

2004 SCORESHEET BASKETBALL DRAFTING PACKET

Welcome to *Scoresheet Basketball*. This packet contains the materials you need to draft your team. Included are player lists, an explanation of the roster balancing features in our draft, a description of how games are played, additional *Scoresheet Basketball* rules, a sample blank depth chart, and a blank ranking sheet.

To begin, you are asked to list your top 170 choices for your *Scoresheet* team. On the ranking sheet we've provided (or on any other form you want to use), list your choices in the order you want them to be eligible for drafting by your team. The number "1" player is the player you want the most, number "2" the second, and so on. (**Hint:** You **can mix** players from different positions - make sure the players you want the most are listed first!) As explained later in this packet, you can list players, or use our "+" options to indicate when you want backups drafted. Please list players by **PLAYER NUMBER AND LAST NAME** as they appear on our lists. If a player **does not** appear on our lists, please give his full name, position, and NBA team.

Once you submit your ranking sheet you should **keep** the enclosed player lists, rules, and sample depth chart for use throughout the season. You may also want to make a copy of your ranking sheet, since we keep the list that you send us. And please send us your ranking sheet by the indicated date!

Using your ranking sheet, and those of the other owners in your league, we'll draft 17 players for each team. Ranking 170 players should be more than enough for 12 owners to each get 17 players, since each owner generally lists very different players. Just make sure you list plenty of players at each position - a suggested breakdown of players per position is given later in the packet. The order in which teams pick in round 1 will be determined randomly. Each subsequent round will be conducted in the reverse order of the previous round. (Team 1 picks first in the first round, last in the second round, first in the third round, etc. Team 12 picks last in the first round, first in round 2, etc.) As your team's turn comes up each round, you'll be assigned your highest-ranked undrafted player, subject to the roster balancing procedures described later in this packet.

If we don't receive your ranking sheet on time, we'll have to use player's point total order from last year (the player number order at each position) as your draft list. Naturally, it's not nearly as much fun to have the computer draft for you! **If for some reason you miss the postmark deadline please give us a call as soon as possible.** The mailing deadline is just a postmark deadline; we have allowed a few days for your sheet to travel through the mail. Typically, we complete the draft and put the results in the mail about 4-7 days after your postmark date. This means you should receive your draft results in the mail about 7-10 days after your postmark date, though mailing in your list early will speed it up. Along with mailing printed results, we **will** also **post draft results on your league's web page as soon as your draft is run, and will send you an e-mail message as soon as the draft is done, letting you know those results are up, what league you are in, and what your league's web address is.**

At the conclusion of this draft you will receive blank and sample depth charts, final **instructions** for filling them out, along with complete league rosters and a season schedule. When you turn in your initial depth chart you'll be asked to submit a team name.

The draft itself is quite simple. We just go down your list, awarding you the top listed player that is still undrafted. We do keep track of the players you've already drafted and skip over the players whose positions on your team are already filled, thus ensuring that you receive a balanced team. You do not need to group players by position on your ranking sheet. Instead, players should be listed in the order you think they are most valuable. And save your top picks for established quality players. We all like to gamble on unproven players, but for the most part they will still be available in later rounds. Use your high picks to get players you feel sure will produce!

P.S. If you still owe any part of your team fees please include a check for the remaining balance with the ranking sheet. Good luck, and Have Fun!

Player Lists Explanation

These lists contain (to the best of our knowledge) the NBA's projected players for the upcoming season, with their NBA team and position, as of September 23rd, 2004. We have included almost all of last year's players, plus a few others (including top draft picks). **Players with a dash (-) next to their name were not signed with an NBA team as of September 23. The team shown for those players is the last team they were with.** The (1) and/or (2) next to some players shows they were 2004 first or second round draft picks in this year's NBA draft. We have done our best to update these lists. However, it is possible we have missed a player switching teams, or even a player who retired. If you notice a player listed with the wrong team, or one who has left the NBA, please let us know! Along with each player, we've printed his player number (the first number listed), his total point rating from last season using our game's formulas (the second number listed), his average rating per 40 minutes he played last season, his rating per 40 minutes broken down into our four scoring categories (see below), his age as of Opening Day, and his current NBA team. We've sorted the players by position and total points scored last season.

Please remember that players can ONLY be listed on your depth chart at their POSITION as SHOWN in the draft lists for the ENTIRE upcoming Scoresheet season. We have tried to list players where they are projected to play the most, and/or, if they are truly able to play more than one position, we listed them where we thought most owners would like to play them. We have often thought about letting players be used at more than one position. But with only 3 positions already we felt that if we allowed players to be used at more than one position it would lead to far less trading. We have worked hard to list players at what we feel are their 'correct' positions, and as said above, the position players are shown at in these player lists is the only position they can play in *Scoresheet Basketball* for the upcoming season.

Also, these lists are certain to be missing a few players whom you feel will make an impact during the upcoming season. **Feel free to list whomever you want on your draft list** - you are **NOT** limited to the players shown. But you do need to **specify** a player's **full name, position, and NBA team** if he's not shown on our lists, as we can't draft someone for your team if we do not know who he is! (Also, a player must be eligible to play in the NBA - ie. over 18, and not currently playing in college or high school - to be draftable in *Scoresheet*.) Remember, a player is limited by how many minutes he averages per game in the NBA that week - a guy who plays very little in the NBA will not help you much! Also, the *Scoresheet Basketball* season only uses NBA regular season games, with the last 4 weeks of the NBA regular season being used for *Scoresheet Basketball* playoffs. NBA playoff stats are NOT used in *Scoresheet Basketball*.

Roster Balancing Procedures

The purpose of these roster-balancing rules is to fill all of the 'normal' starting positions before you receive any less important backups. In each *Scoresheet Basketball* game (your team will play 3 each week), you'll play at least 2 guards, 2 forwards and 1 center. In addition to these 5 'normal' starters, you'll draft 12 backups. These backups take over in case a starter is injured, or if you trade or demote your starter, or to fill whatever minutes your starters don't play at each position (see below).

Each round of the draft we go down your list from the top, giving you your highest ranked, available (undrafted) player. Once you get a full complement of starters at a position (this is 2 guards, 2 forwards or 1 center) we skip over your other listed players at that position, until we get to a player you have listed that plays a position at which you still need a starter. So, in the first 5 rounds, (unless you use the "plus" option discussed in the next paragraph), you'll receive your 5 normal starters (2 guards, 2 forwards and 1 center). We use similar roster balancing procedures as you draft your backups - once you get a backup at a position we skip over other players listed at that position and go down your list looking for players at positions you still need a backup at. Following normal roster balancing, you would draft a backup guard and forward in the next 2

rounds (the 6th and 7th rounds), and then a backup at each of the 3 different positions in the next 3 rounds, and 3 more guards and 3 more forwards and 1 more center in the last 7 rounds. Thus you would end up with 7 guards, 7 forwards and 3 centers. (In the last 7 rounds, we allow you to get 3 more guards, 3 more forwards, or 1 more center before we consider that position filled.)

Remember, since you start 2 guards and 2 forwards each game, the guard and forward positions on your team are not considered 'filled' with starters until you have two players at that position. For instance, you could get 2 guards, or 2 forwards, before you get any players at other positions.

However, you may override the roster balancing rule by putting a plus sign (+) next to a player's number. This tells us that you want that player, even if you already have filled the position. (For instance, you might want a 2nd center before you fill all of your 2 starting guard and 2 starting forward slots.) Once you draft a player (even with a +), he does count at his position. Also, plus signs will only override roster balancing for ONE extra player at each position. You won't get a 2nd backup at a position before you have all of your starters, or a 3rd backup before you have at least 1 backup guard and forward. (If you plus a guard or forward you might get a third one before a player at another position, since those positions are not 'filled' with starters until you get two at those positions.)

Instead of listing a player on your ranking sheet, you can also list a position with a plus (+). This tells us to try drafting any of the players that you've ranked **above** that point as an extra player at that position. That is, **it's the same as relisting everyone you've already ranked at that position, except this time with a plus after all of their names.** For instance, say you rank 10 forwards in your top 25 players, and then put "F+" in the 26th slot. As soon as you get two forwards, we'll skip over the other forwards you've listed and instead give you other players to use as starters from your top 25 players listed. Then when we get down to your "F+", we'll see if any of your forwards ranked above that point are still available. If so, you'll get the top one as your first backup forward. If not, we'll ignore the "F+" and keep going down your list. (Positions are G for guard, F for forward, C for center.) **Putting a position with a plus does NOT mean you will automatically get a player from that position with that pick**, it just means that when we get to that spot we add a plus by every player who plays that position that is listed above that spot!

We recommend that you do not get carried away with the "+" option. This option is provided to allow you to draft a key backup before you have all of your starters (the 'best available athlete' theory). It is still to your advantage to draft a balanced team. Also, if you put the plus next to the player number it is more certain to be seen and typed in! The "plus option" is the reason that some teams may not have all of their 'main' starters exactly at the end of the 5th round. Warning - if you use a lot of plusses you might end up with extra backups at some positions and fewer backups at other positions.

It is possible to have a player that you did **not** put on your ranking sheet assigned to your team. This occurs if you still need a player at a position, but there are no more available players on your ranking sheet which play that position. The order in which players are assigned by default is based on the total number of points earned last season, which is the same order as the player lists. To avoid having a player assigned to your team, your ranking sheet should include **many** players from all positions. **A draft list of 170 should contain about: 65-70 guards, 65-70 forwards and 30-35 centers.**

In summary, once you get a full complement of starters at every position we go back to the top of your list and start back down again, filling out your backups. And once you have your first backup at guard and forward, we go back to the top of your list again and go down giving you one more backup at each position. Finally, we go back to the top of your list again and go down giving you your last 7 backups. And you **can** list less than 170 players if you want. If your listed players are all taken before you have a complete team then our computer will simply draft players for you at the positions you need filled, giving you the player who is still available at that position who had the most points last year - the 'best' available player at that position.

HINT: You do NOT need to group players by position on your ranking sheet. You should

just list players in the order you think they will be most valuable in the upcoming season; our roster balancing procedures ensure you get a reasonably mixed team. You should also remember that these are one-year leagues (unless you are in one of the few private continuing leagues), so you should draft solely based on how you believe players will do this season! Also, we have found that trying to guess how other owners will rank players does **not** work very well - success lies in ranking players based on how you think they will do, compared to the other players at their positions.

In addition to the pre-season draft, each week of the *Scoresheet Basketball* regular season we hold a free agent draft among teams who've submitted a free agent draft list that week. Teams will pick in reverse order of the standings, and each team that submits a new depth chart/free agent list that week will receive one new player. (Teams that chose not to submit a depth chart that week will just be skipped over for that week's free agent draft.)

Each week's free agent draft is held before that week's games are played - so that you can use the free agent that week if necessary. Since you will all be tied at 0-0 going into the first games, the tie-breaking order for the week one draft is team 12 picks first, then team 11, team 10, etc. (Free agent rules and procedures will be discussed more fully when you receive the draft results and the depth chart explanations.)

How a Game is Played

Players score points each week in 4 categories as follows:

<u>Shooting</u> :	2.0 2-point FG 1.0 Free Throw	3.0 3-point FG -0.5 FT Attempt	-0.6 FG Attempt (grd) -0.63 FG Attempt (frwd) -0.66 FG Attempt (cntr)
<u>Rebounding</u> :	0.7 Rebound		
<u>Play-Making</u> :	0.75 Assist	-1.0 Turnover	
<u>Defense</u> :	1.5 Steal	1.0 Block	-0.5 Personal Foul

For example, making 8 free throws in 10 attempts is worth 3 shooting points (8 times 1.0 minus 10 times 0.5). Then in **each category**, we multiply each player's **points per minute played in the NBA that week** times the number of minutes he plays for you that game, to produce his score for you. (Don't worry, our computer does all the arithmetic!) Finally, in each category we add up these scores for all of your players that game, and plug them into the following formula to get your team's final game score:

$$75 + \frac{(\text{your shooting} - 12) \times (\text{your rebounding} + 26) \times (\text{your play-making} + 27)}{(\text{opponent's rebounding} + 26) \times (\text{opponent's defense} + 22)}$$

Your opponent's game score is also figured using the same formula.

This formula looks more complicated than it actually is. On an average team, an extra point in any category helps about as much as an extra point in any other category (the same as if we'd just added all the points together). However, since the points are **multiplied** instead of added, a balanced team will score more than an unbalanced one. For example, in 265 minutes (which is the length of a *Scoresheet Basketball* game) an average NBA team scores about 42 total shooting points, 34 rebounding points, 3 play-making points, and 8 defensive points. Plugging into the above formula, this comes out to a game score of 105 points. If your team scored the same as this, except that your ball-handlers amassed 13 total play-making points, then your final game score would come out to be 115 instead of 105. However, if you offset this plus 10 in play-making by

shooting for only 32 points instead of the NBA average of about 42, then your final game score (against average opponents) would only be $75 + (20 * 60 * 40) / (60 * 30) = 101.67$. Thus this somewhat unbalanced team (great play-making but poor shooting) scores somewhat less than a balanced team with the same total strength. (As another example, a team that is 10 above average in both shooting and rebounding beats a team that is simply 20 above average in shooting, 122-118.)

Each week your team will play 3 *Scoresheet Basketball* games (just 2 games during the all-star week). In each game, your team will use a total of 265 minutes from your players, with a minimum of 110 minutes and a maximum of 130 minutes of playing time from your guards, a minimum of 25 minutes and a maximum of 50 minutes of playing time from your centers, and the remainder (between 85 and 130 minutes) from your forwards. Each of your players is limited to playing no more games for you than he did in the NBA that week (if he's injured in real life, he's injured for you!), and also each player can only play as many minutes per game as he averaged in the NBA that week. Your backups come off the bench as needed to spell your starters. For example, if you have Kobe and Marbury as your starting guards, and both play in 3 NBA games that week, then each will play in all 3 of your *Scoresheet Basketball* games that week. If Kobe averaged 44 minutes per game, and Marbury 40 minutes, then the total minutes the two will play for you each game is 84. This means you will need at least 26 (and at most 46) more minutes of playing time from your backup guards each game, to reach the minimum of 85 minutes per game of guard playing time. That means your top reserves will play an important role for your team! Also, because we do move backups up if your starter misses a game, you are automatically covered in case of injury - you do NOT need to send in a new depth chart just because one of your starters is injured. However, if everyone's healthy, then players buried deep on your bench will NOT score at all for you - their NBA minutes are just thrown away if they're not needed. Finally, the computer juggles things somewhat so that if each of your starting forwards, say, only played in 2 games in the NBA that week, then they won't both sit out the same game for you.

The 5 players you list as starters (2 guards, 2 forwards, and a fifth player from any position) will play their full amount of allowed minutes in each game. To complete your team's remaining minutes we defer to your backups, using players in the order they are listed, until the required minimum and maximum number of minutes for each position are met.

Again, **this explanation sounds a lot more complicated than the game really is**. The first week's results and accompanying newsletter should clearly show how the game works. We have also found that *Scoresheet* owners enjoy having as much strategy involved in the game as possible! Thus, trading, free agent acquisitions of key players, and your own decisions regarding starters and bench players, will together play a big role in the success of your team.

Other Rules

You may only list 5 starters and up to 12 backups on each depth chart. However, your team's roster can get larger than that - you do NOT cut players when you pick up free agents. You can also make unbalanced trades, such as trading 2 players for 3. There is NO roster size limit - just a limit on how many players you can list on the depth chart. Unlisted players on your roster form a 'taxi squad', and will be used in player number order. This is useful for recently drafted free agents, and for plugging holes if you are particularly thin at a certain position. You ARE permitted to list free agents in your lineup, in hopes of actually acquiring and immediately playing them. However, these players will only play for you if you have drafted them in the weekly draft - otherwise they'll simply be skipped over.

You must **submit any new depth charts and/or free agent draft lists by Monday** of the week you want it used for - sending it in BEFORE any NBA games begin that week. This is a game where you PREDICT how your players will do - you need to set your starters and top backups before you see how they do that week in the NBA. However, you do NOT have to turn in a new depth chart each week. Once you submit a depth chart it stays in effect until you make a

change. There will be more discussion of free agents and postmark deadlines with the final explanation letter accompanying your draft results.

Trading of players is allowed through February 28th, 2005. Once you draft a player you may trade him, but you may not trade future free agent picks! We monitor all trades for fairness, and need to receive depth charts from both owners involved before a trade can take effect. All depth chart changes, trades, and free agent pickups are free in *Scoresheet Basketball!*

Leagues are split into two conferences. In each conference the top 3 finishers make the playoffs. (Ties for playoff spots are broken using the season's total game points scored.) The *Scoresheet* playoffs go on for 3 weeks, and begin when there are 4 weeks left in the NBA regular season. (We no longer use the very last week of the NBA season, as too many players are held out, resting for their own NBA playoffs.) Each playoffs series is a best of 3 games. The first week of the playoffs the second place finisher in each conference plays the third place finisher in that conference - with the 2nd place team at home games 1 and 3. Week 2 the conference winner plays the survivor of that conference's wild-card game, with the conference winner at home games 1 and 3. The finals are played between the playoff winners from each conference - the team with the better record gets home court game 1 and 3, except that a conference winner has preference over a wild-card team. The **home team** is given a 2 point advantage (0.5 point in each scoring category) in each **playoff** game!

In addition to the home court advantage, we also give 'bonus points' to the team in each playoff series which has the better regular season record. Rather than having the playoffs based solely on what happens just that week in the NBA, we feel there should be some additional importance to year-long records, so, in each playoff matchup, the team with the better *Scoresheet* regular season record will get an additional .4 'bonus points' (.1 in each of the 4 categories) for each game that team finishes ahead of the team it is playing. For example, if you finish 10 games ahead of the team you are playing that playoff series you'll get 4 bonus points in each of the three games. These bonus points are combined with the home court points - in the example above, a team finishing 10 games ahead of its opponent would have a total advantage of 6 points in games 1 and 3 (four for the bonus points plus two for home court), and an advantage of only 2 points in the second game (four bonus points minus the two point home court advantage the lesser team gets in game 2.) This rule means that every regular season victory matters, since your bonus points get bigger with each win!

The **one league winner** with the highest game point total in **all** of *Scoresheet* (not counting the playoff games) wins free memberships in all four regular season *Scoresheet* sports: football, baseball, basketball and hockey. (Only teams in leagues with at least 12 teams are eligible for this prize, though trophies are awarded in all leagues. All conference winners not winning their league will also receive certificates.)

Please follow postmark deadlines for draft lists. If possible, we would appreciate the submission of your ranking list a couple of days before the deadline. **Please notify us as possible if for some reason you've missed a draft deadline** - we'll do our best to work something out. Unfortunately, we can't do anything about depth charts lost in the mail - **once games are played they are final**. On the other hand, if the Postal Service loses your weekly results, let us know and we'll gladly mail you a new copy. If you have any other questions or comments, please let us know - we try hard to make *Scoresheet Basketball* as fun as possible. Have a great season!

2004 Scoresheet Basketball 1-stage Ranking Sheet

You are in a 12 -team league. Rank up to 170 players so each team can get 17 players. Please **POSTMARK your draft list on or before October 18th** , or fax or e-mail your list **on or before October 21st**

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Please write each player's **PLAYER NUMBER and LAST NAME** as they appear on our player lists, or full name, position, and NBA team for players **NOT** on our lists. (The player number is the first number printed on our player lists.) Don't forget to put your name at the bottom of this sheet. And you do **NOT** have to use this sheet of paper for your ranking sheet. If it becomes too messy, any piece of paper you care to use is fine. If you are paying on the installment plan **please remember** that you should include a check with this ranking sheet!

If you are **sending your list by e-mail** you **do NOT** need to **use this form**. And if you have web access, we have a **feature** where you can **create your ranking list on our web site** by simply clicking on player's names. To get to that 'create ranking' web page, simply go to the Scoresheet Basketball player list on our web site, and then click on the link to the 'create ranking' page. **Or**, if you want to create your draft list on your computer and e-mail that to us, please list players in a **SINGLE** column (**NOT** 2 or 3 columns as shown on this sheet). But we think by far the easiest way to make a list is to send it from our web site!

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65.		102.		139.	
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90.		127.		164.	
91.		128.		165.	
92.		129.		166.	
93.		130.		167.	
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97.		134.			

Your Name:

Phone Number: ()