reactivated by seven days after the first game he plays in, or the player will be automatically be waived.... The commissioner may warn you once about activating but it is ultimately the coaches job to watch his players' statuses. Activation begins 7 days after playing their first game unless he gets hurt again.
- Trades must have the verbal approval of both coaches. The trade is official when 1 coach calls in the trade.
- To prevent problems, if a player traded is currently hurt and the trading coach knows about it and the receiving coach is not notified, the trade may be nullified by the commissioners.
- After the trading deadline, you can no longer trade players, but you may still add / drop / dl players when you want to. The trading deadline is about 1 month prior to the end of the season.
- All managers must try and keep up with payments of fees owed .. if it gets too high
- Any rules not specified here will be decided on by the commissioners, although the commissioners may discuss the issues with coaches and decide based on majority rules. Any rule changes must be made at the draft.
- Transaction fees: \$1.00 to DL (injured, sick or suspended) and \$1.00 to pick up a player to replace him
- Transaction fees: \$2.00 to release (not eligible for above) and \$2.00 to pick up a player to replace him.
- Transaction fees: \$2.00 per player for trades . If you trade 2 players for 2 players each coach will pay \$8.00.
- **TRANSACTIONS SHOULD BE MADE IN THIS ORDER : (1) BY WEBSITE, (2) BY E-MAIL (3) BY TELEPHONE OR IN PERSON...**
- Any illegal transactions , the coach will pay the transaction fees , plus the transaction fees to correct the mistake.
- **There will be a 1 month limitation on when you can make any fixes to a roster problem, for now and all future years of basketball & baseball. Once that 1 month limitation passes any transaction errors cannot be corrected. You the coaches need to stay up to date with your roster status.**

Stats are available at the website at: : <http://basketball.commissioner.com/dtgw>

All prize fund, league newsletters , etc are at : <http://glennw2.cosmoslink.net> follow the basketball link (right)