1) Ownership   
  
1.1.0) The commissioner has created this league for enjoyment and fellowship, no fees are associated.  
  
  
1.2.0) Selection of owners for a given season will be done using the following priorities:   
  
1.2.1) Owners who played in the most recent ACCVAFLA season.   
1.2.2) Previous ACCVAFLA owners who did not play in the most recent   
ACCVAFLA season.   
1.2.3) People referred (sponsored) by owners from 1.2.1.   
1.2.4) People referred (sponsored) by owners from 1.2.2.   
1.2.5) Minimum league teams per season is eight.  League will normally consist of 12 teams.  Maximum league teams per season is 14 unless voted on by the league members.

1.2.6) If an odd number of teams exist, each team will have at least one week of playing against that weekly league scoring average.    
  
1.3.0) Each season, the owners will be given an opportunity to suggest rule/scoring changes, and will have a chance to  
vote on the submissions.

2) Draft   
  
2.1.0) This will be a partial keeper league starting with the 2016 season. We will re-draft prior to each season for all non-keeper players.   
  
2.2.0) Draft order is not an issue with an auction format but a randomizer will create an order for teams to nominate players to draft in the auction. Previous drafts were serpentine but with auction we will go 1-n for nominating players and again 1-n for each successive round.  
  
2.5.0) Draft picks cannot be traded in an auction format. Players and player contracts can be traded, see 3.0.0  
  
2.6.0) A list of eligible players will be set up by league website (rtsports.com). Odd situations such as (but not limited to) year suspension of payers will be handled as they occur.   
  
2.8.0) For 2016 season, the draft will consist of 17 rounds. It will begin on August ? at 6:00 pm  
  
2.9.0) In the event that the website is not available, texting, calling or emailing the commissioner will be the back-up plan.

3)Auction

Auction is a $200 (fake) budget. You must fill your 17 player roster with players costs adding up to no more than 200 dollars, you can spend less, but that is leaving proverbial money on the table.

Draft will start with a team nominating any available player they choose with an opening bid of any dollar amount they choose. Other teams can bid higher for that player or let the last bid stand. If no one bids higher in 10 seconds, then the last highest bid wins that player. For an estimate on auction values for players, I suggest everyone get a fantasy football magazine or online auction sheet so they can see player estimates. The top players can sometimes be ¼ of your budget so buyer beware. You could have 2 $50 dollar players and 15 $6 players.

4)Keeper format

4.1.0 Keeper players are any player on your roster at the end of the regular season.

4.1.1 There will not be any keepers from 2015, Keepers will start at the end of this year so draft accordingly. You can keep up to two players from your team last year. You do not have to keep any players, you make keep 0, 1 or 2 your choice. Players kept will cost a portion of your budget just like drafted players. The price for any player from last year’s draft is $5 more than the drafted price. The keeper fee goes up by $5 each additional year (year 2 costs $10 over 1st year price, year 3 costs $15 over 2nd year price. You may only keep a player for 3 additional years max. You do not have to keep a player for the max time. Sometimes your stud player may be just be too costly to keep and it may be better to throw him back in the pool and bid on him again. Ex. You bought L.Bell for 40 and I bought T.Gurley for 20, both are stud rbs. Year two costs you 45 and me 25, both are still good deals, year 3 costs 55 for you and 35 for me (we both keep our players), year 4 L.Bell costs 70 and you throw him back, Gurley costs 50 and is high priced but might be worth keeping if he is a top 3 back.

4.1.2 If a player you want to keep is one you picked up off the waiver wire, then the price to keep (plus $5 fee) is price paid during regular season or a minimum of $10 if he was a single digit acquisition ($0-$9).

4.1.3 Keeper decisions: you must notify the commish of your keepers (0, 1 or 2 names) by Midnight of the Saturday before the draft so I can set those players on your roster and adjust your budget before the auction.

4.1.5 Keeper player trades. You may trade players but not auction budgets. Player contracts go with them (if you decide to keep them the season following the trade). Ex. You trade Rodgers for Manning. Rodgers has been kept for 3 years so he goes back to the draft pool at the end of the season. Manning has been kept for 2 years and may be kept for an additional year if the new owner decided his price is worth it.

4) Free Agent Transactions (FATs)   
  
4.1.0) The acquisition of players that were not drafted, have been dropped by other teams, or are otherwise available,  
called Free Agents, is done via a FAT.   
  
4.2.0) FATs will be handled by the website using the “waiver wire” function on Wednesdays at 8:00  
pm.   
  
  
4.3.0) FATs will be awarded via a bidding process. Budget will drop from previous years $1000 to $100. Ex. A bid last year of 237, should be 23 or 24 this year. Plan accordingly. This is done to simplify auction and keeper prices.  
  
4.4.0) Each team will begin the season with $100 for the waiver wire. Each team will submit players to be acquired  
and dropped. Each submitted acquisition will have a monetary bid assigned to it. Team with the highest bid gets that player. If two bids are identical, the team that submitted their bid first on the website wins the player.  
  
4.5.0) There is a limit of 10 FATs per team per week. If you are turning over 10 players on your roster each week that is probably  not a good thing.   
  
5) Trades   
  
5.1.0) Unless there is blatant collusion, trades will not be denied. Historically, the commish has not allowed the trading of players for only 1 week (e.g. you try to trade the exact same players back the next week or a following week). The initial trade will likely be allowed but swapping the players back will not.   
  
5.3.0) No trades will occur after the kickoff of the first game of NFL week 10.   
  
5.4.0) There are no limitations set on number of players in a trade (i.e., trades are not limited to a one-for-one exchange).     
  
5.6.0) Waiver wire dollars (clams) can be traded on the website as part of any trade.   
  
6) Rosters/Line-ups   
  
6.1.0) A Starting roster/line-up consists of:   
  
1 - Quarterback   
2 – Running Back   
2 – Wide Receivers   
1 – Tight End   
1 – Flex player (RB/WR/TE)   
1 - Kicker   
1 - Defense/Special Team   
1 – Tie Breaker Player (Any non-starter)(Tie breaker player's points do not increase the weekly score, they only exist  
to possibly break a tie game). A team that does not submit a legal tiebreaker will not win any tiebreaker scenario if their opponent sets a legal tiebreaker but scores negative points.   
  
6.1.1) Weekly starting line-ups will be submitted via the league website.   
  
6.2.0) Team Rosters will consist of 17 players (a Defense/Special Team is considered to be one player). Team rosters increased from 16 to 17 because we now have a IR (Injured reserve spot). If a player you may want to keep for the next year is injured, you can put him on the IR spot so you do not have to release him for roster space. The IR space cannot be used for an active player.  
  
6.6.0) Starting rosters must be submitted by a time to be determined by the website.   
  
6.7.0) If a starting line-up is not submitted; the previous line-up will be used.  Players started on a "bye" do not accumulate points.   
  
6.8.0) Once a starting line-up has been submitted it can be changed up until the cut-off time for starting line-ups  
(kickoff of the game that the player is participating in).

7) Scoring   
  
7.1.0) The source of statistical information will be rtsports.com   
  
7.2.0) All scoring values can be found on the league website.   
  
7.3.0) Anything weird not covered by these rules will be adjudicated by the commish.  
  
8) League Play   
  
8.1.0) All of the following points depend on the number of teams in the league.   
8.2.0) Two, three or four divisions will be in place.  
  
8.2.1) The divisions will be created by the randomizer function which generates the nominating order.  
  
8.3.0) When two teams are playing each other the score of their “game” is determined by the fantasy points accumulated  
by the players they have on their starting line-ups for that week.

8.4.0) If thirteen teams exist, each team will play one week against that week's league scoring average.  
  
8.4.0) Each team will accumulate a “won/lost” record depending on how they do during the course of the season.   
  
9) Playoffs   
  
9.1.0) The top six seeded teams will make the playoffs.  For two division years, the 2 division winners are the top two seeds and the remaining 4 teams with the best records will be the wild card teams.  
  
9.2.0) The teams will be seeded per 8.4.0 and 9.4.0, and the week 14 match-up will be:   
#1 and #2 seeds will get a bye   
#3 seed vs. #6 seed   
#4 seed vs. #5 seed   
The #1 seed will play lowest remaining seed and the #2 seed will play the highest remaining seed in week 15. Winners  
of the two week 15 games will advance to the championship game while the losing teams will advance to the 3rd place  
game.  The commissioner will attempt to create a "loser" bracket for those teams not making the playoffs so they may continue playing in an attempt at salvaging some bragging rights.  
  
9.3.0) The fantasy season will occur during weeks 1-13 of the NFL season. Weeks 14-16 will be the fantasy playoffs.   
Week 17 will not be used.   
  
9.4.0) Tie-breakers for playoff seeding:   
9.4.1) Head-to-head record

9.4.2) Divisional record (only if the teams are from the same division)

9.4.3) Total points scored   
9.4.4) Points scored head-to-head   
9.4.5) Coin flip by the commissioner   
  
  
9.5.0) Ties stand in the regular season and count for half a win and half a loss.   
  
9.6.0) Because playoff games cannot end in a tie, the 1st tie-breaker will be the players assigned by the teams when  
they make their line-ups. If the game is still tied after that 1st TB, the following order will be used by the  
commish to resolve the tie:   
9.6.1) The remaining players on the rosters that were neither starters nor TBs will be compared head–to-head (highest  
scorers 1st) until the tie is broken.   
9.6.2) The highest scoring player of the game, whether he was a starter, TB, or bench.   
9.6.3) Coin flip by commish.   
  
  
10) Trophy   
   
10.1.0) The official league trophy was created in 2008 and has the winners engraved since 2005.  It currently resides with last year's champ (Ryan Bethel) and is due back to commishioner and will be awarded to the Championship winner, to be proudly displayed until the following season. If the champion knows they will not be playing again they are expected to return the trophy to the  
commish.   
  
11) Misc.   
  
11.1.0) Owners will be responsible for knowing or finding out the condition of players they are putting on their  
starting rosters, drafting, trading for, acquiring through FATS, etc. In general: “buyer beware.”   
  
11.2.0) All conflicts will be resolved by the commissioner(s) within the parameters allowed by RT sports.   
  
11.3.0) Each team must have a name before the draft. The only thing worse than a team with no name is a team with no  
logo. Any team that has not uploaded a logo is open to logo suggestions from the league and can be uploaded by the  
commissioner.   
  
11.5.0) Any player whose position changes, or is in question, will be adjudicated by the commissioner(s), or  
rtsports.com.   
  
11.6.0) Any owner who does not compete with the intention of winning each week will not be invited back for future  
league participation (a.k.a. the “abandoned team" rule). 