

The Quest for the Tyson Cup League Rulebook

Rulebook Approved: January 15, 2010

Amendments
August 28, 2010
March 14, 2011

Table of Contents

Chapter 1 - League Information	3
Section 1 - History	3
Section 2 - Conferences and Divisions	4
Chapter 2 - Scheduling and Deadline Information.....	5
Section 1 - Pre-Season League Scheduling and Deadlines	5
Section 2 - Regular Season League Scheduling	5
Section 3 - Roster Setup Scheduling and Deadlines	5
Section 4 - Waiver Claims Scheduling and Deadlines.....	5
Section 5 - Free Agent Pickups Scheduling and Deadlines.....	6
Section 6 - Trades Scheduling and Deadlines.....	6
Section 7 - Postseason League Scheduling – Championship Bracket	7
Section 8 - Possession of the Tyson Cup	9
Section 9 - Postseason League Scheduling – Consolation Bracket	9
Chapter 3 - Tiebreakers	11
Section 1 - Waiver Claim Tiebreakers	11
Section 2 - Individual Regular Season Game Tiebreaker	11
Section 3 - The Quest for the Tyson Cup Seeding Tiebreakers	11
Section 4 - The Quest for the First Pick Seeding Tiebreakers	11
Section 5 - Individual Postseason Game Tiebreaker	12
Chapter 4 - League Rosters Requirements.....	13
Section 1 - Roster Maximums.....	13
Section 2 - Weekly Game Roster Minimums and Maximums	13
Chapter 5 - League Scoring	14
Section 1 - Offensive Players	14
Section 2 - Team Defense/Special Teams	15
Chapter 6 - Expansion and New Owners	16
Section 1 - Expansion.....	16
Section 2 - New Owners - Expansion	16
Section 3 - New Owners - Replacement.....	16
Chapter 7 - Annual Draft	17
Section 1 - Draft Order.....	17
Chapter 8 - League Rulebook Changes	18
Section 1 - Before the Draft	18
Section 2 - Draft Day	18

Chapter 1 - League Information

Section 1 - History

The Quest for the Tyson Cup Fantasy Football League formed in 1998 with 10 teams with two divisions. It expanded to 12 teams with 3 divisions in the 2000 league year, and to 20 teams in two conferences and 4 divisions in the 2009 league year. The League is a keeper league with each team being allowed one keeper per season. The League champion receives The Tyson Cup following the league championship. The Cup was created following the 1999 season, and has every League Champion engraved on it.

League History											
Year	League Champion	Runner Up	Shirts Conference Champion	Skins Conference Champion	North Division Champion	South Division Champion	East Division Champion	West Division Champion	Quest for the First Pick - Shirts	Quest for the First Pick - Skins	Coach of the Year
2010	benGAL	WV Steelers	WV Steelers	benGAL	Pure Steel® 9-4	WV Steelers 8-5	Post Bulldogs 11-2	big red trojans 8-5	National Security	Major D	Amy Sutphin (benGAL)
2009	big red trojans	Pure Steel®	Pure Steel®	big red trojans	Pure Steel® 9-4	Dutch Assassins 8-5	benGAL 9-4	big red trojans 10-3	The Heimers	Frank's Tanks	George Gantner (big red trojans)
2008	The Heimers	Pure Steel®			The Heimers 9-4	PowerPuffs 11-2	Fishheads 8-5		benGAL		Vincent Post, III (Pure Steel®)
2007	Dutch Assassins	benGAL			benGAL 6-7	Dutch Assassins 11-2	Fishheads 7-6		Pure Steel®		Jeff Holland (Dutch Assassins)
2006	Pure Steel®	Post Bulldogs			Major D 8-5	Post Bulldogs 9-4	Pure Steel® 8-4-1		Post Browns		Vincent Post, Jr. (Post Bulldogs)
2005	Fishheads	Holland's Warriors			National Security 9-4	Post Bulldogs 7-6	Holland's Warriors 8-5		Dutch Assassins		James Holland (Holland's Warriors)
2004	The Bucks								The Heimers		
2003	Pure Steel®										
2002	The Heimers										
2001	Simpson's Defense										
2000	PowerPuffs										
1999	Simpson's Defense										
1998	StoneCold Steelers										

Fanball Lifetime - Regular Season - Team Records

Team	Overall				PF Tot	Avg	Min	Max	PA Tot	Avg
	W	L	T	Pct						
big red trojans (2009-2010)	18	8	0	0.692	2,334.00	89.77	0.00	0.00	2,117.00	81.42
WV Steelers (2009-2010)	16	10	0	0.615	2,303.00	88.58	0.00	0.00	2,172.00	83.54
Fishheads (2005-2010)	43	34	1	0.558	6,581.00	84.37	0.00	0.00	6,454.00	82.74
Holland's Warriors (2005-2009)	36	29	0	0.554	5,195.00	79.92	0.00	0.00	5,181.00	79.71
Dutch Assassins (2005-2010)	43	35	0	0.551	6,707.00	85.99	0.00	0.00	6,400.00	82.05
Romo's Deztiny (2010-2010)	7	6	0	0.538	1,290.00	99.23	0.00	0.00	1,207.00	92.85
Frank's Tanks (2009-2010)	14	12	0	0.538	2,023.00	77.81	0.00	0.00	2,067.00	79.50
Post Bulldogs (2005-2010)	42	36	0	0.538	6,473.00	82.99	0.00	0.00	6,260.00	80.26
The Bucks (2005-2010)	41	37	0	0.526	6,376.00	81.74	0.00	0.00	6,350.00	81.41
Pure Steel® (2005-2010)	40	36	2	0.526	6,485.00	83.14	0.00	0.00	6,303.00	80.81
benGAL (2007-2010)	27	25	0	0.519	4,604.00	88.54	0.00	0.00	4,211.00	80.98
The Mounties (2009-2010)	13	13	0	0.500	2,097.00	80.65	0.00	0.00	2,060.00	79.23
Major D (2005-2010)	39	39	0	0.500	6,180.00	79.23	0.00	0.00	6,114.00	78.38
The Heimers (2005-2010)	38	39	1	0.494	6,126.00	78.54	0.00	0.00	6,354.00	81.46
Post Browns (2005-2010)	35	43	0	0.449	6,189.00	79.35	0.00	0.00	6,370.00	81.67
National Security (2005-2010)	34	44	0	0.436	6,432.00	82.46	0.00	0.00	6,416.00	82.26
Urlachers Whackers (2009-2010)	11	15	0	0.423	1,917.00	73.73	0.00	0.00	2,051.00	78.88
Big Slick (2009-2010)	11	15	0	0.423	1,990.00	76.54	0.00	0.00	2,150.00	82.69
PowerPuffs (2005-2010)	33	45	0	0.423	6,313.00	80.94	0.00	0.00	6,656.00	85.33
EJS Maulers (2005-2006)	11	15	0	0.423	1,755.00	67.50	0.00	0.00	2,012.00	77.38
The Asskickers (2009-2010)	9	17	0	0.346	2,062.00	79.31	0.00	0.00	2,334.00	89.77
D's Destroyers (2009-2010)	9	17	0	0.346	2,009.00	77.27	0.00	0.00	2,202.00	84.69

Fanball Lifetime - Regular Season - Highest Scores				
Team	Owner	Points	Season	Week
Dutch Assassins	Jeff Holland	176.00	2007	9
Romo's Deztiny	Kyle Sutphin	154.00	2010	12
big red trojans	George Gantner	151.00	2010	3
Fishheads	Chad Woodyard	144.00	2006	8
Romo's Deztiny	Kyle Sutphin	142.00	2010	9
Fanball Lifetime - Regular Season - Lowest Scores				
Team	Owner	Points	Season	Week
Frank's Tanks	Franklin Rose	0.00	2010	1
EJS Maulers	Amy Sutphin	19.00	2006	2
PowerPuffs	Claudine Post	21.00	2007	4
Big Slick	Matt Post	28.00	2009	9
Dutch Assassins	Jeff Holland	30.00	2008	5

Section 2 - Conferences and Divisions

1. The Quest for the Tyson Cup Fantasy Football League has 20 teams.
2. There are two conferences:
 - a. Shirts Conference
 - b. Skins Conference
3. Each conference has 10 teams each.
4. Each conference has two 5 team divisions.
 - a. Shirts Conference
 - i. North Division
 - ii. South Division
 - b. Skins Conference
 - i. East Division
 - ii. West Division
5. The conference and division alignment is static.

Chapter 2 - Scheduling and Deadline Information

Section 1 - Pre-Season League Scheduling and Deadlines

1. The League Commissioner must be notified of each team's one keeper no later than 11:59 pm August 1. Failure to notify League Commissioner of keeper by deadline will result in forfeiture of a keeper for that season.
 - a. Only under extreme circumstances, and with a simple majority vote from the League, an owner can select a keeper after the deadline.
2. The League fee for each team is \$15 paid annually at the draft.
 - a. The League fee pays for:
 - i. The cost of the League on Fanball.com and to help cover cost of upkeep of Tyson Cup (\$7).
 - ii. Expenses for the host of the annual draft (\$8).
3. The Quest for the Tyson Cup Fantasy Football League annual draft will be held on the fourth Saturday in August beginning at 4 pm. (*Amended: August 28, 2010*)
 - a. Site for draft is determined on an annual basis.
 - b. If a league member or representative is unable to attend the draft, a list must be given to the League Commissioner consisting of:
 - i. Rankings of players by position.
 - ii. Order in which to select a position in the draft
 - c. Failure to submit a list will result in a random selection of the absent owner's team by a representative selected by the League Commissioner.

Section 2 - Regular Season League Scheduling

1. The League regular season will begin the first week of the NFL season.
2. Each team will play 13 games in the regular season.
3. Each team will play every team in their division two times, and every team in the other division within their conference one time during the regular season.
4. There are no inter-conference games during the regular season.
5. The League regular season will end following week 13 of the NFL season.

Section 3 - Roster Setup Scheduling and Deadlines

1. During the regular season and postseason play, there will be a period beginning Tuesday at Noon and concluding five minutes before kickoff of a player's game for that week to be able to change your roster.

Section 4 - Waiver Claims Scheduling and Deadlines

1. Definition: A waiver claim is one where each team in each conference gets an opportunity to select an available free agent from the player pool in each conference (Note; each conference operates independently with regards to waiver claims).

2. During the regular season, there will be a period beginning Monday at noon and concluding Wednesday at 5:59 pm where teams may make a waiver claim of available free agents.
3. At 6 pm on Wednesday, the waiver claims are processed. The claims are based on an order determined by the following rules:
 - a. Team with the worst winning percentage for the season gets the first waiver claim opportunity.
 - b. Team with the next worst winning percentage for the season gets the second waiver claim opportunity.
 - c. Team with the next worst winning percentage for the season gets the third waiver claim opportunity.
 - d. Team with the next worst winning percentage for the season gets the fourth waiver claim opportunity.
 - e. Team with the next worst winning percentage for the season gets the fifth waiver claim opportunity.
 - f. Team with the next worst winning percentage for the season gets the sixth waiver claim opportunity.
 - g. Team with the next worst winning percentage for the season gets the seventh waiver claim opportunity.
 - h. Team with the next worst winning percentage for the season gets the eighth waiver claim opportunity.
 - i. Team with the next worst winning percentage for the season gets the ninth waiver claim opportunity.
 - j. Team with the next worst winning percentage for the season gets the tenth waiver claim opportunity.
4. Tiebreakers for waiver claims will be described in Chapter 3 Section 1.
5. The last week to be able to make waiver claims is the week following the end of the regular season (Week 13). After that, rosters are locked through the League playoffs.

Section 5 - Free Agent Pickups Scheduling and Deadlines

1. Definition: Following the waiver claim period, all players who were not selected in waivers are considered free agents and can be picked up by any team in a conference on a first come first serve basis (Note; each conference operates independently with regards to free agent pickups).
2. During the regular season, there will be a period beginning Wednesday at 8 pm and concluding five minutes before kickoff of a player's game for that week to pick up free agent players.
3. The last week to be able to pick up free agent players is the week following the end of the regular season (Week 13). After that, rosters are locked through the League playoffs.

Section 6 - Trades Scheduling and Deadlines

1. Any team can trade with any other team within their conference.
2. Trades can consist of any combination of players, keepers, or draft picks.

3. The League's trade deadline during the regular season will conclude the ninth week of the regular season. Meaning trades during week 9 of the regular season will be allowed, no trades after week 9 will be allowed.
4. Following the end of the playoffs, offseason trades will be allowed.
5. An offseason trade is not official or final until the following conditions are met:
 - a. Each of the teams involved in the trade must submit a trade description to the League Commissioner.
 - b. Each of the teams involved in the trade must submit a trade agreement to the League Commissioner.
 - c. Both a and b must be in writing, it can be in an e-mail from each team involved.

Section 7 - Postseason League Scheduling – Championship Bracket

1. The League Championship Bracket will be called The Quest for the Tyson Cup.
2. The Quest for the Tyson Cup will consist of 8 total teams broken out in the following manner:
 - a. Shirts Conference North Division Winner
 - i. The Shirts Conference North Division Winner is the team with the best winning percentage in the Division after any tiebreakers.
 - ii. The Shirts Conference North Division Winner will be either the #1 seed or the #2 seed in the Quest for the Tyson Cup.
 - iii. The determination of the #1 seed will be the Division winner with the best overall winning percentage after any tiebreakers.
 - iv. The determination of the #2 seed will be the Division winner with the second best overall winning percentage after any tiebreakers.
 - b. Shirts Conference South Division Winner
 - i. The Shirts Conference South Division Winner is the team with the best winning percentage in the Division after any tiebreakers.
 - ii. The Shirts Conference South Division Winner will be either the #1 seed or the #2 seed in the Quest for the Tyson Cup.
 - iii. The determination of the #1 seed will be the Division winner with the best overall winning percentage after any tiebreakers.
 - iv. The determination of the #2 seed will be the Division winner with the second best overall winning percentage after any tiebreakers.
 - c. Shirts Conference Wildcard Team 1
 - i. Wildcard Team 1 is the team with the best winning percentage overall in the Shirts Conference after the Division Winners after any tiebreakers.
 - ii. Wildcard Team 1 will be the #3 seed in the Quest for the Tyson Cup.
 - d. Shirts Conference Wildcard Team 2
 - i. Wildcard Team 2 is the team with the best winning percentage overall in the Shirts Conference after the Division Winners and Wildcard Team 1 after any tiebreakers.
 - ii. Wildcard Team 2 will be the #4 seed in the Quest for the Tyson Cup.
 - e. Skins Conference East Division Winner

- i. The Skins Conference East Division Winner is the team with the best winning percentage in the Division after any tiebreakers.
 - ii. The Skins Conference East Division Winner will be either the #1 seed or the #2 seed in the Quest for the Tyson Cup.
 - iii. The determination of the #1 seed will be the Division winner with the best overall winning percentage after any tiebreakers.
 - iv. The determination of the #2 seed will be the Division winner with the second best overall winning percentage after any tiebreakers.
 - f. Skins Conference West Division Winner
 - i. The Skins Conference West Division Winner is the team with the best winning percentage in the Division after any tiebreakers.
 - ii. The Skins Conference West Division Winner will be either the #1 seed or the #2 seed in the Quest for the Tyson Cup.
 - iii. The determination of the #1 seed will be the Division winner with the best overall winning percentage after any tiebreakers.
 - iv. The determination of the #2 seed will be the Division winner with the second best overall winning percentage after any tiebreakers.
 - g. Skins Conference Wildcard Team 1
 - i. Wildcard Team 1 is the team with the best winning percentage overall in the Skins Conference after the Division Winners after any tiebreakers.
 - ii. Wildcard Team 1 will be the #3 seed in the Quest for the Tyson Cup.
 - h. Skins Conference Wildcard Team 2
 - i. Wildcard Team 2 is the team with the best winning percentage overall in the Skins Conference after the Division Winners and Wildcard Team 1 after any tiebreakers.
 - ii. Wildcard Team 2 will be the #4 seed in the Quest for the Tyson Cup.
3. The Quest for the Tyson Cup will begin on the 14th week of the NFL season with the Conference Semifinals.
 - a. The games that make up the Conference Semifinals are as follows:
 - i. Shirts Conference #1 Seed vs Shirts Conference #4 Seed
 - ii. Shirts Conference #2 Seed vs Shirts Conference #3 Seed
 - iii. Skins Conference #1 Seed vs Skins Conference #4 Seed
 - iv. Skins Conference #2 Seed vs Skins Conference #3 Seed
4. The Quest for the Tyson Cup will continue on the 15th week of the NFL season with the Conference Finals.
 - a. The games that make up the Conference Semifinals are as follows:
 - i. The winners of the Shirts Conference Semifinals
 - ii. The winners of the Skins Conference Semifinals
5. The Quest for the Tyson Cup will end on the 16th week of the NFL season with the League Championship Game.
 - a. The game that make up the League Championship Game is as follows:
 - i. The winner of the Shirts Conference Championship Game vs the winner of the Skins Conference Championship Game
6. The winner of The Quest for the Tyson Cup will receive The Tyson Cup trophy and will have the #10 selection in the Annual Draft the following year.

7. Seeding tiebreakers for The Quest for the Tyson Cup will be described in Chapter 3 Section 3.

Section 8 - Possession of the Tyson Cup

1. The League Champion will receive the Tyson Cup following the engraving process.
2. The League Champion must bring the Tyson Cup to the Annual Draft, they will retain possession following the Annual Draft.
3. The League Champion must relinquish the Tyson Cup to the Commissioner following the end of the end of the League regular season.

Section 9 - Postseason League Scheduling – Consolation Bracket

1. There will be two Consolation Brackets.
2. The League Consolation Brackets will be called:
 - a. The Quest for the First Pick. – Shirts Conference
 - b. The Quest for the First Pick. – Skins Conference
3. The 6 teams from each conference who did not make The Quest for the Tyson Cup will play in The Quest for the First Pick for each conference.
 - c. #1 Seed is the team with the worst winning percentage overall in each conference after any tiebreakers.
 - d. #2 Seed is the team with next worst winning percentage overall in each conference after any tiebreakers.
 - e. #3 Seed is the team with next worst winning percentage overall in each conference after any tiebreakers.
 - f. #4 Seed is the team with next worst winning percentage overall in each conference after any tiebreakers.
 - g. #5 Seed is the team with next worst winning percentage overall in each conference after any tiebreakers.
 - h. #6 Seed is the team with next worst winning percentage overall in each conference after any tiebreakers.
4. The Quest for the First Pick will begin on the 14th week of the NFL season.
 - i. The games that make up the First Round of The Quest for the First Pick are as follows (Note: each Conference will have the same format for The Quest for the First Pick):
 - i. #1 Seed – Bye Week
 - ii. #2 Seed – Bye Week
 - iii. #3 Seed vs #6 Seed
 - iv. #4 Seed vs #5 Seed
5. The Quest for the First Pick will continue on the 15th week of the NFL season.
 - j. The games that make up the Semifinals of The Quest for the First Pick are as follows (Note: each Conference will have the same format for The Quest for the First Pick):
 - i. #1 Seed vs Highest Remaining Seed
 - ii. #2 Seed vs Next Highest Remaining Seed
6. The Quest for the First Pick will end on the 16th week of the NFL season.

- k. The game that make up the Finals of The Quest for the First Pick are as follows (Note: each Conference will have the same format for The Quest for the First Pick):
 - i. The winners of The Quest for the First Pick Semifinals.
- 7. The winner of The Quest for the First Pick for each conference will receive the #1 overall pick in the Annual Draft the following year.
- 8. Seeding tiebreakers for The Quest for the First Pick will be described in Chapter 3 Section 4.

Chapter 3 - Tiebreakers

Section 1 - Waiver Claim Tiebreakers

1. The following tiebreakers will be used to determine waiver claim order if there are ties in the winning percentage for the season between one or more teams:
 - a. Worst to First, Points Scored for the Season
 - b. Worst to First, Points Scored for the Previous Week
 - c. Virtual Coin Toss

Section 2 - Individual Regular Season Game Tiebreaker

1. In the event of a tie a regular season game, a tiebreaker player will be chosen prior to the start of the games as per Chapter 2, Section 3, Paragraph 1, Roster Setup Scheduling and Deadlines.
2. If, after the tiebreaker players score is tallied, there is still a tie, the game shall end in a tie.

Section 3 - The Quest for the Tyson Cup Seeding Tiebreakers

1. The following tiebreakers will be used to determine the Division Winners and seeding of the Division Winners for each conference in The Quest for the Tyson Cup if there are ties in the winning percentage for the season between one or more teams:
 - a. Best Head to Head Winning Percentage
 - b. Best Division Winning Percentage
 - c. Highest Points Scored in the Regular Season
 - d. Lowest Points Against in the Regular Season
 - e. Best Power Ranking
2. The following tiebreakers will be used to determine the Wildcard Teams and seeding of the Wildcard Teams for each conference in The Quest for the Tyson Cup if there are ties in the winning percentage for the season between one or more teams:
 - a. Best Head to Head Winning Percentage
 - b. Best Division Winning Percentage (if teams are in the same division, otherwise go to c)
 - c. Highest Points Scored in the Regular Season
 - d. Lowest Points Against in the Regular Season
 - e. Best Power Ranking

Section 4 - The Quest for the First Pick Seeding Tiebreakers

1. The following tiebreakers will be used to determine the seeding of the teams for each conference in The Quest for the First Pick if there are ties in the winning percentage for the season between one or more teams:
 - f. Worst Head to Head Winning Percentage

- g. Worst Division Winning Percentage (it teams are in the same division, otherwise go to c)
- h. Lowest Points Scored in the Regular Season
- i. Highest Points Against in the Regular Season
- j. Worst Power Ranking

Section 5 - Individual Postseason Game Tiebreaker

1. The following tiebreakers will be used to determine the winner of any postseason game:
 - a. A tiebreaker player will be chosen prior to the start of the games as per Chapter 2, Section 3, Paragraph 1, Roster Setup Scheduling and Deadlines.
 - b. Highest score of all benched players
 - c. Highest score of the benched QB or QBs
 - d. Highest score of the benched RB or RBs
 - e. Highest score of the benched WR or WRs
 - f. Highest score of the benched K or Ks
 - g. Highest score of the benched D or Ds
 - h. Most regular season points scored
 - i. Lowest regular season points allowed

Chapter 4 - League Rosters Requirements

Section 1 - Roster Maximums

1. Each team may have up to 15 players on their roster.
2. Each team may have up to 4 Quarterbacks on their roster.
3. Each team may have up to 6 Running Backs on their roster.
4. Each team may have up to 7 Wide Receivers on their roster.
5. Each team may have up to 3 Tight Ends on their roster.
6. Each team may have up to 3 Kickers on their roster.
7. Each team may have up to 3 Team Defenses on their roster.

Section 2 - Weekly Game Roster Minimums and Maximums

1. Each team must start 8 players.
2. Each team has the option to select a ninth player to be a tiebreaker.
 - a. The tiebreaker player can be from any eligible roster position.
 - b. The tiebreaker player's weekly score does not come into play unless the score of the starting 8 players for each team ends in a tie, as per Chapter 3, Section 2, Paragraph 1.
3. Each team must start a minimum of 1 QB with a maximum of 1 QB.
4. Each team must start a minimum of 1 RB with a maximum of 2 RBs.
5. Each team must start a minimum of 1 WR with a maximum of 3 WRs.
6. Each team must start a minimum of 1 TE with a maximum of 2 TEs.
7. Each team must start a minimum of 1 K with a maximum of 1 K.
8. Each team must start a minimum of 1 D with a maximum of D.

Chapter 5 - League Scoring

Section 1 - Offensive Players

1. 1 point will be awarded for every 20 yards of passing by any offensive player in the course of an NFL game.
2. 1 point will be awarded for every 10 yards of rushing by any offensive player in the course of an NFL game.
3. 1 point will be awarded for every 10 yards of receiving by any offensive player in the course of an NFL game.
4. 4 points will be awarded for every touchdown pass by any offensive player in the course of an NFL game.
5. 2 bonus points will be awarded for every touchdown pass by any offensive player in the course of an NFL game that is 40-79 yards in length.
6. 4 bonus points will be awarded for every touchdown pass by any offensive player in the course of an NFL game that is 80 yards or more in length.
7. 6 points will be awarded for every touchdown rushing by any offensive player in the course of an NFL game.
8. 2 bonus points will be awarded for every touchdown rush by any offensive player in the course of an NFL game that is 40-79 yards in length.
9. 4 bonus points will be awarded for every touchdown rush by any offensive player in the course of an NFL game that is 80 yards or more in length.
10. 6 points will be awarded for every touchdown receiving by any offensive player in the course of an NFL game.
11. 2 bonus points will be awarded for every touchdown receiving by any offensive player in the course of an NFL game that is 40-79 yards in length.
12. 4 bonus points will be awarded for every touchdown receiving by any offensive player in the course of an NFL game that is 80 yards or more in length.
13. 2 points will be awarded for every two point conversion pass by any offensive player in the course of an NFL game.
14. 2 points will be awarded for every two point conversion rushing by any offensive player in the course of an NFL game.
15. 2 points will be awarded for every two point conversion receiving by any offensive player in the course of an NFL game.
16. 2 points will be deducted for every interception thrown by any offensive player in the course of an NFL game.
17. 1 point will be deducted for every fumble lost by any offensive player in the course of an NFL game.
18. 1 point will be awarded for an extra point kicked by a kicker in the course of an NFL game.
19. 3 points will be awarded for any field goal 39 yards or less kicked by a kicker in the course of an NFL game.
20. 4 points will be awarded for 40-49 yard field goal kicked by a kicker in the course of an NFL game.
21. 6 points will be awarded for any field goal 50 yards or more kicked by a kicker in the course of an NFL game.

Section 2 - Team Defense/Special Teams

1. 1 point will be awarded for every fumble recovered by a team defense/special teams in the course of an NFL game.
2. 2 points will be awarded for every interception by a team defense/special teams in the course of an NFL game.
3. 2 points will be awarded for every sack by a team defense/special teams in the course of an NFL game.
4. 4 points will be awarded for every safety by a team defense/special teams in the course of an NFL game.
5. 6 points will be awarded for every touchdown scored by a team defense/special teams in the course of an NFL game. This includes the following plays:
 - a. Fumble recovery for touchdown
 - b. Interception for touchdown
 - c. Punt return for touchdown
 - d. Kickoff return for touchdown
 - e. Touchdowns on blocked kicks or punts
6. 10 points will be awarded for a shutout by a team defense/special teams in the course of an NFL game.
7. 7 points will be awarded for a team defense/special teams holding the opposing team to 1-6 points in the course of an NFL game.
8. 3 points will be awarded for a team defense/special teams holding the opposing team to 7-10 points in the course of an NFL game.

Chapter 6 - Expansion and New Owners

Section 1 - Expansion

1. A simple majority vote is needed to approve League expansion.
 - a. The League currently has 20 teams, a simple majority would be 11 owners.

Section 2 - New Owners - Expansion

1. New Owners will be brought into the League in the order they appear on the waitlist. If there are no potential owners on the League waitlist, recruitment to the League can then occur.
2. If the League expands by 1 team, that team will receive the first pick in the Annual Draft. The winner of the Quest for the First Pick will have the first pick after the expansion team.
3. If the League expands by more than one team in different conferences, draft positions will be drawn in a lottery style.
4. If the League expands by two teams, and they are not in the same conference, each team will receive the first pick in the Annual Draft for their conference. The winner of the Quest for the First Pick will have the first pick after the expansion team.

Section 3 - New Owners - Replacement

1. New Owners will be brought into the League in the order they appear on the waitlist. If there are no potential owners on the League waitlist, recruitment to the League can then occur.
2. In a situation where an owner has withdrawn from the League, if no new owner can be found to replace the old owner, League contraction may occur.
3. If a League owner withdraws from the League prior to the August 1st Keeper Deadline as per Chapter 2, Section 2, Paragraph 1; the new owner who replaces that owner will be able to choose a keeper from their roster. Chapter 2, Section 2, Paragraphs 1 and 1a deadlines will apply to the new owner.
4. If a League owner withdraws from the League after the August 1st Keeper Deadline as per Chapter 2, Section 2, Paragraph 1; the new owner will inherit the keeper that was selected by the previous owner.
5. If a League owner withdraws from the League after the August 1st Keeper Deadline as per Chapter 2, Section 2, Paragraph 1; and has not selected a keeper; the new owner who replaces that owner will be able to choose a keeper from their roster. The deadline for the selection of that keeper will be Draft Day. *(Amended: August 28, 2010)*
6. The new owner selection in the Annual Draft will be the same as the owner they are replacing.

Chapter 7 - Annual Draft

Section 1 - Draft Order

1. The order for the Annual Draft for each conference will be determined by worst to first winning percentages after tiebreakers.
2. The winner of The Quest for the First Pick for each conference will receive the first overall selection in the Annual Draft as per Chapter 2, Section 9, Paragraph 7.
3. The Conference Champions for each conference will receive the last pick in the Annual Draft. This includes the League Champion as per Chapter 2, Section 7, Paragraph 6.
4. The draft order will reverse for each round.
5. The draft will be 14 rounds, this will give each team 15 players.
6. In the case of a missed keeper pick, or an expansion team, a 15th round will be added only for those owners affected.

Chapter 8 - League Rulebook Changes

Section 1 - Before the Draft

1. League Rules may be changed prior to the Annual Draft by a simple majority vote.
2. For the 20 team league format, 11 votes are needed to achieve a simple majority.

Section 2 - Draft Day

1. League Rules may be changed on the day of the Annual Draft by a 75% majority vote.
2. For the 20 team league format, 15 votes are needed to achieve a 75% majority.