

BRC-NBA Franchise Experience

I. League Settings & Description

- **League Founded:** 2015
- **Description:** A true franchise building experience designed to mimic the NBA as closely as possible, using a soft salary cap and elements of the real collective bargaining agreement, featuring an NBA style salary structure that rolls over all players under contract.
- 16 team league
- **H2H categories:** PTS, OREB, DREBS, ASTS, STLS, BLKS, FT%, FG%, 3P%, 3PM, A/TO Ratio
- No trade limit or acquisition limit (although restricted under salary cap)
- **Regular Season:** Weeks 1-19
- **Schedule:** Every team plays their division rivals three (3) times and ten (10) games against teams from the other divisions.
- **Roster size:** 12 active players (3 reserve spots)
 - eight (8) starters, seven (7) bench spots, one (1) IR spot
 - IR spot can only be used for players eligible for the Disabled Player Exception, or a player used to forfeit the Disabled Player Exception

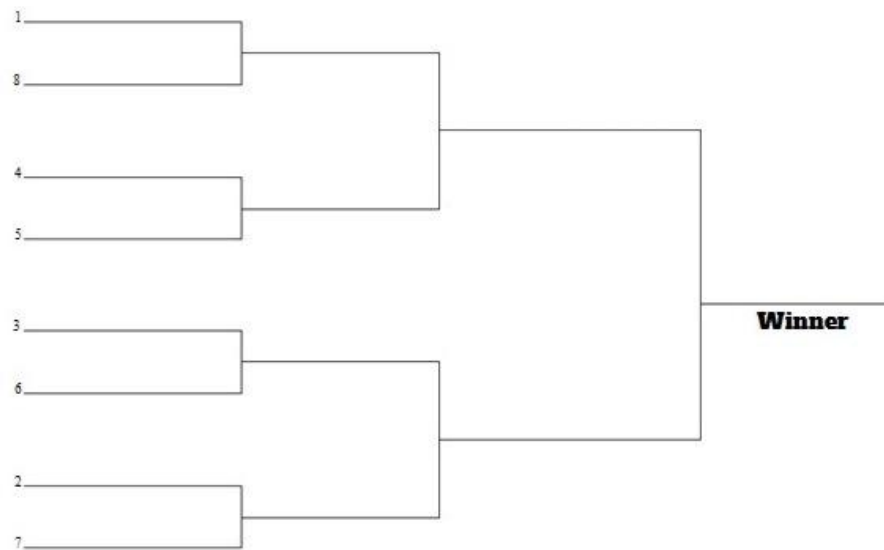
	Starters	Bench	Weekly Reserves	IR
1	PG	B	any position	empty
2	SG	B	any position	
3	SF	B	any position	
4	PF	B		
5	C	B		
6	Util	B		
7	Util	B		
8	Util			

- On a full 15-player roster, all teams must keep 3 reserves per week.
 - Reserves not allowed to be used during weekly matchups.
 - New reserves must be declared every new week
 - If no new reserves are declared, they carry over from the prior week.
 - **Reserve Swaps:**
 - Teams will now have a total of (3) active player/reserve player swaps during the course of a 1-week matchup.
 - The swaps can be used at any point during the matchup, for any reason (doesn't have to be injury related).
 - The switches are hard capped at (3) and cannot be more for any reason, so teams must strategize if/when they will utilize the swaps.

II. Playoffs

- 8 playoffs teams (4 division winners, 4 wild cards)
- Playoff rounds last 1 week (for 3 weeks)
- Seeding tiebreaker is H2H record; playoff matchup tiebreaker is higher seed
- No moves *during* playoffs by any team (*players waived/signed after 3/1 ineligible for playoffs*).
 - An exception to the rule is if the team has not utilized their IR spot after 3/1, they may utilize the Disabled Players Exception to add a free agent who will also be eligible for the playoffs.

8 Team Single Elimination



III. Drafting & Salaries

- Our rookie draft will be an annual non-snake draft, & will take place in the Slack app.
 - 1st round
 - 2nd round
 - Compensatory round (for buyout players, *ordered first*, & teams letting Larry Bird Right free agents walk in free agency, *ordered second*).

a. Rookie Scale Contracts

Pick	Year 1	Year 2	Year 3 (team option)	Year 4 (team option)	Year 5 (qualifying offer)	Cap Hold
1	\$4,753,000	\$4,966,800	\$5,180,700	\$6,532,862	\$8,492,721	\$5,703,600
2	\$4,252,600	\$4,444,000	\$4,635,300	\$5,849,748	\$7,633,921	\$5,103,120
3	\$3,818,900	\$3,990,700	\$4,162,600	\$5,261,526	\$6,903,122	\$4,582,680
4	\$3,443,100	\$3,598,100	\$3,753,000	\$4,747,545	\$6,262,011	\$4,131,720
5	\$3,117,900	\$3,258,200	\$3,398,600	\$4,306,026	\$5,709,790	\$3,741,480
6	\$2,831,900	\$2,959,300	\$3,086,800	\$3,914,062	\$5,221,359	\$3,398,280
7	\$2,585,200	\$2,701,500	\$2,817,900	\$3,578,733	\$4,795,502	\$3,102,240
8	\$2,368,300	\$2,474,900	\$2,581,500	\$3,283,668	\$4,426,384	\$2,841,960
9	\$2,177,100	\$2,275,000	\$2,373,000	\$3,023,202	\$4,096,438	\$2,612,520
10	\$2,068,100	\$2,161,200	\$2,254,200	\$2,874,105	\$3,914,531	\$2,481,720
11	\$1,964,800	\$2,053,200	\$2,141,600	\$2,841,903	\$3,890,565	\$2,357,760
12	\$1,866,500	\$1,950,500	\$2,034,500	\$2,803,541	\$3,857,672	\$2,239,800
13	\$1,773,200	\$1,853,000	\$1,932,800	\$2,761,971	\$3,819,806	\$2,127,840
14	\$1,684,600	\$1,760,400	\$1,836,200	\$2,719,412	\$3,782,702	\$2,021,520
15	\$1,600,200	\$1,672,200	\$1,744,200	\$2,673,858	\$3,738,054	\$1,920,240
16	\$1,520,300	\$1,588,700	\$1,657,100	\$2,541,991	\$3,571,497	\$1,824,360

Pick	Year 1 <i>Non-guaranteed 28-32</i>	Year 2 <i>Non-guaranteed 23-32</i>	Year 3 <i>Non-guaranteed 17-28</i>	Year 4 (qualifying offer)
17	\$1,444,200	\$1,509,200	\$1,574,200	\$2,417,971
18	\$1,372,000	\$1,433,800	\$1,495,500	\$2,300,079
19	\$1,310,300	\$1,369,200	\$1,428,200	\$2,199,428
20	\$1,257,800	\$1,314,400	\$1,371,000	\$2,114,082
21	\$1,207,500	\$1,261,800	\$1,316,200	\$2,096,706
22	\$1,159,300	\$1,211,400	\$1,263,600	\$2,078,622
23	\$1,112,900	\$1,163,000	\$1,213,100	
24	\$1,068,400	\$1,116,400	\$1,164,500	
25	\$1,025,700	\$1,071,800	\$1,118,000	
26	\$991,600	\$1,036,300	\$1,080,900	
27	\$963,000	\$1,006,400	\$1,049,700	
28	\$957,200	\$1,000,200		
29	\$950,200	\$992,900		
30	\$943,300	\$985,700		
31	\$935,000	\$977,000		
32 (+ buyouts)	\$930,000	\$962,000		
Bird Rights compens.	\$578,525	\$604,558		

b. Rookie Scale Qualifying Offers

- Drafted rookie eligible for a qualifying offer (green salary), yields 3 options:
 - **Decline:** Player becomes an *unrestricted* free agent.
 - **Accept:** Player becomes a *restricted* free agent by act of accepting or taking no action. Team has the ability to match any offer to the player, (max 3 days). If no other contract is offered, they play out the season on the QO, and cannot be offered an extension or traded.
 - The team matching any contract can exceed the \$95M soft cap to do so, just as teams can exceed the soft cap to offer the QO extension.
 - **Extend:** The player is offered his qualified extension (4 years max); the qualifying offer cap hold is removed and the extension (which can exceed the cap), begins the current season.
- Team options and qualifying offers in rookie scale contracts for the following season must be decided on in the first week of November.
- For instance for the 2022-2023 season, if you have a player on a rookie scale **team option** for the 2023-2024 season, it will need to be decided on in early November if that team option is accepted or declined.
 - If the team option is declined, that player's remaining contract will be voided and the player will become an expiring contract, and reach unrestricted free agency in the upcoming summer
- If you have a player on a rookie scale **qualifying offer** for the 2023-2024 season, it will need to be decided in early November of the prior season if the qualifying offer is accepted (restricted free agent), declined (unrestricted free agent), or extended.
- Team options in contracts that are not rookie scale contracts (given in free agency), will still be decided on in the summertime.

c. Rookie Scale Contracts

- 1st round picks will be given a cap hold, until they officially sign their Rookie Scale contracts.
- Teams have until 3 weeks after the rookie draft ends to officially sign their 1st round picks.
- Once signed, these 1st round picks cannot be traded until Dec. 15th.
 - 2nd round picks do not have cap holds, are signed to their rookie scale contracts as soon as they are drafted, and have no trade restrictions.

IV. G-League

- Designed exclusively for players that are drafted to an NBA affiliate, but can be stashed until further evaluation.
- This will prove convenient for teams that have signed or drafted players that either play very little or are temporarily sent overseas.
- Teams can have a maximum of 4 players in the G-League at one time, and a minimum of 0.

a. Eligibility

- 30 games played in the NBA, his eligibility will be re-evaluated:
 - After 30 GP, if a player has *not* averaged 15 minutes or more per game in any 1 past or current season, their G-League eligibility will be extended to 70 GP.
 - After 30 GP, if a player has averaged 15 minutes or more per game in any 1 past or current season, they will need to be recalled or released.
- 70 games played in the NBA, his eligibility will be re-evaluated:
 - After 70 GP, if a player has *not* averaged 15 minutes or more per game in any 1 past or current season, their G-League eligibility will be extended to 100 GP.
 - After 70 GP, if a player has averaged 15 minutes or more per game in any 1 past or current season, they will need to be recalled or released.
- 100 games played in the NBA, the player must now be recalled or released regardless of minutes.
- If the player is released rather than recalled, the player will go on waivers (via Slack), for 24 hours, where other teams will have a chance to claim the player's entire current contract.
 - If the player is claimed, the team who waived them is freed from all contractual obligations.
 - If the player is unclaimed, the player will become an unrestricted free agent, available for a vet minimum claim, (will go to the Free Agent Auction during the off-season).
 - In this scenario, the team who waived them is responsible for the penalties incurred if any part of the contract is guaranteed, (*see c. Dead Money Penalties under V. Salary Cap Rules*).
- Players surpassing any G-League eligibility threshold must be recalled or released within 24 hours of the final game being played, or the player in question will be released.
- Any rookie drafted in the top 12 is *ineligible* to be sent down to the G-League.
- A team can send a qualified player to the G-League anytime between the end of the rookie draft and 2 weeks before the beginning of the season.
 - This excludes our Free Agent Auction period, where all rosters are locked from releasing or demoting players.
 - Qualified players signed during the Free Agent Auction may be sent to the G-League, but not until the Free Agent Auction period has ended.
 - Non-guaranteed vet. minimum contracts will not be eligible to be sent to the G-League if the value of the contract is between \$1M - \$2.5M (max).

- If the contract is 999k or less, they will be eligible to send to the G-League
- Once a player is sent to the G-League, they must remain there until either 2/1 of every season, or if they surpass their rookie eligibility limits.
 - On 2/1 teams will have an opportunity to recall any player from the G-League to their main roster.
 - If recalled, the player must remain on the main roster until season's end, at which time they can be sent back to the G-League, if still under the G-League eligibility threshold.
- Any player added from free agency during the season cannot be sent to the G-League until the next off-season.
- A player added from free agency during the season cannot be sent down to the G-League during the season, but can during the off-season assuming the player remains under contract, either by a cap hold (that will need to be resolved before he can be sent down) or the player was extended.
- A player can remain in the G-League indefinitely, unless they eclipse any G-League eligibility threshold (see above).
- G-League contracts are frozen.
 - Only when the player is recalled to the main roster for good, does the clock begin on his contract.
- G-League contracts do not count against the main roster salary cap until recalled.
- Players who surpass their G-League eligibility during the BRC-NBA playoffs can remain in the G-League until the off-season, or may be called up for the main roster, at the owner's discretion.

b. Waiving a G-League Player

- Waiving a player from the G-League will carry a lighter penalty, than waiving a player from the main roster.
- Waiving a player from the G-League will incur a penalty of 50% dead money in any guaranteed, team option or QO year in the contract.
 - Non-guaranteed contract years are not penalized
- No additional years of penalty will be imposed, only for the length of the contract.
- The only stipulation is that, to qualify for these lesser dead money penalties, the player in question must never have been on the team's main roster during the regular season
- If a player is waived from the G-League, and **claimed** by another team, they will retain their old contract, in both length and value, (in-season only).

c. G-League Player Movement

- The following changes are being made to G-League movement:
 - Teams may now recall G-Leaguers in the offseason, regardless of whether or not they have reached eligibility or not, however doing so disqualifies them from ever being G-League eligible again.
 - Feb. 1st will remain the lone day during the regular season where teams can choose to promote a player from the G-League regardless of their eligibility status.
 - These players **are** eligible to be sent back to the G-League in the offseason if still eligible.

V. Salary Cap Rules

- All teams will adhere to a soft cap of \$95,000,000.
 - The commissioner reserves the right to raise the soft cap every new season if necessary.
- This cap is a threshold under which you can sign free agents, trade, or draft without penalty.
- If a team exceeds the soft cap, they will be charged a luxury tax.
 - Luxury tax is calculated 2 weeks before the first game of every season
 - Luxury tax is added to the team's entry fee.
 - See [Luxury Tax Calculator](#) link for formula.
 - See [Luxury Tax Reform](#) link for complete explanation of reformed tax system, being rolled out methodically from 2021-2023
- The cap is soft because you are able to exceed the cap number under these exceptions:
 - **Bird Rights Players:**
 - A player gains Bird Rights by spending 3 uninterrupted years with a single team.
 - A player must have 5 years NBA experience to qualify for Bird Rights.
 - Bird Rights can be transferred to another team via trade, or if a player is amnesty, stretched or claimed off waivers.
 - If a player's contract expires and becomes an unrestricted free agent or is amnesty/stretched but not claimed off waivers, his Bird Rights reset to zero.
 - **Early Bird Rights Players:**
 - A player gains Early Bird Rights by spending parts of the past 2 seasons on your roster, however they must have spent the most recent season with the team in its entirety.
 - Early Bird Rights cannot be transferred to another team via the amnesty or stretch.
 - If a player that has acquired Early Bird Rights, and is traded, they lose them.
 - **Non-Bird Rights Players:**
 - Players who were on a team for no more than one season.
 - May include a player on a 1-year free agent deal, but excludes One Year Reduced Contract players.
 - The player cannot acquire Non-Bird Rights if he changes teams during the season, whether by free agency or trade.

a. Exception Contracts

- New exception contracts will begin in perpetuity beginning in the 21-22 offseason.
- These contracts can be used for Free Agent Auction signings, players that are released via the amnesty or stretch provision, any player who's Larry Bird or Early Bird Rights are renounced after the Free Agent Auction, buyout players, or free agent additions during the season, if available (must be full value of the exception contract in question).

- This shift in exception contracts, and who is eligible for them, will be solely decided by luxury taxpayers and whether you are over the \$95M soft cap, or not.
 - Owners that avoid the luxury tax and who do not exceed the \$95M soft cap, will be rewarded with more valuable exception contracts to utilize.
- For all five exception contracts, the \$ per year may vary based on the bidding amount, but the years may not vary.
- All exception contracts given during the Free Agent Auction can only be fully guaranteed, (no team options or non-guaranteed years).
- **Economic Exception (EE):**
 - Teams are eligible for this exception if you:
 - Were not taxpayers in the prior season.
 - Are currently under the \$95M soft cap.
 - Contract is worth 4 years, \$6M per year
- **Soft Cap Exception Tier 1 (SCE1):**
 - Teams are eligible for this exception if you:
 - Were not taxpayers in the prior season.
 - Are currently between \$95M - \$114.99M in the salary cap range.
 - Contract is worth 4 years, starting base salary: \$5M
- **Soft Cap Exception Tier 2 (SCE2):**
 - Teams are eligible for this exception if you:
 - Were not taxpayers in the prior season.
 - Are currently above \$115M soft cap
 - Contract is worth 4 years, starting base salary: \$4M
- **Recovery Exception (RE):**
 - Teams are eligible for this exception if you:
 - Were either a basic or repeat taxpayer in the prior season.
 - Are currently under the \$95M soft cap.
 - Contract is worth 3 years, starting base salary: \$3.5M
- **Punitive Taxpayer Exception (PTE):**
 - Teams are eligible for this exception if you:
 - Were either a basic or repeat taxpayer in the prior season.
 - Are currently over the \$95M soft cap.
 - Contract is worth 2 years, starting base salary: \$2.5M
- **Veteran Minimum Salary Exception (Non-guaranteed):**
 - Teams may sign vet. min. contracts regardless of cap situation.
 - The exception contracts may be used only once while the contract is still on the books.
- Teams may exceed the cap to sign their rookie draft picks to their rookie scale contracts.
- Each exception, aside from the vet. min., counts against your luxury cap, however you may exceed the cap to sign them.
- Each exception, aside from the vet. min., must be offered the full amount of years but the money per year may vary.

b. Roster Relief Options

- **Amnesty Provision:** *One time, per team, over the span of 3 years.*

- This provides franchises a means of escaping a contractual obligation to a rostered player, with less or no salary obligation.
 - Teams have 24 hours to claim the amnestied player off waivers.
 - If he's claimed, the team claiming him owes the player his entire guaranteed salary, including his Bird Rights.
 - The team who waived the player would then be responsible for 50% of every year of the contract and 33% of TO or QO years.
 - If the player is unclaimed by all 15 teams after 24 hours, he will immediately become a Bid Player, and go through the free agent bidding process until a contract is agreed upon.
 - Once unclaimed, all monetary ties between the amnestied player and team that released him are severed completely.
 - If no contract is offered after 24 hours, the player will become an unrestricted free agent.
 - In the off-season, the bidding and waiver periods are omitted and the player becomes available in the summer Free Agent Auction.
 - If a contract is agreed upon, the player will earn the length of his contract based on his prior player rating finish, (*see a. Free Agent Auction (FAA), under VII. Free Agency*).
 - This contract may include a team option
 - Players may be amnestied any time from opening day until 3 days before the playoffs.
 - Any player amnestied after March 1st is not eligible for a playoff roster.
 - If a team makes the first and only claim within the last fifteen minutes prior to the deadline of a 24-hour waiver period of an amnestied or stretched player, the deadline shall extend fifteen minutes from the time the claim is put in.
 - **Example:** Player A is amnestied and on 24-hour waivers from 11/1 at 11:59 pm to 11/2 at 11:59 pm. If the first claim on Player A takes place at 11:55p, the deadline shall extend to 12:10 am.
 - If the first claim for Player A (by any team) comes in prior to 11:44 pm, the 11:59 pm deadline stands regardless of any other claims that come in.
 - This will prevent teams from simply waiting until the last second to put in a claim, hence giving an advantage to teams with lower priority order.
 - If a player is amnestied and *claimed*, that player cannot be amnestied again by the team that claimed them.
 - See [Amnesty/Stretch Provisions](#) for details/history.
- **Concession Provision:** *One time, per team, over the span of 4 years.*
 - This provision will allow teams to alleviate a player's salary from their cap, with attached repercussions for doing so.
 - Teams can choose to either a) forfeit a draft pick or b) pay \$20 added onto their entry fee for the following season.
 - The draft pick forfeited will be a 1st round pick in the upcoming BRC-NBA rookie draft.
 - If the owner has multiple 1st round picks in the upcoming draft, they will choose which 1st round pick they will forfeit.
 - If the owner has no 1st round picks in the upcoming draft, they will forfeit a 2nd round pick
 - If the owner has multiple 2nd round picks in the upcoming draft, they will forfeit their highest pick (post-lottery only).

- Once the Concession Provision is approved, the player is waived from the roster, however dead money is applied to the team's roster, based on the player's salary and the time of year the provision is utilized:
 - If the Concession Provision is used *during* the BRC fantasy season, a dead money penalty of 10% of the player's *entire* salary will be applied to the team's cap for the current season, and half that salary figure for the following season.
 - E.g., if Player A has a \$30M salary (full value of the contract), and is waived during the season, his dead money penalty would be \$3M for the current season, and \$1.5M for the following season.
 - If the Concession Provision is used in the offseason, a dead money penalty of 15% of the player's *entire* salary will be applied to the team's cap for the upcoming season only.
 - E.g., if Player A has a \$30M salary, (full value of the contract), and is waived during the offseason, his dead money penalty would be \$4.5M for the current season only.
 - The Concession Provision can only be used on players with 1 or 2 guaranteed years remaining on their contract.
 - 2 years guaranteed + a team option will be allowed.
 - The Concession Provision will be allowed to be used once every four seasons.
 - The Concession Provision cannot be used on a player still in their Rookie Scale Contract.
 - Once released, the player will be up for bid (first 24 hours), and then waivers (second 24 hours), (in-season), or will become a UFA available in the Free Agent Auction (offseason).
- **Player Buyouts:** *One time, per team, every season.*
 - See [Buyout Walkthrough](#) for full explanation.
 - See [Buyout Channel](#) document for bidding room.

c. Injury Relief Options

- **Disabled Player Exception:**
 - This exception allows a team to replace a disabled player who will be out for the remainder of that season.
 - The team can acquire a player via trade to replace the disabled player.
 - The DPE acts the same as a trade exception would to balance salary.
 - The team may use the DPE as a trade exception worth 50% of the player's current season salary, (or \$5M max), and it expires by end of season.
 - The team may sign a free agent or claim a free agent for one season only, for 50% max of the disabled player's salary.
 - This exception is granted on a season-by-season basis -- if the player will also be out the following season, the team needs to apply for this exception again the following season.
 - Players approved for the DPE and placed on the IR cannot be traded that year.
 - The disabled player's salary still applies to the cap; a replacement free agent doesn't.
 - The DPE cannot be used on a player until they've been rostered for 21 days.
 - **Expanded IR Use:**
 - Players will now be eligible to be put on the IR, even if they do not have a season-ending injury.

- Placing a player on the IR without him being eligible for the Disabled Player Exception will result in the following ramifications:
 - The player will not be eligible to return for the remainder of the season, even if they come back from the injury in real life.
 - The team placing the player on the IR will not be able to collect the Disabled Player Exception associated with placing a player on the IR.
- **Salary Exclusion Exception:**
 - This is an injury exception whereby a salary is excluded from team salary due to either death or retirement.
 - A player must officially retire from basketball for this exception to take effect.
 - A player who has simply not found a new NBA team or has signed a contract to play overseas, will not qualify.
 - If approved, the player's remaining contract will be completely removed from the cap.

d. Dead Money Penalties

- Guaranteed contracts that are released to free agency without the use of a roster relief option will result in dead money penalties under the following guidelines:
 - Dead money penalties will only count as dead money in the years equal to the length of the contract of the player being released, + 1 penalty season.
 - Example: If a player on a 3-year guaranteed contract is released, the dead money will count on the cap for the next *four* seasons.
 - Contracts (annual value) under \$1.5M total will *not* be penalized the extra season.
 - Dead money penalties will be reduced to the following brackets:

Salary Bracket (Per Year)	% of Dead Money Year 1	% of Dead Money Year 2+
\$1 - \$1,500,000	100%	-
\$1,500,001 - \$5,499,999	100%	75%
\$5,500,000 - \$9,999,999	70%	60%
\$10,000,000 - \$14,999,999	60%	55%
\$15,000,000 - \$19,999,999	60%	50%
\$20,000,000 and above	50%	

- Team option + QO years in the release of contracts turn guaranteed; non-guaranteed years come off the books.
- Players who are waived during the season will not retain the value of their old contract if claimed, meaning if a player is waived from the main roster, their contract is automatically reset to the in-season vet. minimum salaries (see [Free Agency](#) document for values), whether claimed or unclaimed.
- 1st round draft picks who were drafted, but have yet to sign their Rookie Scale Contract, if waived, will have their entire 5 year contract count against the cap as dead money.
- If unclaimed, the player will then reset to a vet. minimum contract and be available for the league to add as a 10-day contract.
- Players waived after March 1 are not eligible to be on any team's playoff roster.

VI. *Trading*

- All trades are allowed at the discretion of the commissioner and the salary cap.
 - The Commissioner reserves the right to keep a trade pending if it is being reviewed or simply has not yet been reviewed.
- Trading restrictions are directly related to your team's relationship with the cap and the luxury tax, outlined by the following:

a. Salary Cap Trading Restrictions

- **Non-Luxury Taxpayers (\$95M - \$114.99M)** from the previous season that are currently in the stated soft cap range, (or will fall in that range as a result of a trade), can acquire up to the lesser of 150% + \$100,000 or 100% + \$5M of the salaries they trade away.
- **Luxury Taxpayers (\$95M - \$114.99M)** that are currently in the stated soft cap range, (or will fall in that range as a result of a trade), can only acquire up to 115% + \$100,000 of the salary they trade away.
- **Second Tier Taxpayers (\$115M - \$124.99M)** that are currently in the stated soft cap range, (or will fall in that range as a result of a trade), regardless of salary coming or going, can only acquire up to \$500,000 more than the salary they trade away.
- **Ultimate Taxpayers (\$125M+)** that are currently in the stated soft cap range, (or will fall in that range as a result of a trade), regardless of salary coming or going, can only acquire up to \$250,000 more than the salary they trade away.
- **Teams below the \$95M Soft Cap** may trade freely, as long as they stay below the salary cap after the trade is complete. If the team would end up more than \$100,000 above the salary cap after the trade, they can only acquire up to 125% + \$100,000 of the salary they trade away.

b. 3-Team Trading Restrictions

- Teams with a total team salary of \$105M or above can no longer benefit from bridging a 3-team trade.
- This means if your total team salary is \$105M or above, you cannot acquire a player using a 3rd team as a conduit, unless you are able to acquire that player legally within the standard 2-team trading rules.
 - So if you are over the \$105M cutoff, and are trying to acquire a player worth \$20M, you must be able to make up enough salary from your team alone to acquire that player. You cannot use a salary from a 3rd team to add together and make the math work that way.

c. General Trading Restrictions

- No free agent signed in the off-season can be traded until December 15th of that year, a rule that prevents teams from signing free agents with the intent of using them strictly as trade fodder.
- **Wiggins/Love Rule:**
 - 1st round picks may be traded, however it can only be in the period between the end of the rookie draft and the official Rookie Signing Deadline (two weeks before the start of the season).
 - After the official Rookie Signing Deadline, 1st round draft picks will be held to the same trading restrictions as free agent signees, (cannot be traded until December 15th).
 - 2nd round picks may be traded anytime.
 - Teams may come to trade agreements in principle during the draft, and even make selections for other teams, but it cannot be officially completed until after the draft.
 - Traded players may *not* return to their original team for 60 days or 30 games, whichever comes first, whether by free agency or tradeback.
- One trade cannot be split into two, between the same two teams, to circumvent the salary cap.
 - Two trades made between the same teams within a short period may be consolidated into one, at the discretion of the commissioner.
- Players being acquired in a trade may be waived as part of the trade agreement, therefore never occupying space on your roster, or replacing a player that would otherwise need to be released.
 - Teams acquiring, then subsequently waiving player(s) in such a scenario will still be responsible for any dead money penalties, if applicable.
- Players cannot be traded for a minimum period of 6 calendar months to the day following an extension agreement.

d. Trade Exceptions

- A team can create a trade exception when it sends out a player's salary in a trade without taking back the same total salary in return.
 - BOS trades a \$7M player to ATL for a \$5M player.
 - BOS receives a \$2M trade exception.
- Trade exceptions can only be acquired in 1-for-1 trades.
- Trade exceptions expire after one year to the date of the trade in which they were acquired.
- Trade exceptions can be used to balance salaries in trades where they are receiving more salary than they are trading away:
 - BOS is over the cap, but wants to trade a \$3M player to NY for a \$5M player.
 - BOS can use their \$2M trade exception to balance the salaries and make the trade allowable
 - \$3M player + \$2M trade exception = \$5M total
- Trade exceptions can be split into different trades, they do not have to be used in full in one deal.
- Trade exceptions are particularly useful when teams trade draft picks directly for a player.
 - Since draft picks have no salary value, often the only way to get salaries to match is to use a trade exception, which allows trades to be made despite unbalanced salaries.
- Teams *cannot* use trade exceptions to sign free agents.
- They can be used only to acquire existing contracts from other teams.
- Trade exceptions can be no larger than \$5M.

e. Draft Pick Trading & Restrictions

- As a default, teams possess 8 years worth of draft picks, broken down into 4 blocks, one 1st round pick and one 2 round pick in each year:
 - **Block 1:** current season and next season
 - **Block 2:** three years out and four years out
 - **Block 3:** five years out and six years out
 - **Block 4:** seven years out and eight years out
- Teams must possess a minimum of three (3) 1st round draft picks at all times
- Teams must possess a minimum of one (1) 1st round draft pick in each block (every two years counts as one block).
- Teams cannot be without 1st round picks in back-to-back years.
 - Teams that cannot or do not satisfy both of these restrictions at the insession of this rule, may not trade any 1st round draft picks.
 - If the team in question makes a trade that afterwards satisfies both of these restrictions, they may make a trade involving 1st round picks.
- Teams with the minimum (3) three 1st round picks or less, cannot make any trade involving 1st round picks where they receive a lower valued 1st round pick in the trade.
- The Value Tier of 1st round pick is loosely as follows:
 - 1st round pick (current season) > 1st round pick (future season)
 - 1st round pick (unprotected) > 1st round pick (protected)
 - 1st round pick (unprotected) > 1st round pick (lesser pick swap)
 - 1st round pick (swap rights) > 1st round pick (heavy protections)
 - 1st round pick (light protections) > 1st round pick (heavy protections)
 - 1st round pick (unprotected) > *multiple* 1st round picks (protected or pick swaps).
- Any discrepancy in the tier is legislated and decided on by the commissioner.
- Restrictions apply to future picks only; once the offseason rolls over, picks in the current draft are excluded from the restrictions.
- There are no restrictions on 2nd round picks.

f. Pick Protections

- Teams can trade draft picks that have certain protections on them, meaning if the protections come to fruition, the draft pick will be conveyed back to the original team.
 - **Example:** Knicks trade 1st round pick (top 3 protected) to the Lakers. If the draft pick falls in the top 3, it conveys back to the Knicks.
- Teams may add conditions to other draft picks that will only come to fruition if protections take hold, and they do not receive the originally intended draft pick.
 - **Example:** Knicks trade 1st round pick (top 3 protected) to the Lakers.
 - The condition is agreed upon if the 1st round pick lands in the top 3, and conveys back to the Knicks, the Lakers will receive two 2nd round picks instead.
- Picks that are traded with protections applied to them cannot be removed or altered, however, further protections or swaps can be added onto a draft pick if it is traded again, as long as it doesn't interfere with the original protections or swaps.

g. Pick Swaps

- Teams may trade the right to swap picks, the “higher swap,” describing the team receiving the choice to swap picks, and the “lower swap,” describing the team that is at the mercy of the pick swap if the other team so chooses.
- Picks that are traded with swaps applied to them cannot be removed or altered, however, further protections or swaps can be added onto a draft pick if it is traded again, as long as it doesn’t interfere with the original protections or swaps.

h. Buying a Draft Pick

- Teams are able to purchase 2nd round draft picks for real cash.
- Owners will be able to negotiate a price for the pick.
- These cash considerations can also be packaged together with other 2nd round picks or players to purchase said 2nd round pick.
 - What price you sell a draft pick for, will be deducted from your entry fee, and added to the team who purchases the pick from you.
- Buying draft picks only relates to 2nd round picks; 1st round picks are not for sale.
- Teams can buy and sell unlimited 2nd round picks
- Draft picks can only be bought for the current rookie draft (between start of offseason to end of draft).

i. Trading Injured Players

- All players can be traded, unless they have officially been ruled out due to a career-ending injury, retirement, or death.
 - Players being traded who have been ruled out for the season will be allowed, but will incur a dead money penalty:

Salary Range	Dead Money Penalty	Years
\$500,000 - \$4,999,999	\$750,000	2
\$5,000,000 - \$9,999,999	\$1,250,000	2
\$10,000,000 - \$14,999,999	\$1,750,000	2
\$15,000,000 - \$19,999,999	\$2,250,000	2
\$20,000,000 - \$24,999,999	\$2,500,000	2
\$25,000,000 - \$29,999,999	\$1,750,000	3
\$30,000,000 and above	\$1,850,000	3

VII. Free Agency

- In-season free agency:
 - Players can be added from free agency for two consecutive 10 day contracts.
 - 10 day contracts must be kept the entire ten days before extending or releasing.
 - Teams may forgo 10 day contracts altogether and sign free agents to extensions.
 - In-season free agents may be offered an extension, but only after:
 - a) surpassing at least 30 games played from the beginning of that season.
 - b) falling between Jan 1st - Feb 1st.
 - 10 day contracts begin as non-guaranteed, but if they are kept for two consecutive 10 day contracts, they must be signed for the season and the salary then becomes guaranteed.
 - Exception contracts (if available), can be used on in-season free agent additions.
 - This must be announced at the time of the signing.
 - The contract must be the entire length of its specific exception and full value.
 - If no announcement is made at the time of an in-season free agent addition, it is automatically classified as a standard 10-day contract.
 - In this case, the free agent will be given the exception's full years and money.

In-Season Free Agent 10-Day Contract Salaries	
Current Player Rater	Starting Salary <i>non-guaranteed</i>
1-10	\$4,019,249
11-19	\$3,669,821
20-35	\$3,199,436
36-50	\$2,755,837
51-75	\$2,449,022
76-100	\$2,155,635
101-125	\$1,933,433
126-150	\$1,800,000
151-200	\$1,734,630
201-250	\$1,623,523
251 and above	\$1,499,798

a. Free Agent Auction (FAA)

- The off-season Free Agent Auction aka the FAA, will take place every summer in mid-late August.
- Players cannot be amnestied or stretched between 3 days before the rookie draft and end of free agency bidding period.
- Rostered players cannot be released during the FAA.
- The FAA will take place in the Slack in the brc-faauction channel.
- During the FAA, teams in order from last to first based on the previous season's standings, will declare 1 player at a time to put up for bid.
- Players whose contracts expired in the off-season, as well as all undrafted rookies, declined QO players, and free agents that carry over from the previous season will be *unrestricted* free agents.
- Accepted QO players will be *restricted* free agents.
 - The deadline to decide whether or not to accept or decline a team option is July 31st every off-season.
- Players must have their options settled before being traded in the off-season.
- A free agent minimum contract offer will be determined by an individual player's ESPN rank from the previous season:

Player Rater Finish Prior Season	Minimum Offer % of Previous Year's Salary
1-10	125% (or max)
11-20	100% (or max)
21-30	90%
31-50	75%
51-75	60%
76-100	50%
101-130	40%
131 and above	Any Starting Salary (min. 500k)

- A caveat to the system is if a free agent player misses 30 games or more due to injury the season before their free agency, their minimum offer is automatically classified to the difference between their final year of the contract when injured, and \$2,000,000, and a 1-year contract.
- A free agent's contract length will also be determined by an individual player's ESPN rank from the previous season:

Player Rater Finish Prior Season	Minimum Offer Range of Years
1-25	4 years (Non-Bird) 5 years (Bird)
26-75	MIN. 3 years, MAX. 4 years
76-125	MIN. 2 years, MAX. 3 years
126 - 199	MIN. 1 years, MAX. 2 years
200 and above	1 year, non-guaranteed

- 30 games or more missed the season before their free agency, their minimum salary is automatically classified to the difference between their final year of the contract when injured and \$2,000,000, and a 1-year guaranteed contract.
- If they've never played an NBA season without missing 30 or more games, the contract length is automatically 1-year, non-guaranteed vet. min.
- If the player was not owned at the end of the prior season and ranks outside the top 200, it resorts to the vet. minimum salary and 1-year non-guaranteed contract of \$500,000.

Off-season Free Agent Vet. Minimum Contracts

Years in NBA	Vet. Minimum Salary
0	\$500,000
1	\$845,059
2	\$947,276
3	\$981,348
4	\$1,515,421
5	\$1,600,602
6	\$1,885,784
7	\$2,270,964
8	\$2,556,146
9	\$2,862,897
10+	\$3,199,187

- The Free Agent Auction will begin with the first person in the nomination order putting a free agent up for bid.
 - You may always pass when it is your turn to nominate.
 - Do not declare a player at a certain contract price unless you're willing to pay that salary and years earned.
 - If no one else bids up the player, you'll be rewarded the player at the contract price you declared.
 - You cannot declare a guaranteed salary that doesn't fit under your current soft cap, without the use of an exception, (see *V. Salary Cap Rules*). cannot start at less than \$500,000
 - Bid can be any size, however miniscule increases such as a few dollars are discouraged.
- The player will remain up for a bid until a starting salary is agreed upon.
- If a player earns Bird Rights or Early Bird Rights with a team, but becomes a free agent, that team still has an advantage in free agency.
 - **Other teams can offer a Non-Bird Rights max of 4 years/4.5% increase per year.**
 - **The team with the player's Early Bird Rights can offer 4 years/7.5% increase per year.**
 - **The team with the player's Bird Rights can offer 5 years/7.5% increase per year.**
 - Teams offering a Non-Bird Rights contract who are bidding against teams with a player's Early Bird or Bird Rights are at a disadvantage.
 - Teams offering a Non-Bird Rights contract to a Bird Rights player must outbid the Bird Rights offer to win the player.
 - For bids of equal amounts, the tiebreaker always goes to the team with the player's Bird Rights.
- **Larry Bird Rights Free Agent Auction Advantage:**
 - If a player earns full Larry Bird Rights with a team, but becomes a free agent, that team still has the advantage to match any bids in free agency.
 - For bids of equal amounts, the tiebreaker always goes to the team with the player's Bird Rights.
 - *Early Bird Rights no longer maintains the same advantage of matching bids.*
 - A team with an Early Bird Rights free agent must outbid their opponent to retain the player..
 - However, one advantage does remain, that if the team with the player's Early Bird Rights does win the bid to retain the player, they can exceed the cap or further exceed the cap to re-sign the player; a standard bid for the player cannot.
- **Compensatory Picks for Losing a Bird Rights Free Agent:**

- Teams will now receive a compensatory draft pick if a Bird Rights free agent is signed away from their team during the Free Agent Auction.
 - This does not apply to Early Bird Rights or Non-Bird Rights free agents
- The compensatory pick will fall *after* any buyout compensatory pick, unofficially tabbed as the 3rd round of our BRC-NBA Draft.
- The compensatory pick will be in the draft year *after* the free agent leaves.
 - For example, if you own Michael Jordan's Bird Rights during this summer 2022 Free Agent Auction, and another team signs him away from your team, you will receive a compensatory pick for the 2023 BRC-NBA Draft.
- If more than one team receives a compensatory pick for allowing a Bird Rights free agent to walk during the Free Agent Auction, the picks will be ordered based on standings finish for that season.
 - Contract values for these picks will be the same as buyout compensatory picks.
- Players with non-guaranteed contracts can be offered a max of \$2.5M
- If you are offering a player a contract for anything other than a standard guaranteed contract, you must declare as such attached to your bid.
- Alternate types of contracts that must be declared beside a standard guaranteed contract include:
 - **EE**: economic exception
 - **SCE1**: soft cap exception, tier 1
 - **SCE2**: soft cap exception, tier 2
 - **RE**: recovery exception
 - **PTE**: punitive taxpayer exception
 - **MYO**: multi-year override (see below)
 - **Non-guaranteed**: non-guaranteed vet. minimum contract (only if they qualify)
 - If a team bids on a non-guaranteed player with guaranteed money, the player is now a guaranteed contract bid, and teams bidding only non-guaranteed money are now out of the bidding.
 - If there are any tying bids (possible if two teams both offer a max exception contract), the winning bid defers to the player higher in the nomination order.
- **Multi-Year Override (c)**:
 - During the Free Agent Auction, teams may choose to preemptively offer free agents a multi-year contract.
 - In this scenario, if a player is up for bid, and a team attaches an MYO next to their bid, their bid supersedes a bid of the same amount by another team that does not contain an MYO.
 - Attaching an MYO to a bid means you forfeit the ability to offer that player a One-Year Reduced Contract.
 - Attaching an MYO to your bid means you agree to sign the player to a multi-year deal, of varying degrees based on that player's free agent years earned, (see [Free Agent Class](#) document for individual player's minimum years earned):

Free Agent Years Earned	MYO Years
1 (non-guaranteed)	1 + 1 guaranteed
1	2
1-2	2
2-3	3
3-4	4
4	4

- MYO's do not override a Bird Rights bid.
- MYO's must be stated at the time of the bid to impose the override.
- MYO contracts are fully guaranteed, (no team options or non-guaranteed years).
- Since exception contracts are guaranteed multiple years, they can count as an MYO bid.
- MYO bids can still be outweighed by a non-MYO bid if the total contract salary does not equate to a better deal for the player
 - For example, the player up for bid is Carmelo Anthony who has earned a 1-2 contract in free agency, (2 MYO years).
 - Punks bids \$5M (standard bid), Sopranos bids \$2M (MYO)
 - In this scenario, Sopranos' bid, although an MYO, does not trump the standard bid, because the total value of the MYO bid (\$2M over 2 guaranteed seasons), is only \$4M, while the standard bid of \$5M, even if offered only a 1-year deal, is still the higher valued contract.
- For the MYO bid to overtake the standard bid, the value of the MYO offer must be *equal to, or greater* than the standard bid.
 - For example, the player up for bid is Carmelo Anthony who has earned a 1-2 contract in free agency, (2 MYO years).
 - Punks bids \$5M (standard bid), Sopranos bids \$3M (MYO)
 - In this scenario, Sopranos' bid *does* trump the standard bid, because the total value of the MYO bid (\$3M over 2 guaranteed seasons), is \$6M guaranteed, while the standard bid of \$5M is not guaranteeing the 2nd year therefore the player is essence choosing the guarantee of the long-term deal and guaranteed salary for two seasons.
- Players are up for bid until the bidding comes to a decisive halt, at which time the commissioner will declare; going once, going twice, sold.
- The free agent period will end when no team can or will nominate any player.
- Once a contract is agreed upon, the team owner then decides its structure:
 - **Contract Length:**
 - 4 years max for Non-Bird or Early Bird
 - 5 years max for Bird
 - **Front-loaded:**
 - Front-loaded contracts are not monetarily equal to back-loaded contracts.
 - Front loaded extensions and contracts full contract worth will be slightly higher than backloaded, much like the format used in the NBA.
 - Teams can offer an unlimited number of front-loaded contracts.
 - Front loaded extensions are not available for 1 year extensions.

Backloaded		Frontloaded	
Salary Per Year	Salary Per Year	Contract Options	Contract Options
Year 1 \$28,897,955	Year 1 \$39,788,689		
Year 2 \$31,065,302	Year 2 \$37,520,734		
Year 3 \$33,395,199	Year 3 \$35,382,052		
Year 4 \$35,899,839	Year 4 \$33,365,275		
Year 5 \$38,592,327	Year 5 \$31,463,455	5-yr, \$167,850,623	5-yr, \$177,520,206

Back-loaded:

- The base offer is the first year of the deal. The largest salary figure is in the final year of the contract; increases over the length of the contract.
- Teams can offer an unlimited number of front-loaded contracts.

- **Base Contract:**
 - Even money in all years.
 - The player must be making less than \$12,000,000 annually.
 - Only one allowed per off-season
- **Team Option:**
 - The final year of a contract can be designated as a team option, which means when the player reaches it, the team can decide whether to accept it and keep the player, or decline it and send the player to free agency.
 - A team option can only be the final year of a contract.
 - Team option cannot be offered to an Early Bird or Larry Bird free agent from the team who own their rights entering the auction, but can be offered by another team if they sign them away
 - Only one allowed per off-season.
- **Non-guaranteed Years:**
 - If the contract is under \$1M in any year of a multi-year deal, you may choose to make one year non-guaranteed.
 - If the contract is more than two years, the non-guaranteed year must either be the first or last year.
- **One Year Reduced Contract:**
 - Teams may choose to offer one player a 1-year contract, regardless of the length they have earned based on their Player Rater finish.
 - If this option is chosen for any of their free agent acquisitions, they waive their right to both the **base contract** and the **team option**.
 - One Year Reduced Contracts cannot be offered to Early Bird Rights free agents, Larry Bird Rights free agents or players with exception contracts.
 - Teams offering this One Year Reduced Contract means they cannot offer the player an extension during the season.
 - Any player offered the One Year Reduced Contract means they automatically become an unrestricted free agent the following off-season.
- Teams deciding the length and structure of their free agent contract, may choose to sign their free agent signees first, and rookie/exception contracts last, since they are able to go over the cap to do so with the latter.
- During the FAA, Rookie Scale Contracts or Rookie Cap Holds will count toward salary cap.
- During the FAA, vet. minimum & exception contracts will not count toward your cap, as their salaries can be deferred the negotiation period, and signed last to exceed the cap if applicable.
 - Once officially signed, an exception contract does count toward the soft cap, as well as your luxury cap, however you may exceed the cap to sign it.
 - Once they are officially signed, vet. minimum contracts count toward the soft cap, but not your luxury cap.
- Once non-guaranteed contracts become guaranteed on March 1st, they will count toward both your soft cap & luxury cap.
- After the Free Agent Auction is over, the remaining players will go on waivers, with the champion from the previous season receiving first priority, runner-up second priority, etc.
- Players on waivers will clear after two days.
 - Any team can put in a waiver claim, regardless of cap situation.

- Any of these remaining free agents *claimed* off of waivers will receive their assigned off-season free agent vet. minimum contract, non-guaranteed for 1 year.
- After waiver clears, the remaining unsigned players are unrestricted free agents and can be added via free agency as well for their assigned off-season free agent vet. minimum contract, non-guaranteed for 1 year, for the remainder of the off-season.
 - Once the season starts, free agents can only sign 10 day contracts.
- A rostered player may be released without adding another player immediately.
- Players added from free agency must spend at least 21 days on a roster to be eligible for trade.
- In-season free agent acquisitions cannot be signed to an extension until Jan. 1st and not until 30 games have been played that season by the player, (*better of prior two Player Raters*).

VIII. *Player Extensions*

- Teams cannot extend a rostered player with more than two years remaining on their contract.
 - **Team options** and **non-guaranteed** count as years remaining on the contract:
 - 1 yr remaining + 1 yr team option is eligible for extension
 - 1 yr remaining + 1 yr non-guaranteed is eligible for extension
 - 2 yrs remaining + 1 yr team option or more is *not* eligible for an extension.
- If a team is in the current luxury tax, but wants to extend a non-bird player, they will be able to do so, as long as the first year in the extension contract they are *under* the soft cap.
- Players with **qualifying offers** in their contract, must reach that year to be extended.
- If you choose to extend on top of a team option, the team option becomes immediately guaranteed, and the extension begins after the team option season.
- For future total cap figures, team option years do *not* count as guaranteed money toward the total cap number.
- A player cannot sign an extension until Dec. 15 of every midseason
- A player cannot sign an extension until he's played at least 30 games, from the beginning of the season or Dec. 15, whichever comes first.
 - Players who have not played at least 15 games by Dec. 15 will have their extensions based off of their past two eligible player raters.
- All extensions may be only front-loaded or back-loaded (no base contracts).
- All player extensions are determined by the following:
 - [Season Awards](#)
 - [Point Systems Explained](#)
- For Point System purposes, off-season extensions may not be offered until Player Awards have been handed out.

a. *First In-Season Extension Deadline*

- The in-season extension period goes from Dec 15th - Feb 1st.
- This is the regular season deadline to extend players that are currently rostered on your *own* team.

b. *Second "Sign & Trade" Extension Deadline*

- As it stands, the regular season extension deadline usually falls around Feb. 1st every season, with the trade deadline falling 4-6 weeks later.
- Teams will now be allowed to “sign-and-trade” players to others as an arranged part of a trade agreement during that period between Feb. 1st and the trade deadline.
- Feb. 1st will still stand as the standard in-season extension deadline to extend your *own* rostered players, however the new sign-and-trade deadline will fall on the same day as the trade deadline, meaning teams will be able to trade players on expiring 1-yr. deal, and the team receiving that player will be allowed to extend them as part of the sign-and-trade.
 - Agreeing to the sign-and-trade means the team receiving the player on the 1-yr. expiring contract has a) the cap flexibility to be able to offer the extension, and b) is agreeing to pay the player’s maximum length contract extension.
- Once the trade deadline has passed, there are no more extensions until the offseason.

c. Types of Extensions

- **Non-Bird Rights Extension:**
 - These contracts increase at 4.5% per year.
 - Teams may not exceed the salary cap to sign Non-Bird Rights extensions.
- **Early Bird/Larry Bird Rights Extension:**
 - These contracts increase at 7.5% per year.
 - Teams may exceed the salary cap to sign Bird Rights extensions.
- **Unqualified Rookies:** Point systems are void if a player is an undrafted rookie or a drafted rookie that doesn’t include a qualifying offer, and without 2 years of Player Rater data.
 - In this case, the player’s salary in his contract is dictated by either:
 - a flat \$1.5M extension and a max. of a 1-year extension
 - a flat number equal to any cap hold and a max. of a 1-year extension
 - An unqualified rookie with bird rights must sign one unqualified extension before earning bird rights privileges for their extension.
- **Abbreviated Extension:**
 - Any player who is 32 years or older and has missed 50 games or more in his past two seasons, is eligible for the Abbreviated Extension.
 - This contract is 1 year guaranteed + 1 year team option
 - Utilizing this abbreviated contract extension means you forfeit the opportunity to offer a team option or a base contract to any free agent signee in the off-season.
 - You can only offer the Abbreviated Extension one time during a player’s tenure on the same franchise.
- **Diminished Extension:**
 - A player can be eligible for a downscale salary extension by meeting the following criteria:
 - **Qualifiers Group A:**
 - Over the past 3 player raters being, a) ranked outside the top 150, or b) having missed 100+ games due to injury.
 - **Qualifiers Group B:**
 - If a player has been in the league 5+ seasons and has not earned 1 point in the Point System, they can also be eligible for a Diminished Extension.

- Bird Rights extensions will always trump Group B Qualifiers of the Diminished Extension.
- To be eligible for either group, the player must always abide by the following restrictions:
 - Must have 5 years of experience in the NBA.
 - May not be on their Rookie Scale Contract.
 - Can only offer a player a Diminished Extension with a salary of \$10M or more.
 - Can only offer a player a Diminished Extension once during the same tenure
 - Players earning the max extension with 11+ points earned (3 recent player raters) or 15+ career points earned, are not eligible for the Diminished Extension.
- Diminished Extensions are fully guaranteed.

Diminished Extension Terms	
Current Salary	Salary Reduction
\$10.00M - \$14.99M	-30%
\$15.00M - \$19.99M	-35%
\$20.00M - \$24.99M	-40%
\$25.00M +	-45%

- **Rookie Scale Max Extensions:**
 - If a player is eligible for a max extension after their 4-year rookie scale contract has expired, they will still be classified as a max contract, however with a slightly reduced cost, based on their best qualified player rater finish:
 - **Player Rater Rank 1 - 5**
 - 27% of cap + 15% of their current salary
 - **Player Rater Rank 6 - 10**
 - 25% of cap + 15% of their current salary
 - **Player Rater Rank 11 or below**
 - 24% of cap + 12.5% of their current salary

d. Extension Restrictions

- Players who sign multi-year extensions are not eligible for another for at least 18 months to the day.
- Players who sign one-year extensions during the season are not eligible for another for 12 months.
- Players who sign one-year extensions on a qualifying offer, are eligible for another next off-season.
 - Players cannot sign back-to-back one-year extensions, unless they classify as unqualified rookies two extension calculations in a row.

e. Max Player Contract Demands

- If a player a) falls inside the top 10 for two seasons in a row, or 2 out of the past 3 seasons b) has two years or less remaining on their contract, that player will demand a max contract.
- These demands will always take place during the offseason, when player rater ranks are final.
- The player's team owner has until Sept. 1st to offer the player his requested extension.
- If the team decides against giving the max extension, the team can also seek a trade for the disgruntled max player, which also must be consummated by Sept. 1st of that offseason.

- If a trade is agreed upon, the team receiving the player is also agreeing to pay the player's demands of a new max extension.
- The team receiving the player must have the appropriate cap space to offer said max extension, unless Full Larry Bird Rights are in play, in which case the cap can be exceeded to offer the extension.
- If the team refuses to offer the player the contract and cannot find a trade by Sept. 1st, that player will automatically become a free agent when their current contract ends.
 - Even if the player is traded afterwards, they will still test free agency no matter what.
 - In this particular scenario where a team refuses to pay the player's contract demands and he enters free agency after the current contract expires, the team releasing him will have zero Bird Rights advantages in free agency.
 - Essentially the player will enter free agency as an unrestricted free agent and will be demanding the max 4 year, Non-Bird free agent contract, (value to be determined by the highest bidder during the Free Agent Auction)
 - Players excluded from contract demands include: a) players who are already currently on a max deal (most recent rookie max or vet max extension), or already valued at a least 30% of the cap (\$28.5M), b) players still in their rookie scale contract/players in their qualifying offer year, c) players who are not under contract with a BRC franchise.
 - For players on cap holds, teams have 1 week before the FA Auction to decide about the max contract demand, or the player is released and will be made available via the FAA.

IX. *Bird Rights*

Larry Bird Rights
Players who were on the team for 3 uninterrupted seasons
Bird Rights can transfer from a stretch or amnesty <i>claim</i>
The player must have 5 years NBA experience to obtain Bird Rights
Teams may exceed the salary cap to re-sign this player
Salary earned is decided by the point systems
The contract must be for 3-5 years
The contract length can be no less than the minimum years earned
Contract length is based on points accrued in the points system
7.5% increase in salary per year
Bird Rights kick in after a player finished the QO year of their rookie scale contract
Cap Hold: 190% of expiring for players making \$9,999,999 or less
Cap Hold: 150% of expiring for players making \$10,000,000 or more

Early Bird Rights
Players who were on the team for parts of the past 2 seasons
They must have spent the most recent season with the team in its entirety
Teams may exceed the salary cap to re-sign this player
Salary earned is decided by the point systems
The contract can be for 2-4 years
The length can be no less than the minimum years earned
Contract length is based on points accrued in the points system
7.5% increase in salary per year
Cap Hold: 130% of expiring

Non-Bird Rights
Players who were on the team for no more than one season
May include a player on a 1-year free agent deal; excludes One Year Reduced Contracts
A player who did not change teams as a free agent during the season
Does not include any player signed after 3/1 the prior season
Teams may not exceed the salary cap to re-sign this player
Salary earned is decided by the point systems
The contract can be for 2-3 years
4.5% increase in salary per year
Cap Hold: 200% of expiring (or the max)

- All contracts signed using these exceptions are fully guaranteed.

X. Cap Holds

- **What is the purpose of cap holds?**
 - The general purpose of a cap hold is to prevent teams from using room under the cap to sign free agents and then using Bird Rights exceptions to re-sign their own free agents.
 - If a team wants to take advantage of its cap space, it can renounce its rights to its free agents, eliminating those cap holds.
 - However, doing so means the team will no longer hold any form of Bird Rights for those players.
- **What does renouncing a player mean?**
 - By renouncing a player, a team gives up its right to use the Larry Bird, Early Bird, or Non-Bird exception to re-sign that player.
 - A renounced player no longer counts toward team salary, so teams use renouncement to gain additional cap room.
 - Teams are still permitted to re-sign renounced players, but no longer hold an advantage over the other teams to do so.

- **When do free agents with cap holds stop counting against team salary?**
 - If you have a Bird Rights free agent, they will continue to count against your team salary in the form of a cap hold, until one of the following happens:
 - You win the bid for your own player, (re-signs with your team).
 - When this happens, the team salary reflects the player's new salary rather than the cap hold.
 - Another team outbids you for the player (signs with that new team).
 - As soon as this happens, the player becomes his new team's salary concern in the form of a free agent cap hold, and his cap hold is removed from your salary cap.
 - The player's Bird Rights are renounced.
 - If this is done prior to the Free Agent Auction, the player's cap hold comes off your salary and the player becomes an unrestricted free agent.
 - A team may maintain a player's cap hold through the Free Agent Auction.
 - Renouncing a player's cap hold after the Free Agent Auction means the player is subject to claim and bidding via the brc-faauction channel.
 - Bird Rights do not transfer, unless claimed.
 - The team with the player's cap hold *cannot* nominate him during the Free Agent Auction.
 - Teams possessing the Bird Rights or Early Bird Rights cap hold on the player cannot nominate the player, but will be permitted to bid on the player, and also maintain an advantage as they can offer a 5 yr contract/7.5% increase per year.
 - If another team wins a bid on your cap hold player, the Bird Rights are immediately relinquished, as well as the cap hold salary from your cap.
 - If a Non-Bird, Early Bird, or Bird rights player makes it through the Free Agent Auction without being bid on by another team, you then have until 2 weeks before the start of the season to either renounce the player or offer them an extension.

a. Types of Cap Holds

- **Incomplete Roster Charge:** Teams under the roster minimum of 12 players will have \$3M temporarily added to their salary cap, once for each roster spot short of 12, (offseason only).
- **Rookie Hold:** A cap hold of 120% of the scale amount for the team's unsigned first round draft pick(s). This amount begins to apply to team salary immediately upon selection.
- **Free Agent Hold:** Players signed via Free Agent Auction will have a cap hold placed on the team's salary cap at the same value of the winning bid as a placeholder, until their official contract is signed.
- **Bird, Early Bird, and Non-Bird:** If rostered players have earned any type of Bird Rights, but their contracts have expired, they will remain on your salary cap in the form of a cap hold, (see IX. Bird Rights for full details).
 - These cap holds can be renounced, extended, kept through the FAA while maintaining an advantage in re-signing the player, or traded.
 - If the player is traded on a cap hold, the team receiving the player is agreeing to pay their extension, (sign-and-trade).

XI. Keepers

- Every off-season, all contracted players will carry over (max of 15), and expired contracts will become free agents (see IX. Bird Rights and X. Cap Holds for full details)
- League activity is locked during the real NBA playoffs
- The off-season officially begins once the NBA playoffs are over (pending commissioner).

XII. Draft Lottery

- Draft order for rookie drafts will be annually determined by the real NBA Draft Lottery.
 - The champion will always choose last.
 - The runner-up will always choose 2nd to last.
 - The remaining 14 teams will be paired with their equal NBA lottery odds team, and the results of the real NBA lottery will determine their pick in the upcoming rookie draft.
 - The eight (8) playoff teams will be ordered in the lottery based on their playoff standings,

- claiming higher odds for winning your matchups, rather than losing.
- Lottery odds are ordered as follows, with 16th representing the last place team, 15th representing the runner-up, etc.:
 - 16th, 15th, 14th, 13th, 12th, 11th, 10th, 9th, 5th, 6th, 7th, 8th, 3rd, 4th, 2nd, 1st

XIII. *League Fees*

- League buy-in is \$100 at the beginning of each season.
 - \$87.50 toward the prize pot
 - \$12.50 commish fee
 - Commish fee is an annual gratuity for upkeep of league documents and general maintenance to keep the league organized and running.
 - Base entry fee of \$100 can be higher depending upon luxury tax payments and purchased 2nd round picks.
 - League website domain costs \$8.76 annually, split evenly among all 16 league members.

XIV. *Prize Money*

Category	Amount
Champion	\$700 + 90% of luxury tax money

Runner-up	\$200 + 10% of luxury tax money
Division Winner #1	\$200
Division Winner #2	\$100
Division Winner #3	\$100
Division Winner #4	\$100
Most Improved	\$100
Most All Stars	\$100

- Division winner payouts are tiered based on winning percentage, awarding the highest payout to Division Winner #1, (best regular season record).
- Most improved is defined by the team with the largest differential of winning percentage between the prior season and the current one.
 - Tie-breaker will be a higher regular season standings finish.
- All-Stars will be counted the day of the All-Star Game.
 - **Wade/Dirk Rule:** Players added as “legends” or “special additions,” will not be counted.
 - Injury replacements *will* count toward the tally.
 - If two or more teams have the same amount of All-Stars, the team with the All-Star Game MVP wins the tie-breaker.
 - If neither team has the game’s MVP, combined stats (PTS+REBS+ASTS) will break the tie.
 - If after all that, there is still a tie, those two teams will split the prize.
 - All-Stars will be counted by what team they are rostered on at the time of the announcement.
 - If applicable, players who are free agents in BRC-NBA and are added *after* the announcement of their All-Star nomination, will not be counted toward the tally

XV. Final Comments

- Since this is a keeper dynasty league, teams are encouraged to strategize around what's best for their team. Teams that are in danger of missing the playoffs may choose to trade productive older players with contracts they no longer want to subsidize, in order to acquire future draft picks and younger cheaper keepers to build for future years, much like a real-life sports scenario, (as long as it works within our salary cap rules). However, there is a line that can be crossed between planning for future seasons and tanking completely. Instances such as teams not filling their daily lineup in order to acquire a higher draft pick or dropping superstars for whatever reason will not be tolerated. Also as a general rule of thumb, a player cannot be waived and re-claimed on waivers in order to reset their salary in any fashion.
- Situations such as the scenarios will be monitored by me, and addressed if need be. A league poll may be instituted if such mishaps arise, or simply ruled on at my own discretion. My main priority is maintaining a fair and fun environment for everyone.
- I will give everyone equal and plentiful opportunities to comprehend and adhere to rules written above. Any member that does not understand something, feel free to DM in Slack. I will field any and all questions. If no questions are raised, I will take this as a complete understanding of the

rules by the person in question. Please address any misunderstandings in a timely fashion, not after a certain deadline has passed.

- The commissioner reserves the right to change or implement new rules as seen fit for the health of the overall league.
- The commissioner reserves the right to remove any owner for inactivity, unsportsmanlike behavior, collusion, or anything else deemed an offense worth expulsion.
- This Charter is an overview and outline of rules. Commissioner has final ruling on interpretations and will clarify questions/concerns as they are raised.