Using the Bid/Claim Manager

Understanding the Bid/Claim Manager

Depending on your league rules, the Bid/Claim manager can automate the acquisition of players by fantasy teams. If your league rules allow teams to acquire players based on weekly standings or you have a weekly bid system that awards players based on sealed bids, then the Bid/Claim Manager may help manage this process.

It is important to understand the difference between the Transactor and the Bid/Claim Manager. The Transactor is typically used by the Commissioner to enter activation/reserve moves, trades and free agent pickups/player reserve moves. Such moves can be entered on a past effective date [a retroactive move], the current date, or be entered ahead of the effective date [a future move]. When such moves are entered they are considered to be final and authoritative. You may also configure your league so that Teams are able to access the Transactor – though in that case they can never make retroactive moves or trades, and they can only access their own team. Additionally, the Team Transactor can be configured to prohibit teams from acquiring free agents – this allows them to only make activation/reserve moves on their own roster.

If your league allows Teams to acquire free agents at will on a first-come first-serve basis, you may not need the Bid/Claim manager. Allowing teams to access the Transactor and permitting them to pick up free agents may be adequate. However, if there are restrictions on the "how and why" a team can pickup a free agent, the Team Transactor may not provide an adequate policing mechanism for your league rules. The Bid/Claim Manager offers a couple options to address some of the more popular rules related to player acquisition.

The Bid/Claim Manager – General Operation

Basically the Bid and Claim Managers permit team owners to input requests for player acquisition. The Managers work on a weekly cycle – owners have the entire week to submit and edit requests in the system. Then, at a designated time that you specified, the Manager will gather all requests and evaluate them based on the sorting criteria that you have also specified. A report detailing winning requests along with a full listing of all requests is produced and posted on your league site. Additionally, the Manager can also execute the moves on the rosters if you have specified such.

To enable a Bid/Claim Manager go to 'League Office – 'Commish' - 'Configure Bid/Claim Manager' – select the appropriate tab at the top of that page. Simply check the criteria that applies to your rules, enter the Commish password and Submit the form. When you enable one of the Managers, an additional button option will appear in the League Office – you may need to refresh your league home page in order for the new option to register. The new button in the League Office will read 'Bid/Claim'. This is the access point for teams to enter their bids or claims.

The Bid Manager

The Bid Manager is fairly simple – if your league uses a Free Agent Acquisition Budget [FAAB], the Bid Manager is perfect. For the Bid Manager to work it is imperative that you set a Budget amount. If you fail to create an initial Budget, all bids will fail. A Budget can be created at 'League Office' – 'Commish' – 'Create/Edit Bid Budget'. After you have created the initial Budget, that same link will allow you to edit the amounts team-by-team if necessary.

Teams can enter bids by going to 'League Office' – 'Bid/Claim' – 'Make Bid'. If the team is not logged on they will be prompted to log on.

The Bid Entry page displays their team and the list of available players. Many of the rules that you specified on the Bid Manager configuration page are enforced here. For example, if you require that a team release or reserve a player in order to acquire a bidded player, that rule is enforced here. To select a player to reserve or release just click on a player from the roster. That player will be placed in the top box at the center. From there you can specify what to do with this player if the bid succeeds – to his right there will be a drop down box of options corresponding to the options you selected in the configuration page.

Now select players to bid on from the list on the right. They will be added to the bid list below the player to be released/reserved. You must then enter a bid amount to the right of each player. The system allows you to make contingent bids – if the first bid for a player fails – the second bid will move up. The combination of a player to move and a list of players bidded upon to replace him is called a "Bid Box". When you have entered amounts for all bids you can save the bid by pressing "Submit Bid".

When you submit a bid you are taken to the Edit Bid page – this will display all Bid Boxes on record for your team. From this page you may choose to delete existing Bid Boxes – you may also add new Bid Boxes

to those on record. The order of Bid Boxes does not matter since bids are adjudicated based on amount, not on time received. If your league uses earliest bid to break a tie, then the earliest bid will win. Each Bid Box has a date time stamp at the bottom. The date/time of a Bid submission will always be the exact time that the Bid was submitted.

If you delete bids on the Edit Bids page you must push the "Accept Changes" button to save the session.

Awarding Bids

Since the system allows contingent bids and several factors are considered when awarding bids, it is important to understand how winning bids are determined.

Only one bid in a Bid Box can succeed. If the first bid is successful, the remaining bids in that bid box are irrelevant.

When you configure the Bid Manager you specify the time to award bids. At that time all bids on record are gathered and examined. If your league requires a team to move a roster player in order to acquire a winning bid, the first verification is to insure that player is still on the roster. If he has been moved between the time the bid was placed and the time the bids are awarded such that the transaction associated with the bid [if won] would fail, the entire Bid Box is rejected.

Similarly, if a player was bid on but has been placed on a fantasy team prior to the bid deadline, that particular bid will be rejected – however, other bids in the same bid box [if any] may still be considered.

At this point all Bid Boxes are ordered high to low based on the bid amount of the first player in each bid box. If there are bids for the same player, the lower bids are deleted. If bids were deleted, the above process is repeated until the highest bid is ultimately successful. That Bid Box is set aside and the process is repeated.

Any time a losing bid is deleted – the Bid Boxes previous set aside are reintroduced into the process. This insures that contingent bids that are deep in a Bid Box and of higher amounts than those already deleted from that Bid Box are given the opportunity to compete.

Bid Reports and Roster Moves

When all bids have been awarded a report is produced and posted on your league site. Additionally, the Bid Manager can make the roster moves associated with the winning bids. In the Bid Manager you can request the moves to be entered on rosters or to simply have the report produced.

If you opt to have the transactions entered you must specify the effective date to enter the moves – either the day the bids were awarded or the next available transaction date for your league. For example, if your league makes weekly moves on Mondays and you want Bids awarded on Saturday, you can have the transactions entered either with Saturday's games, or with Monday's games. Note: Whatever date you opt to have bids entered, the winning team will get credit for that players stats [if on the active roster] on that very day. So, if Bids are awarded at 8:00 PM on a Saturday and you opt to have them entered "Effective Same Date Executed," any active bids won will get credit for stats earned on Saturday.

If you opt to have winning transactions applied to rosters, the Bid Budgets will be reduced by the amount of the winning bids. The Bid Budgets will not be touched if only the report is produced.

The Claim Manager

The Claim Manager is like the Bid Manager in many respects. Teams enter claims by going to 'League Office' – 'Bid/Claim' – 'Make Claim'.

The Claim Entry page displays their team and the list of available players. Many of the rules that you specified on the Claim Manager configuration page are enforced here. For example, if you require that a team release or reserve a player in order to acquire a claimed player, that rule is enforced here. To select a player to reserve or release just click on a player from the roster. That player will be placed in the top box at the center. From there you can specify what to do with this player if the claim succeeds – to his right there will be a drop down box of options corresponding to the options you selected in the configuration page

Now select players to claim from the list on the right. They will be added to the claim list below the player to be released/reserved. The system allows you to make contingent claims – if the first claim fails – the second claim will move up. The combination of a player to move and a list of players claimed to replace him is called a "Claim Box". When you have entered

all claims to cover a player you can save the claim by pressing "Submit Claim".

When you submit a claim you are taken to the Edit Claim page – this will display all Claim Boxes on record for your team. From this page you may re-arrange the order of precedence of claims or choose to delete existing Claim Boxes. You may also add new Claims to those on record. The order of Claim Boxes is important since claims are adjudicated based on the order that the team wants to make the claim.

If your league uses earliest claim to break a tie it is important to understand how the date/time of a claim is determined. The date/time is either the exact time that the claim was made OR the last time that the claim was moved on the Edit Claim Page. For example, if you submit six Claim Boxes during the week, and then delete the third box, this will move up boxes four, five and six – all of their date/time stamps are reset to the time of that move.

If you delete or re-order Claims on the Edit Claims Page you must push the "Accept Changes" button in order to save the session.

Claim Reports and Roster Moves

When all claims have been awarded a report is produced and posted on your league site. Additionally, the Claim Manager can make the roster moves associated with the winning bids. In the Claim Manager you can request the moves to be entered on rosters or to simply have the report produced.

If you opt to have the transactions entered you must specify the effective date to enter the moves – either the day the claims were awarded or the next available transaction date for your league. For example, if your league makes weekly moves on Mondays and you want Claims awarded on Saturday, you can have the transactions entered either with Saturday's games, or with Monday's games. Note: Whatever date you opt to have bids entered, the winning team will get credit for that players stats [if on the active roster] on that very day. So, if Claims are awarded at 8:00 PM on a Saturday and you opt to have them entered "Effective Same Date Executed," any active Claims won will get credit for stats earned on Saturday.