

2014 Fantasy Football

(These rules are made by the league for the league. Any conflict arising but not contained in the rules will be voted on and passed by no less than 8 votes during the season. Each new rule will be tried one season and will be made official with league approval before the start of the next season.)

* Denotes new or modified rules

1. FEE: \$100.00 (Includes \$80 entry fee, \$10.00 trade fee, and \$10.00 free-for-all)

2. DRAFT: -Two minute time limit per pick.
-Draft picks may only be traded before the draft starts and must be approved by the league for fairness.

3. Roster: 2 Quarterbacks- 4 Running backs- 5 Wide receivers- 2 Tight Ends- 2 Kicker- 2 Def/special teams

4. Weekly Lineup: 1 QB, 2 RB's, 3 WR's, 1 TE, 1 K, 1 Def.

- If no lineup is submitted, your team will earn zero points for the week, and you will be fined \$20, which will be added to the point pot.
- Line-up must be submitted to your opponent and the commissioners (to prevent conflict- see next rule) before kick-off of the first SUN game of the week. (For THURS and SAT games all players for these games must be started prior to kick-off.)
- If you have two players of the same position that are playing at the same time (other than 1pm) or one later (4pm and Sun/Mon night) but you aren't sure which you are starting due to a game time decision you may make a note when turning in your line-up that those players may change. You must have a starter declared and the alternate listed so that your opponent can expect your change (but if they don't hear back from you they will go with the starter listed). These players must be active prior to 1pm or they cannot be changed.

5. Scoring: -See attached - Official stats are from foxsports.com. The back up is The Times Reporter
-Scores need to be turned in no later than Wednesdays at 9pm.
-Once a score is submitted it will not be changed after Sunday of the next week. If you choose not to verify a score and a mistake is found later then the score WILL NOT be modified. If the other team wishes not verify scores and you would like yours verified submit your line-up to the commissioners or another member of the league and they will verify yours with you.

6. Pickups & Trades: -Can be done from **9am Tuesday until 9pm Saturday (Friday** for weeks with Saturday games.)

- The team owner with the worst record gets their pick on TUESDAYS only. All other days it's first come first serve (Week 1 Tuesday pick-ups will not be granted until all scores are received to establish records for that week. The records for subsequent weeks come from the previous week's finish, ie; Week 4 records are used starting the Tuesday after Week 5. In case of the same record the points are used and in case record and points are the same it becomes first come first serve between those two teams only.).
- TRADING deadline is SAT of Week 10
- After week 10 pick-ups may still be made.
- You may place one player on the injured reserve list. That player MUST be listed on an injury report. Deadline for reactivation is SUNDAY at 1pm (kick-off of first game). This is for activation only!! Please let the commissioners know about the change as soon as possible

- 7. Transactions:** -\$1.00 per player waived, picked up or obtained by trade. (Avg. transaction is \$2)
 -Money must be paid ahead, thus the \$10.00 pre-paid account.
 -After the first \$10 there will be no pickups until another \$10 is received.

- 8. Defense/Special Teams:** -A player in your line-up scoring a defensive TD counts as a TD for the player and a TD for your Defense (12 pts total)
 -A defensive TD scored against your offense (interceptions and fumbles returns only) doesn't count against your defense but all extra points count. (This would be six points off the total points allowed by your defense)

- 9. Ties:** -Each week every team will start a 10th player (back-up from any position on their roster). In the case of a tie this player's score will be used to determine the tie. This will be considered "overtime" and the winner will be awarded one point to his score.

-In the event that they continue to be tied here is the order in which the tie will be broken:

1. Tenth Player
2. The number of all the Touchdowns by first 9 team players.
3. The number of Field Goals scored by the kickers.
4. Total scores of all the players.

And if by chance after #4 the teams are still tied then it remains a tie.

-In case of a tie, in both score and points, the head to head result will be used as a tiebreaker (This would be used in a situation to determine rankings for play-off positions)

- 10. Franchise players:** - Each team will get one player that they may keep from the previous year's roster. In return for keeping this player you will give up your first round pick of the draft. If you choose not to keep anyone, you will get your first round pick.
 -You may also trade your franchise player to someone for theirs or draft picks. You may not have more than two (one acquired through trade) franchise players.
 -Franchise players must be declared on draft day before the first round of picking. Each team will be asked (in rank order from the previous year starting with #1) if they would like to keep a player and who it is. The teams choosing not to keep a player will then get their first round picks by reverse rank order (start with the lowest ranked for the previous year), ending with any new teams.
 -Round 2 of the draft will be the reverse of the previous year's finish (14-1) with new teams picking last and in order that they joined. Rounds 3, 4 and 5 will be randomly picked. For rounds 6-9 we will reverse the order. (RD 6 reverse of RD 2, RD 7 reverse of RD 3, RD 8 reverse of RD 4, and RD 9 reverse of RD 5.) Rounds 10-17 will be the same as rounds 2-9. (See draft order sheet)

PAYOUTS

Season

1ST\$50

Play-offs

1ST\$280

2ND\$200

3RD\$140

4TH\$100