

Initial Draft

This is a Salary Cap Keeper League with an auction draft. During the draft, each team will start with \$200 of draft capital and take turns nominating players to bid on. Once a player is nominated, everyone will have the chance to bid back and forth. When the bidding stops, the team with the highest bid receives that player, and the winning bid amount becomes that player's salary.

The draft continues until all the teams have 14 players on their roster. Draft capital resets to \$200 immediately after the draft each season.

League Calendar

- **New league year begins:** completion of the draft
- **Week 1 begins:** NBA Opening Day
- **Trade Deadline:** Sunday February 14, 2027
- **Playoffs Begin:** Monday March 15, 2027
 - Free agency closes, Keeper eligibility is locked
- **Offseason Trade Window:** Monday after playoffs end - 3 days before Draft
- **Keepers Declared:** 3 days before draft
- **Draft:** Between end of preseason and NBA Opening Day

Rosters & Lineups

Each team will have 14 players + 1 IR spot: 10 active starters and 4 reserves.

Lineups are updated daily. Matchups are scored weekly.

The 10 starting spots are as follows:

- Guard x3
- Forward x3
- Center x2
- Flex x2

IR spot does not count against the roster limits during the season, and a player in the IR spot at the end of the regular season is considered to be on the roster with regards to Keeper eligibility criteria.

IR spot is for players who are suspended, out, or have the IR tag. If a player currently in IR is no longer suspended, out, or has the IR tag, teams will have 48 hours from the time of the status change to move that player from the IR spot. Failure to do so will automatically prevent the team from making any other transactions (including trades, free agency claims, etc.) other than moving the player from the IR spot.

Matchups & Scoring

This is a Head to Head Weekly Points league. Each week (Monday-Sunday), your team will face one other team, and whichever team has the most total points at the end of the week wins.

Scoring stat categories are as follows:

Points: 1
Assists: 1.5
Rebounds: 1.25
3 pointer made: 0.25
Missed Field Goal: -0.5
Turnover: -1
Steals: 3
Blocks: 2.5

Keepers

Draft Salary Cap

At the end of each season, each team will be permitted to keep up to 3 players. The combined salaries of any kept players will be subtracted from the team's draft budget for the next season. Your kept players must be on your roster at the end of the regular season and have combined salaries totaling no more than a team's Available Draft Capital.

$$\text{Available Draft Capital} = \$200 + \text{Net Draft \$ from trades} - \$14 [\text{\$1 per open roster spot}] + \$1/\text{kept player} - \text{Salary of kept players}$$

EXAMPLE: During season, Team A traded \$10 to Team B for Player X and Player Y to Team C for \$15 for a net of \$5 in draft capital. Team A is also keeping Player U for \$25 and Player V for \$2, meaning Team A will only be drafting 12 players in the next draft. Team A's Available Draft Capital for the next draft would be:

$$\begin{aligned} & \$200 [\text{initial draft capital}] + \$5 [\text{net traded \$}] \\ & - \$12 [\text{roster spot charge}] - \$27 [\text{keeper salaries}] = \$166 \text{ Available Draft Capital} \end{aligned}$$

Player Salaries

A player's salary is determined by the most recent acquisition via draft bid or waiver bid (e.g. Team A drafted Player X for \$25 but dropped him and Team B claimed him from waivers for \$5; Player X's new salary is \$5).

EXCEPTION: If Team A drops Player X, but no other team claims him, and then Team A reclaims him, Player X's salary remains \$25.

If a player is kept his salary increases by 5%, rounded up to the nearest whole number (e.g. \$1=>\$2, \$10=>\$11, \$30=>\$32, \$50=>\$53)

Keeper Eligibility

Drafted players can be kept for no longer than 3 consecutive years (e.g. Team A drafts Player X in 2026 and keeps him in 2027, then trades him midseason to Team B, who keeps Player X in 2028. Team B cannot keep Player X for the 2029 season).

When a player is undrafted or released and acquired by another team via Free Agency (FA) his keeper eligibility resets to 2 years (e.g. Team A drafted Player X for \$8 in 2026, kept him in 2027 and 2028 (\$10 salary), then dropped him midseason; Team B acquired Player X with a winning FA bid of \$4; Player X has a new salary of \$4 and has 2 years of keeper eligibility remaining).

If a player is traded, his keeper eligibility as drafted or acquired via FA remains the same for the acquiring team, and any subsequent teams he is traded to, provided said player has not been dropped and reclaimed at any point since being acquired.

EXCEPTION: If the team that most recently released the player reacquires him before another team claims him or directly from the team that acquired him through waivers, both the player's salary and keeper-year status revert to what they were immediately before the player was released. (e.g. If Team B trades Player X back to Team A, Player X salary returns to \$10 and only has no keeper eligibility left).

If the player is first traded to another team before returning to the team that released him, neither his salary nor his keeper-year status reverts. (e.g. Team B trades Player X to Team C and then Team C trades Player X back to Team A, Player X's salary remains \$4 with 2 years of keeper eligibility left).

Free Agency

During the season, each team will start with \$200 (unrelated to the draft money) for the purposes of adding players from Free Agency (FA). To claim a player, you must submit a bid of at least \$1. All FA claims will be finalized on Mondays, Wednesdays, and Fridays at 5a EST, and the team with the highest bid will receive the player; if two teams bid the same amount for a player, the team lower in the standings receives the player.

Each team is only allowed 3 FA claims each week.

Free Agency closes at the end of the regular season.

Trades

All trades have a 1 day review period in which the commissioner will confirm the legality of the trade. The commissioner has the ability to veto any trade that does not comply with the league rules or is a clear and obvious form of collusion (I don't ever expect that to happen). Trades will only be upheld and made official between 9a and whenever one of the players involved in the trade would be locked in for the day. Trade Deadline will be 11:59p EST on Sunday February 14, 2027.

There will be a second trade window between the end of the playoffs and the draft where all keeper eligible players can be traded. 3 days before the draft, the trade window closes at which time keeper decisions are locked in and declared.

In addition to players, teams can send and receive money from their Available Draft Capital. No team is permitted to trade away more than \$100 of draft capital for any draft, regardless of any other incoming draft capital. The ledger resets after each draft.

Any cash received in a trade will be added to the receiving teams Draft Capital for the following draft. To include cash in your trades, post in the Trade Submission channel on Fantrax with the full trade details including how much cash is being sent in the trade. Once both owners confirm the amount in the message by reacting with a 👍, the commissioner will manually adjust each team's Draft Capital.

Teams cannot reacquire a player in the same season in which they traded him away.

Playoffs & Consolation Bracket

Top 4 teams will make the playoffs, bottom four teams will enter the consolation bracket.

Each round of both tournaments will be scored across two weeks of games.

The winner of the Consolation bracket will be awarded a bonus \$10 of Draft Capital for the upcoming draft.