**BYLAWS for Sunday Quarterbacks Fantasy Football**

1.            **Players.**

1.1.       Each team must carry 16 players on their roster to include up to:

            a.            2 QB

            b.            4 RB

            c.            6 WR

 d. 2 TE

            e.            2 K

            f.             2 D

1.1.1.    Each team is responsible for putting their starting line up in which should consist of:

            a.            1 QB

            b.            2 RB

            c.            3 WR(or 1 flex either a wr or te)

 d. 1 TE

            e.            1 K

            f.             1 D

1.1.2.    If a player fails to input their starters before the start of their game they will not be allowed to change the status of them unless there is proof they tried to contact myself or John Mirka prior to the start of the game.

1.2.       If one of your players become injured you may place them on injured reserve.

1.2.1.    The player must be listed as doubtful, out or on the injured reserve by RTS before the player can be put on injured reserve.  RTS is the only accepted web site the commissioner will use to determine IR status.

1.2.2.    The maximum number of players on injured reserve is 1.

1.2.3.    Injured reserve players do not count as part of the 16 players.

1.25.        A player may stay on injured reserve until he plays again.  If the player plays in a game he must come off your IR before the start of the 1st game of the week or he will be dropped from your team and become a free agent.

1.3.       When a player is dropped he becomes a free agent.

1.4.       Any player may select any free agent for their roster.

1.5.            Any team may trade with another team in their conference prior to week 11 games.

1.5.1.      The commissioner and 2 teams from your conference must approve all trades.  The commissioner and the other teams must not be involved in the trade.  If the commissioner makes a trade it must be approved by three teams in their conference that are not involved in the trade.

2.                   **Teams.**  There will only be 20 teams.

2.1.             There will be 2 conferences with 10 teams in each conference.  (AFC and NFC)

2.2.             Each Conference will have 2 divisions of 5 teams.  (Teams in division decide name of division)

2.3.             No player may be on more than one team in each conference.

3.                   **The DRAFT**

3.1.             All owners draft

3.1.1.        A representative from the team may draft for an owner as long as they are not a new franchise.

3.1.2.        Owners have 2 minutes per pick to make their selections.

3.1.3.        The draft will be during the preseason.  The location will be determined at a later date.

3.1.4.        We will contact all owners as far out as possible to try to make the draft as convenient for everyone involved as possible.

3.3.       The order of the draft will be drawn and it will be a serpentine draft

4.         **Money.**

4.1.       The cost to play is $110 for the season and must be paid 4 hrs prior to draft.

4.2.       The team that scores the most points each week(13) in each conference gets $10

4.2a The team that picks the most correct NFL picks each week will win $10

 (Under NFL picks….Make Picks)

4.3.       Each Divisional Winner will receive $20.  (Two per conference)

4.4.             Each Wild Card Team will receive $10.  (4 wild cards per conference.)

4.5.       The NFL Pickem winner will receive $20

4.6.       High points in each conefernce will win $20.

4.7.             The Superbowl Champion will receive an additional $900, 2nd-$410, 3rd-$100 and 4th- $50

4.7.1.        The toilet bowl winner will receive $15

5.1.       The official statistics received from [www.rtsports.com](http://www.rtsports.com) stand.