***AP=MVP FANTASY FOOTBALL LEAGUE***

***2010 GAME OBJECTIVES AND RULES***

**SECTION 1.0 - OBJECTIVE**

A group gets together to form a Fantasy Football League. A league consists of 10 owners each owning a franchise. A franchise is comprised by drafting players from any team in the NFL and using them as players on your team. Every week during the NFL season your franchise will play a doubleheader and be matched up against other franchises. The total number of points scored by your fantasy players will be matched up against the total number of points scored by your opponents. The team with the most points is the winner of the game.

**SECTION 2.0 - SCORING**

**2. A** A team consists of 1 quarterback, 3 wide receivers, 2 running backs, 1 kicker, and 1 NFL defense. You are allowed to draft 7 additional players of any position as back up players. Any points that your player scores while playing in a NFL game are considered as points for your franchise.

An optional starting formation can be used. Instead of the standard 2 running backs and 3 wide receivers, a franchise has the option to start 3 running backs and 2 receivers / tightends (wishbone) or 1 running back and 4 wide receivers /tightends (flood).

**2. B** Only points scored by the starting players will count as points for your team. Each week the franchise owner updates their starting line-up on line before the 1st NFL game of that week. In the event of a Thursday or Saturday game, you need only report starting players from these teams prior to game time. If no starting lineup is given, the lineup from the previous week is used. All franchises must submit a lineup prior to opening day.

**2. C** Due to the 17-week/bye schedules the following rule applies for utilizing players during they’re off week. You must replace the quarterback, wide receiver and running back, kicker and team defense on their week off with one of your reserves.

**2. D Point System**

**Running Backs -** Every touchdown your running back is credited with scoring is counted as 6 points. If your running back throws a touchdown pass, he is credited with 3 points.

On the extra point/two point conversion if the ball is carried in, 2 points are awarded. If the score is a reception, 2 points are awarded. If the score is a pass, 1 point is awarded.

**Receivers / TE’s -** Every touchdown your receiver is credited with scoring is counted as 6 points. If your receiver throws a touchdown pass, he is credited with 3 points.

On the extra point/two point conversion if the ball is carried in, two points are awarded. If the score is a reception, 2 points are awarded. If the score is a pass, 1 point is awarded.

**Quarterback -** Every touchdown pass your quarterback completes is worth 3 points. If he runs the ball in or receives a pass from another player he is credited with 6 points. If he catches his own pass, and scores, he is credited with 9 points. On the extra point/two point conversion if the ball is carried in, two points are awarded. If the score is a reception, 2 points are awarded. If the score is a pass, 1 point is awarded.

**Kickers -** Kicker points are credited as follows:

3 points for a successful field goal

1 point for a successful extra point

On the extra point/two point conversion if the ball is carried in, two points are awarded. If the score is a reception, 2 points is awarded. If the score is a pass, 1 point is awarded.

**Defense -** Defensive points are credited as follows:

6 points for a touchdown including kickoff or punt return

2 points for a safety

Any points scored by the defensive special team will be considered defensive points.

In addition to points scored, players are awarded points for their performance. The following performance points will be added to a player's score.

**Rushing yardage** - for every 25 yards your player receives in rushing yardage, he is credited with 1 point:

0 - 24 yards = 0 points

25 - 49 yards = 1 point

50 - 74 yards = 2 points

75 - 99 yards = 3 points

Etc.

**Receiving yardage** - for every 25 yards your player receives in receiving yardage, he is credited with 1 point:

0 - 24 yards = 0 points

25 - 49 yards = 1 point

50 - 74 yards = 2 points

75 - 99 yards = 3 points

Etc.

**Passing yardage** - for every 50 yards your player receives in passing yardage, he is credited with 1 point:

0 - 49 yards = 0 points

50 - 99 yards = 1 point

100 - 149 yards = 2 points

150 - 199 yards = 3 points

200 – 249 yards = 4 points

Etc.

**Defensive points** - points credited as follows:

Points allowed

(0 points scored) = 10 points

(1-6 points scored) =7 points

(7-14 points scored) = 3 points

***NOTE:*** At times, players score points that may not be associated as normal points for their starting position. Example: a wide receiver or running back may be used on kickoff or punt returns. In general, any points you’re starting player scores are counted as points for your team.

**SECTION 3.0 - DRAFTING**

Drafting is accomplished by using a predetermined draft order and choosing any NFL player available when it is your turn. Once a player is drafted to a team, no other franchise in the league can draft him.

The draft is generally scheduled to occur the Tuesday night prior to the First NFL game for the year. This is coordinated by the commissioner.

There is a 2-minute time limit between picks. If you do not make your selection within the 2 minutes, the next player may make his pick. You would then have the next pick.

**3. A** The draft will consist of 15 rounds. During those rounds a franchise must draft a complete Fantasy Football team as defined in Section 2.A.

**3. B** Drafting order was determined by a random drawing held the week or so before draft.

**3. C** A drafting round will consist of every franchise drafting 1 player per round. Round 1 will draft positions 1 through 10, round 2 will reverse the order and draft positions 10 through 1. These steps are continued until the 15 rounds have been completed.

**3. D** After the draft is complete, additional players may be picked up as needed. You may add players to any position you want but you must forfeit a player. Franchises may be charged a fee for any roster changes ($5). When drafting additional players, it is a first come first serve bases.

**3.E** All dropped players will not be available for pick-up for 3 days.

Picking up additional players will be accomplished via the on line system.

**SECTION 4.0 - TRADING**

**4. A** Teams participating in trades can deal any position player for any position player in return. (Ex: - wide receiver for a running back.) No 2 for 1 trading will be allowed. A franchise must always retain a fantasy football team as defined in section 2.A.

**4. B** Deadline for trading expires prior to the kickoff of the first game in week 11.

**4. C.** Trades may be made anytime after the end of the Monday Night game and noon the following Sunday.

**4. D** Whenever a trade is made, it can be made for players only. No outside trade considerations can be included with the trade.

**SECTION 5.0 - FEES**

**5. A** All franchise owners are required to pay a $200.00 entrance fee for the season.

**5.B**  A franchise may release any player from his team and acquire a new player for any position. Fee = $5.00 A franchise must always retain a fantasy football team as defined in section 2.A.

**5. C** Anytime a trade is made between two franchises, a $5.00 transaction fee per team is required from both franchises.

**5. D** All money is required to be paid in full to the Commissioner on draft night. $250 includes $200 entry and $50 for 10 prepaid transactions, unused transactions will be credited back at seasons end and more than 10 transactions will be an additional $5 each.

**SECTION 6.0 - DIVISION STANDINGS**

**6. A** Two points will be awarded for each win by a franchise, 1 point for a tie. The cumulative points per team will determine the standing in each division. In the event of a tie, the following guidelines will be used to determine the tiebreaker.

1. The team with the most total points for the entire season will determine the winner.

2. The team with the better record in head to head competition will determine the winner.

3. If still a tie, the team with the better divisional record will determine the winner.

4. If still a tie, the team with the most total points his starters in all head to head competition will determine the winner.

5. If still a tie, a coin flip will determine the winner.

**6. B** Tiebreaker required, if necessary, for playoffs. Basis for tiebreaker will be total performance yards for starting players, excluding kicker and defense.

**SECTION 7.0 - PAYOUT**

**7. A** After the 13 regular season games, payouts for each division are as follows:

Final Division Standings (Wins/Losses)

1st Place $500

2nd Place $200

**7. B** Super Bowl Championship payout is as follows: (All transaction and remaining paid entry fees, minus the program fee):

Champions - 60% of the remaining pool money

Runner Up - 30% of the remaining pool money

3rd place - 10% of the remaining pool money

**8.0 MISCELLANEOUS**

**8. A** Any team that wishes to drop out of the league must give a two-month notice to the commissioner.

**8. B** Rule Changes can only be made during the voting period set by the commissioner. This period will be sometime between the fantasy superbowl and the start of the new season. There will be no mid season rule changes. Exceptions to this will be items that come up during the course of the year and are not covered by the rules and objectives. The commissioner will manage these situations. It will be up to him to ensure the issue is handled in a fair manner and is voted on by the entire league.

**9.0 SCHEDULE**

**10-TEAM LEAGUE**

**DIVISIONS:**

Split league into two divisions of five teams each.

**REGULAR SEASON:**

Play a 13 game doubleheader regular season.

**PLAYOFFS:**

The top four teams in each division advance to the playoffs. In the first round, the first- and fourth-place teams will play each other and the second- and third-place teams will play each other. The winners of the first round in each division will play each other on week #15 for the division title. The winners of the second round from each division will play each other on week #16 in the Fantasy Bowl, losers from second round play for third place.