**Fantasy Football League Rules**

**General Philosophy**

To simulate the NFL personnel management decision process of franchise building techniques through the wise and timely drafting and trading of NFL personnel for our own fantasy league.

**Objective**

To amass the highest weekly point totals based on selected individual players and team positions while playing a fantasy league a schedule against other teams in weekly head-head competition.

**Owners**

1. There will be 12 teams; usually in a 2 division format of 6 teams. When the NFL changes its yearly schedule, we will do whatever we need to in order to maintain our balanced schedule.
2. Will give a $60 entry fee to the commissioner AT THE DRAFT! This pays for all entries and prize money.
3. Will vote on any new issues affecting the whole league. Plurality vote is needed to change anything. (unless Commish has already decided!)
4. Are solely responsible for getting their lineups into league site by game time of 1st game of week, Full lineups should be given because changes can be made until kickoff of prospective games.
5. Will make sure final roster players who were not on their initial roster have been played at least once. Failure to do so will result in penalties.

**Draft**

Draft will be held Friday night prior to start of regular NFL season. Draft order is pre-established, round 1 and 2 are reversed. Odd rounds are drawn- Even rounds reversed. Previous season’s low point finisher has first choice of team , 2nd low next. Etc.

**Commissioner**

1. Will accept, verify or negate trades or transactions as necessary.
2. Will enforce and oversee league rules and changes.
3. Will assure rosters are always up to date with 20 players with at least 2 at every position until bye weeks are done.
4. With help of the board, maintain the integrity and sense of fair play.

**Schedules**

1. League will usually consist of 2 sixteam divisions with every team playing 2 games a week. Each team in division will play the other 5 teams four times and the other divisions’ 6 teams twice. All divisional teams will have played the same schedules by years’ end. Weeks 16 & 17 will have only one game to keep balanced schedules.
2. Tie breakers for overall positions and awards will be high total yearly points. Best division won-lost first tie breaker will be most wins when tied teams played each other. Second tie breaker will be highest total points when remaining tied teams played each other. During regular season, ties for high points in a given week will be decided by highest bench points of any one individual player- rb, wr, or idp- on the tying teams.

**Weekly Lineups**

1. One lineup will be used for 2 different games. It will consist of the following 10 players or positions:

* 1 team quarter back
* At least 1 individual running back
* At least 2 individual wide receivers
* 1 team kicker
* 1 team def/st
* 1 individual defensive player[ I. D. P. ]
* 3 individual flex players- they can be RB, WR, IDP in any combination. Each week owners may give the Commish 2 of their individual non-starters- one offensive and one defensive, to be used as alternates. if an individual starter pulls zero pts. Off.alt.. can only be used for one off. player and def. alternate only once for def. player.

**Penalties**

1. Failure to get lineups in on time will result in previous week’s lineup being used- this could be costly in a bye week.
2. Each player on final roster not on original roster must have played at least once or lose highest points position on season’s last week. 2 players will be 2 pos. etc. Big Bubba retired so I’ll handle it.

**Rosters**

1. Will always consist of 20 players/position with at least 2 at every position until byes are over, then only at least 1 every position but WR where 2 is required.
2. Team Positions can only be changed by trading, dropping after 3 consecutive 0-stats or by waive rule. If designated starter at QB or K position goes on I.R., is listed as “out” in any print media, or “inactive”, suspended, has 3 consecutive 0-stats, etc., he may be dropped and new “player” added for any position as long as roster requirements are met.
3. Individual Players maybe traded or dropped using team positions requirements.
4. Stats can be “+” or “-“. One carry for 0 or -1 yd. is a stat. a “stat” must be part of our leagues scoring system.
5. Replacement players must be added immediately when a player is dropped.
6. Only NFL rostered players can be added or traded after draft. Drafted holdouts, I.R., suspended etc. players can only be dropped or waived after their initial designation expires. Undrafted holdouts, i.r., suspended etc. players can only be picked up after they have a stat. During regular season, players dropped as a result of going on i.r. or being suspended etc. can be picked up by anyone - subject to waive rule requirements.
7. Tight ends are considered wide receivers.
8. Our league site determines a player’s position. They do not list 2 position for anybody, even if their NFL roster does. Commish can’t change them- I tried!
9. Players drafted on your original roster need not be played by end of season, all others on your final roster must be. If not penalty will be incurred for each one.

**Trades and Transactions**

1. All trades and transactions require the immediate approval of the commissioner. The commissioners’ trades require immediate approval of board. All transactions are recorded on league’s site’s transactions page.
2. All owners should be aware of players’ stats., Injury, and playing status. only trades not allowed would be a lopsided trade made with obvious intent of loading one owner up against another. Once a trade is reported to and approved by commish-IT IS FINAL! Commish would expect that all injury and playing status considerations would be reported and discussed with other owner at time of trade.
3. Trade and transaction hours are:

Even up trades are allowed anytime.

Waive requests maybe called into Commish or put on our league site until 9:00pm Tuesday when they are awarded by Commish

with lowest season team points going first, then second low next etc.

1. Waives are an owner removing an individual or team player from his roster and replacing with another. Evenup trades are only moves allowed until 9pm Tuesday. One waive with any number of legal drops are allowed in a given week. First come, First served after Tuesday 9pm.
2. Uneven trades have to be with one player difference- 2 for 1, 3 for 2, etc. This will allow for drops and addition to rosters. Trades must be completed fully, in order to maintain 20 on rosters, when reported to commissioner. NO CONDITIONAL TRADES!
3. Defense/Special teams are always considered one position
4. Players dropped as a result of transactions one week will be eligible to be picked up the following week.
5. Inter and intra division trades are equally encouraged.
6. This commish considers trading a team position for a needed individual position an even trade – within reason. Point scoring is not always a consideration!

**Point and Statistical Verification**

1. The RTSPorts.com commissioners statistical package is the official scoring source for our league. It will control scoring and player position. It will also automatically change any scoring resulting from an official NFL change. In rare cases, it may be necessary for our commish to make scoring changes. All owners can watch scoring on line as it happens.

**League Entry Fee**

An entry fee of $60 x 12 owners= $720. 600 for regular season- mandatory $10 for all 12 owners= $120 for playoffs adds up to $720 returned at end of season.

**Prize money Breakdown**

|  |  |  |
| --- | --- | --- |
| High point total each week- | $15 x 17 Weeks = | $255 |
| Best divisional won-lost record- | $30 x 2 divisions = | $60 |

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| --- | --- |
| Highest total points for season | $ 40 |
| 2nd “ “ “ “ “ | $35 |
| 3rd “ “ “ “ “ | $30 |
| 4th “ “ “ “ “ | $28 |
| 5th “ “ “ “ “ | $25 |
| 6th “ “ “ “ “ | $23 |
| 7th “ “ “ “ “ | $22 |
| 8th “ “ “ “ “ | $20 |
| 9th “ “ “ “ “ | $17 |
| 10th “ “ “ “ “ | $15 |
| 11th “ “ “ “ “ | $15 |
| 12th “ “ “ “ “ | $15 |

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| --- |
| $600 Regular Season |

**Playoffs**

$10 Entry from each owners league entry fee $10x12=$120 playoffs

**Playoff Prize money breakdown**

|  |  |
| --- | --- |
| Weekly prize points winner | $15x 4= $60 |
| High point total for all playoffs | $25 |
| 2nd “ “ “ | $20 |
| 3rd “ “ “ | $15 |

$600 season Prize $

$120 Playoff Prize $

$720 Total

$120 Playoffs

**Playoffs**

1. Entry Fee of $10 will be deducted from every owners prize money.
2. First week, owners will give commish a lineup of 10 positions made from NFL playoff teams. Owners may play some of same players but no 2 lineups can be identical. First Come, First serve. No more than 3 players from any one NFL team are allowed plus one offensive alternate and one defensive alternate are allowed.
3. Second week owners will do same thing with a lineup made from remaining NFL playoff teams but without alternates. This lineup will be for rest of playoffs thru super bowl. Owners will lose players as NFL teams are eliminated. 4 Week totals points will determine high points award and 4 individual week winners.
4. Playoff prize money awards are:

|  |  |
| --- | --- |
| $15 | Each week high points |
| $25 | Highest playoff point total |
| $20 | “ “ “ “ |
| $15 | “ “ “ “ |