

Season Ticket Basketball 2003

Season Ticket Basketball 2003 is a text-based basketball simulation modeled after the world of professional basketball. It allows you to take control of a basketball team in the role of coach and general manager.

Here is what you need to know in order to get started:

[Season Progression](#)
[Roster Management](#)
[The Salary Cap](#)
[Player Contract Rules](#)
[Team Strategy](#)
[Trading Rules](#)

Season Progression

A season in Season Ticket Basketball 2003 is broken up into several periods.

The Regular Season: The regular season starts in late October/early November and lasts until April. During this time, each team will play 82 games. All-Star Weekend occurs during February. The trading deadline is February 21st. After this day, no more trades can occur until the offseason.

The Playoffs: The top team in each division as well as the next 6 teams in each conference advance to the playoffs. The Playoffs consist of four rounds. First round playoff series are best out of five games. All other rounds are best out of seven games.

End Season: The End Season process prepares the league for the offseason. All players are aged one year. Some players may choose to retire at this time. Any players on your team who wish to resign with your team will inform you of their demands. If you do not accept their demands the players will test free agency.

Hire Staff: Teams who had contracts for their staff members expire will hire new staff members. Each team will have a General Manager, a Head Coach, and an Assistant Coach.

Rookie Draft: The Rookie Draft consists of two rounds. Each team originally owns one pick in each round. The draft order for first round is set in reverse order for the playoff teams with the league champion picking last. The order for teams not in the playoffs is determined by the [Draft Lottery](#).

Free Agency Period: The Free Agency Period consists of five days of contract offers and signings. During the first four days, players will evaluate their offers and decide whether or not any of the offers are worth signing. On the final day, the players will always accept what they rate as their best offer.

Training Camps: During training camps, players experience growth in their attributes. At the conclusion of training camps, all players in the league are reevaluated by the league scouts. Computer teams will reduce their rosters down to 12 players active players.

Begin Season: The Begin Season process prepares the league for the start of the regular season. The league schedule for the next season is created, rookies for the next rookie draft are created, and each computer team sets their default lineup for the season.

End Season

The **End Season** process is the end of the season and the start of the off-season. The following actions occur during the process:

Season Files Erased: Box scores and play-by-plays from the previous season are erased.

Injured Reserve Cleared: All players are taken off of injured reserve and are placed back on active rosters.

Records Checked: The statistics of the previous season are checked to see if any records have been set. This includes team records, player season records, and player career records.

Player Contracts Set: Player contracts advance to the next year. Players whose contracts expire will either declare that they are testing free agency or will ask for a new contract. Some players may announce their retirement.

Owner Financial Decisions: Team owners will set their personal salary caps for the next season. CPU teams may attempt to build new arenas or change cities.

Draft Lottery: All teams that did not make the playoffs the previous year have a chance to win one of the top three picks. After the top three picks have been set, the remaining teams are ordered based on their record from the previous season.

Rookie Draft

The rookie draft is a 2-round draft used to assign incoming to teams. By default, each team receives one pick in each round. The draft order is determined by the [Draft Lottery](#). It is possible to trade picks prior to or during the draft. Each player selected in the draft will receive a contract based upon where they were selected in the draft.

Draft Lottery

The Draft Lottery sets the draft order for the first round. All teams that did not make the playoffs have a chance of obtaining one of the top three picks in the draft. The odds of obtaining one of the top three picks are determined by record. The chances(out of 1000) of obtaining one of the picks are as follows:

- 1 - 250 chances
- 2 - 200 chances
- 3 - 157 chances
- 4 - 120 chances
- 5 - 89 chances
- 6 - 64 chances
- 7 - 44 chances
- 8 - 29 chances
- 9 - 18 chances
- 10 - 10 chances
- 11 - 8 chances
- 12 - 6 chances
- 13 - 5 chances

The team with the worst record has the most chances. After the order of the non-playoff teams is set, the remaining teams are placed in order of record with the league champion picking last. For round two, the order is in order of record for non-playoff teams followed by the playoff teams with the league champion again picking last in the round.

Training Camps

During training camps, players experience growth in their attributes. At the conclusion of training camps, all players in the league are reevaluated by the league scouts. Computer teams will cut their rosters down to 12 players active players.

Begin Season

The Begin Season process prepares the league for the start of the regular season. The league schedule for the next season is created, rookies for the next rookie draft are created, and each computer team sets their default lineup for the season. City decisions on arena proposals are also made.

Roster Management

In Season Ticket Basketball 2003, each team is allowed to carry up to 15 players on their roster. During the regular season and the playoffs, there must be 12 players on the active roster at all times. There are several options for removing a player from your active roster:

Place on Injured Reserve: Placing a player on injured reserve will make him ineligible to play in any games. Each team may have up to three players on injured reserve at once. A player can be added to the injured reserve list by going to his [Player Screen](#) and clicking "Place on IR".

Cut: A player can be cut using the [Cut Players Screen](#). When you cut a player, he will be released into the free agent pool. Any salary that was still owed to the player will continue to be charged to your team [salary cap](#).

Trade: Trading a player will remove him from your team along with any salary owed to him. Trades can be proposed from the [Trade Proposal Screen](#).

If at any point during the season your team has less than 8 healthy players on its active roster, the game will not allow you to proceed. The simplest way of correcting this is to place an injured player on injured reserve and then activate a healthy player from injured reserve. If your roster contains fewer than 15 players, you could also sign a [free agent](#) instead of activating a player from injured reserve.

Player Screen

The player screen lists the details of an individual player. The general information about the player as well as their scouted attributes are listed at the top of the screen.

Attributes:

Inside Scoring: Determines how successful the player will be when attempting to score inside

Outside Scoring: Determines how good the player is at outside shots.

Handling: Determines how good the player is at passing and how likely they are to commit turnovers.

Defense: Determines how good the player is at defense. This includes overall defense as well as the likelihood of the player getting steals or blocked shots.

Rebounding: Determines how good the player is at getting rebounds.

Potential: Where the player is in their development process. (A - Heavy Growth, C- Minimal Growth, F - Heavy Decline)

Scouted By: The scout who determined these ratings.

Other Details:

Prefers Trade To: A team the player would like to play for during their career.

Attitude: How happy the player is with his current situation. An unhappy player may see a decrease in his court performance.

Health: Whether or not the player is currently experiencing an injury.

The buttons below will display information about the player's past:

Achievements: Displays the player's individual achievements and any awards he has won.

Season Stats: Displays the player's stats for the current season.

Career Stats: Displays the player's season stats for all seasons that he has played.

Transactions: Displays all transactions that the player has been involved with during his career.

Contract: Displays the player's current contract along with the contract attributes and how many bird years the player has. A player with three or more bird years can be resigned by their previous team without regard for the salary cap.

The **Activate/Place on IR** button is used to add to or remove the player from the injured reserve list.

The **Edit Player** button takes you to the [edit player screen](#). It will only be enabled if you are logged in as the commish or you are playing a league that does not have a league password set.

The **Change Photo** button will take you to the [Change Player Photo screen](#) where you can change the photo used for the player.

Edit Player Screen

If you are editing the default league you will have to select a team and then a player to edit. Once the player is selected click the "Edit" button. If you are editing a player in an active league, the player will appear ready to be edited when the screen loads.

The edit player screen is broken up into three sections:

General Attributes - Contains general information about the player. The minimum age is 17. The maximum age is 44.

Playing Attributes - Contains the values that determine how a player does in games. Each of the values can be set in the range of 0 to 100.

Contract Attributes - Contains the details that affect what a player considers important in his contract.

To generate attributes based on player stats, fill in all of the statistics boxes and the click **Generate Attributes**. The game will suggest attributes that would produce a player similar to the player whose stats are being used. If the player stats are not from professional basketball, you can change the stat level to 3 levels of college play or high school. This will decrease the level of the attributes produced by the generator.

To cancel the changes click "Cancel". To save the changes during the season click "Exit." To save the changes while editing the default league click "Save".

Change Player Photo Screen

The team's current logo is displayed as the picture label "Current Photo". You can select a new photo from the list of available photos. When you click on a file name in the list, it will appear in the new photo box. Once you have chosen a new photo, click "Save Change" and the photo will be changed. If you click "Exit" instead, the change will not be saved.

To add a new photo to the list of available photos, place the file in the \photos\ folder where you installed the game. It must be one of the following file types: *.bmp, *.gif, *.jpe, or *.jpg

Cut Players Screen

Select the human team that you would like to cut players from at the top of the screen. It will display a list of all players on the team. Highlight the player you would like to cut. If the Cut Player button at the bottom of the screen becomes enabled, clicking it will cut the highlighted player. If the button does not become enabled, the current team would not have enough players after cutting the highlighted player. You will need to acquire another player before cutting a player.

Salary Cap

Season Ticket Basketball 2003 uses a Salary Cap on team salaries. The purpose of a salary cap is to prevent certain teams from signing every player that they want with no regard to salary. By default, the league salary cap is set at \$42,500,000.

There are some exceptions to the salary cap:

*A team can always offer a player who played for their team the previous season a contract starting with at 120% of the salary the player made the previous season. The player may receive up to a 10% raise each year in the contract.

*Each team has a mid-exception and a low-exception that it can offer players. The mid-exception is a one-season contract for \$4,500,000. The low exception is a one-season contract for \$1,200,000.

*If a player has gone three full seasons without changing teams via free agency, they are considered to have Bird Rights. A player with Bird Rights may be resigned by his previous team without any restriction from the salary cap. The number of seasons a player has gone without changing teams via free agency is reflected in their Bird Years.

Teams also must stay under the budget that is set by the team's owner.

Trade Proposal Screen

Options:

View Player: Displays the player information screen of the currently selected player.

Add to Trade: Adds the currently selected player to the trade proposal. A maximum of five players may be included on each side of the trade.

Remove: Removes the currently selected player from the trade proposal.

Clear: Clears the selected half of the trade proposal.

Cap Room: Displays a list of the available salary cap room for each team.

Submit Trade: Offers the current trade proposal to the second team. You will receive one of five responses (in decreasing order of how close the trade is):

*Would you like to proceed with the trade?

*The opposing team will need a little bit more to complete this trade.

*The opposing team think your offer is good, but they need more from you to complete this trade.

*The opposing team will need you to improve your offer to complete this trade.

*The opposing team will need you to improve your offer substantially to complete this trade.

Trade Info

Cap Room: The amount of space a team is below or above the salary cap.

Salaries: The total salaries of the players a team is trading.

Salaries Legal?: Lists whether or not the currently proposed trade is legal salary wise. If a team is over the salary cap, the amount of the salaries they receive in trade can be no more than 15% more than the amount they are giving up in the trade.

Enforce 60-day trade rule: If enabled, players cannot be traded for 60 days after they sign as a free agent. They also may not be traded for another 60 days after a trade.

For more information about trading see [Trading Rules](#).

Trading Rules

- 1) Each team may give up a maximum of five players and/or picks in a trade.
- 2) A team must always own at least one first round draft pick in the two years following the current season.
- 3) A team that is over the salary cap can receive up to 115% in total salary of the salaries it is trading away.
- 4) Once a player is signed as a FA or traded, they cannot be traded again for 60 days. Players signed during the offseason can be traded starting on December 15th of that year.

Free Agents(during the season)

Select the human team that you would like to sign free agents for at the top of the screen. It will then display a list of the players on the team in the box on the left. The box on the right displays a list of all of the current free agents. To sign a free agent, highlight the player and then click the **Sign Player** button at the bottom of the screen. It will only be enabled if the current team has room on its active roster to sign another player. Teams may not have any more than twelve active players during the regular season.

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There are some exceptions to the salary cap:

*A team can always offer a player who played for their team the previous season a contract starting with at 120% of the salary the player made the previous season. The player may receive up to a 10% raise each year in the contract.

*Each team has a mid-exception and a low-exception that it can offer players. The mid-exception is a one-season contract for \$4,500,000. The low exception is a one-season contract for \$1,200,000.

*If a player has gone three full seasons without changing teams via free agency, they are considered to have Bird Rights. A player with Bird Rights may be resigned by his previous team without any restriction from the salary cap. The number of seasons a player has gone without changing teams via free agency is reflected in their Bird Years.

Teams also must stay under the budget that is set by the team's owner.

Player Contract Rules

How much a player can be offerered by a team is determined by a number of rules.

If a player is signing with a new team:

- 1) The contract can be for up to 6 seasons.
- 2) The player can receive a raise each year of up to 10% of the value of the first year of the contract.
- 3) The maximum value of the first year of the contract is the smaller of the amount of cap room the team has and the maximum salary the player can receive based up his experience in the league(see table below).

If a player is resigning with his previous team and has 3 or more bird years:

- 1) The contract can be for up to 7 seasons.
- 2) The player can receive a raise each year of up to 12.5% of the value of the first year of the contract
- 3) The player can receive the larger of the maximum salary based on his experience and 120% of his previous salary in the first year of the contract.

If a player is resigning with his previous team and has less than bird years:

- 1) The contract can be for up to 6 seasons.
- 2) The player can receive a raise each year of up to 10% of the value of the first year of the contract.
- 3) The player can receive the larger of the team's salary cap room(up to the maximum salary) and 120% of his previous salary in the first year of the contract.

Teams over the salary cap also may offer a player one of their two salary cap exceptions:

- 1) Mid Exception - one-year offer of \$4,500,000
- 2) Low Exception - one-year offer of \$1,200,000

Each exception may only be used once per season.

Bird Years:

Bird years are the number of seasons a player has gone without changing teams via free agency. When a player is traded, he maintains his bird years.

Salary based on experience:

Exp	Min	Max
0	\$332,817	\$10,625,000
1	\$465,850	\$10,625,000
2	\$540,850	\$10,625,000
3	\$565,850	\$10,625,000
4	\$590,850	\$10,625,000
5	\$653,350	\$10,625,000
6	\$715,850	\$10,625,000
7	\$778,350	\$12,750,000

8	\$840,850	\$12,750,000
9	\$965,850	\$12,750,000
10+	\$1,000,000	\$14,875,000

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