

basketball.de US-Manager - The rules

The basketball.de US-Manager is a browser-based fantasy basketball game. The goal is to earn as many fantasy points as possible by selecting and trading players for your team. Fantasy points are calculated using a formula based on each player's real season statistics. In the end, the manager with the most points accumulated over the entire season wins.

Starting Period

Registration Period

Team registration ends on **Tuesday, October 21st, 2025, at 11:59 PM CET**. Until that time, any registered user of basketball.de is allowed to draft a team according to our roster rules.

Important: Only one team per user is allowed.

For the draft, you will receive a virtual cap space of 65 million dollars. With this cap space, you must draft a team consisting of EXACTLY 15 roster slots. At least five guards, five forwards, and two centers are required. The three additional roster spots can be assigned to ANY position you choose.

If you have any cap space left after the draft, it will carry over into the season as free cap. You can use this cap space to make trades or to upgrade roster slots with more expensive players.

On **October 21st, 2025, at 11:59 PM CET**, registration ends, and the roster you have at that specific point will be your final draft for the season. This process happens automatically. Make sure your draft is complete by then. Any team not following the roster rules for the draft will be disqualified and will NOT be able to compete.

Trade-Free Period

The trade-free period starts on **October 22nd, 2025, at midnight CET** and ends on **November 16th, 2025, at 10:00 PM CET**. During this phase, it is not possible to make changes to your roster. The only exception is the helpside trade, which is necessary for stabilizing the individual cap hits of the players. This way, we also want to reward well-drafted teams.

You will receive your helpside trade on **November 2nd, 2025, at 10:00 PM CET**. You can use this trade freely, depending on the needs of your roster and your personal strategy.

Important:

Cap-hit updates will not occur until the opening of the trade phase on **November 16th, 2025, at 10:00 PM CET**.

Unused helpside trades will not expire when the trade phase begins.

Trade Period

The trade period starts after the first cap-hit update of the season, **which takes place on November 16th, 2025, at 10:00 PM CET**, and runs until the end of the regular season (when the game also ends).

The buy and/or sell value of a player is always equal to his current cap hit at the time the trade is made.

Scoring Rules for Fantasy Points

Scoring-Formula:

$(\text{Points} + \text{Rebounds} + [\text{Assists} * 1.5] + [\text{Steals} * 2] + [\text{Blocks} * 2])$

MINUS

$([\text{Turnovers} * 2] + [[\text{Field Goals attempted} - \text{Field Goals made}] * 0.5] + [[\text{Free Throws attempted} - \text{Free Throws made}] * 0.5] + [\text{Personal Fouls} * 0.5])$

Updates

Your personal scores will be updated daily at **12:00 PM (noon)**. This means you will receive daily score updates for each player on your team, and your rankings in each category will be updated accordingly.

Cap-hit updates take place every Sunday, at the same time as the trade update. This means cap hits always remain valid for one week. You will also receive your weekly free trade when the cap-hit update occurs.

When the trade period opens on **November 16th, 2025, at 10:00 PM CET**, you will receive **three initial trades** to start with.

Rankings

There are two different rankings: the **overall individual ranking** and the **division ranking**, where the top five managers of each division contribute a shared average to the overall

division ranking.

At the end of the season, there will be both an **overall individual champion** and an **overall division champion**.

Within your divisions, you also compete against each other for the **divisional championship**, in addition to the overall rankings.

Caphits

Caphits will not remain static. After the threshold of **six games played**, every player will receive a cap-hit update once we have entered the trade phase.

Depending on a player's actual performance, his caphit will change. The buy and sell rates of a player are also reflected in his individual caphit: if a player is dropped by many managers, his caphit will decrease. Conversely, if a player is picked up by many managers, his caphit will increase.

The full formula for calculating the caphit is **confidential** and will not be published.

Individual Salary Cap

At the start of the season, each manager receives a virtual cap space of **65 million** for drafting a team. You are not required to spend all of it; any unused amount will be saved as free cap space after the draft phase.

Throughout the season, the personal cap space of every team will change due to fluctuations in the individual cap hits of players.

The value of a team consists of:

-total current player caphits on the roster PLUS any free cap.

The team value always equals the manager's personal cap space — in other words, the salary cap.

Example

You drafted a team using **63 of your 65 million**. This means your free cap is **2 million**, while your total team value is still **65 million**: 63 million invested in roster slots for players and 2 million in free cap.

Now the season begins, and one of your players underperforms. Let's say his cap hit drops from **6 million to 5 million**. All your other players perform as expected and keep their draft cap hits.

After the cap-hit update, your individual team value — and therefore your cap space — will look like this: **64 million instead of 65 million**. You still have your 2 million free cap, but your player lost 1 million due to his performance. The total value of your roster dropped by 1 million, because your team value is always calculated as **free cap plus the cap hits of your current roster**.

Of course, the same applies in reverse: if a player performs better than expected and gains 1 million instead of losing it, your team value — and therefore your capspace — increases by 1 million.

Trades

Trading Players

Trading players will be possible as soon as the trade phase begins. **Confirmed trades** (button „*Trade bestätigen*“ in German) will be processed automatically every day at **10:00 PM CET**.

You only receive points if the player is **already on your roster** when we process the scoring update at **12:00 PM CET** (based on his most recent game). Please note that your roster must always comply with our roster rules for positions.

Trades across different positions are possible as long as you respect the minimum thresholds for roster composition: **at least 5 guards, 5 forwards, 2 centers, and always 15 players in total**.

Trade Options Summary

- At the start of the trade period, each manager receives **one free trade every Sunday**.
- Additional trades can be purchased at a cost of **1.5 million per trade**. This option will be available starting **November 16th, 2025, at 10:00 PM CET** and will end on **March 15th, 2025, at 10:00 PM CET**.
- On the **All-Star Gameday**, every manager receives **one extra trade**.

- Additionally, we will distribute **two extra trades** on secret dates. These will differ each season.

Hint: They may have something to do with the schedule and/or basketball history. Stay tuned and be surprised!

Trade Distribution Timeline

- **November 2nd, 2025, at 10:00 PM CET** : Helpside Trade.
- **November 16th, 2025, at 10:00 PM CET** : Three start trades, released together with the opening of the trade period and the **first caphit update**.
- After that: Every **Sunday at 10:00 PM CET**, one free trade will be granted along with the weekly caphit updates.
- Plus: **1 extra trade on All-Star Game day**.
- Plus: **2 extra trades** on undisclosed dates which will be given to you as a surprise.
Hint: It has to do with historical dates of the basketball sport or the actual schedule of the league.

Support & Communication

If you have questions or problems, please visit our **Managerspiel Forum** or check the **Manager Game FAQ** here.

Please be aware:

At the moment, we cannot provide full service support for English-speaking managers. We will do our best to help, but you may need to use translation tools until full service becomes available. Most of our announcements will also be in German for now, and we ask for your patience until we can provide them regularly in English.

Legal recourse is excluded.

Have fun, and welcome to THE manager game of the current **World-Cup AND(!) EuroBasket Champion!**