

TBL 2 BY-LAWS

Rule 01 - League Identity

1. LEAGUE IDENTITY:

- 1.1. "The Big League 2", also known as "TBL 2", is a Dynasty league with the purpose of providing elite level fantasy football competition year after year.
- 1.2. Qualification for entry into the league as a General Manager (GM) of a team will be awarded by the TBL 2 Commissioner on a case-by-case basis.
- 1.3. GMs may return each year provided they remain in good standing with the league, and according to league rules.
- 1.4. The purpose of this league does not include gambling or any other organized activity designed for the accumulation of profit.
 - 1.4.1. Any award given to the winner(s) of this league is considered minor and supplementary to the main goal of having fun while competing in an elite fantasy football league.
- 1.5. TBL 2 will use the website www.tbl2.com as the main league website for league rules, roster dynamics and historical documentation.
 - 1.5.1. The TBL 2 Commissioner will maintain all historical records of the league
- 1.6. TBL 2 will use the official [TBL Forum](#) for information, news and any off-season transaction.
- 1.7. GMs can petition to make changes to the league structure.
 - 1.7.1. Changes include, but are not limited to, modification of League By-Laws, scoring rules, roster changes, playoff qualification rules, tiebreaker rules, roster transactions, roster entry deadlines, waiver wire structure, schedule changes, draft time, draft structure, owner access, owner privileges and any other facet of the league.
 - 1.7.2. All changes require approval by the TBL 2 Commissioner regardless of the number of GMs in favor of, or opposed to, the proposed petition.
- 1.8. The TBL 2 Commissioner reserves the right to make any and all changes deemed necessary at any time during the existence of the league to ensure a competitive and fun environment for all.
 - 1.8.1. These League Rules are intended to serve as a guide and therefore not all scenarios will be covered.
 - 1.8.2. In the event of a question regarding the interpretation of any of the Rules listed, the TBL 2 Commissioner will have final interpretation.

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Rule 02 - League Structure

2. LEAGUE STRUCTURE:

2.1. TBL2 consists of sixteen (16) teams organized into four (4) divisions, within two (2) conferences.

2.1.1. The UNITED FOOTBALL CONFERENCE (UFC) - will have the NORTH and EAST Divisions

2.1.2. The LIBERTY FOOTBALL CONFERENCE (LFC) - will have the SOUTH and WEST Divisions

2.2. TBL2 is a Dynasty league, which means that each team will carry over their roster from year to year, with no re-draft.

2.3. Teams will manage their rosters to a Contract Cap of 100 contract years.

2.4. Teams will compete head-to-head and play a total of 17 games over the course of the Fantasy Football Regular Season.

2.5. The Fantasy Football Regular Season will begin with Week 1 of the NFL season, and end with the completion of Week 13 of the NFL season.

2.6. The Fantasy Football Post Season will begin with Week 14 of the NFL season, and end with the completion of the League Championship Game, known as the "Blitz Bowl", in Week 16 (or Week 17 in the event of a tie) of the NFL season.

2.7. The Fantasy Football Off-Season will begin with the completion of the Blitz Bowl, and end with the start of Week 1 of the NFL season.

Rule 03 - GM Requirements

3. GM REQUIREMENT:

3.1. Each GM will be required to pay an annual entry fee of \$50.00.

3.2. League payment is due in full from each GM by July 31st each year.

3.2.1. Failure to have the entry fees paid in full by August 1st will result in immediate expulsion from the league.

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- 3.3. Monetary awards will be paid out after the end of the season, based on the below:
 - \$500 to the Winner of the Blitz Bowl
 - \$150 to the Runner-Up of the Blitz Bowl
 - \$50 to the Winner of the Consolation Game (3rd place)
- 3.4. Each GM will be required to submit to the TBL 2 Commissioner their name, a valid email address and phone number that they can be reached at.
- 3.5. Each GM, by agreeing to play in this league, waives any legal claim against the TBL 2 Commissioner.
- 3.6. Agreement to play in this league and acceptance of membership in this league are both defined by payment in full of league fees.
- 3.7. All GMs are required to register and actively monitor the TBL forum located at <http://thebigleague.proboards18.com/index.cgi>
- 3.8. GMs are expected to handle themselves in a responsible and appropriate manner.
- 3.9. GMs acting inappropriately can face immediate expulsion from the league at the discretion of the TBL 2 Commissioner.
 - 3.9.1. Inappropriate behavior includes use of abusive language, verbal attacks or any other immature action that detracts from the enjoyment of the league as deemed by the TBL 2 Commissioner.
 - 3.9.2. Any GM expelled from the league will not have any part of the league entry fee reimbursed, and is immediately disqualified from any league awards.
- 3.10. GMs are expected to be active in team management and monitoring of league events during the regular season, as well as the off-season.
 - 3.10.1. GMs who are deemed inactive will be evaluated and can be replaced at the discretion of the TBL 2 Commissioner.

Rule 04 - Schedule / Playoffs

4. SCHEDULE / PLAYOFFS:

- 4.1. The Fantasy Football regular season corresponds to the NFL season beginning week one (1) and ending with the conclusion of week thirteen (13).

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- 4.1.1. Each team will play a seventeen (17) game schedule during the regular season.
- 4.1.2. There will be four (4) weeks of double-header games to be played during a non-BYE week in the NFL Schedule.
- 4.1.3. The schedule will be set up so that each team will play the other three (3) teams in their own division twice, and the four (4) teams in the other division, within the same conference, once.
- 4.1.4. Teams will also play against seven (7) teams from the opposite conference to round out the schedule.
- 4.2. The Fantasy Football postseason corresponds to the NFL season beginning week fourteen (14) and ending with the conclusion of the Blitz Bowl.
- 4.3. Eight (8) teams will qualify for post-season play.
 - 4.3.1. Four (4) Division Winners will qualify for post-season play.
 - 4.3.2. Four (4) Wild Card Teams (2 from each Conference) will qualify for post-season play.
- 4.4. Teams will be seeded within their Conference from 1 to 4, where the top seed is the Division Winner with the better winning percentage.
- 4.5. Rankings within a Division and/or Conference are determined first by overall winning percentage.
- 4.6. In the event teams are tied with the same winning percentage, the following are the tie breakers, in order:
 - 4.6.1. Head to Head record (however, if 3 or more teams are tied, then H2H record does not apply)
 - 4.6.2. Division Record (used only to determine Division Winner)
 - 4.6.3. Conference Record (used only to determine Wild Card or Draft Order)
 - 4.6.4. Total points scored (points scored during double-header weeks only count once)
 - 4.6.5. Points scored in head to head competition.
- 4.7. In the first week of postseason play, the #1 seed will play the #4 seed; and the #2 seed will play the #3 seed, within their own Conference.

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4.8. In the second week of the postseason, the winners from the first week, will face each other to determine the Conference Champion.

4.8.1. In the event of a tie during any game in the first two weeks of postseason play, the team with the highest seed will be declared the winner.

4.9. In the final week of postseason play, the two conference winners will face each other in the Blitz Bowl.

4.9.1. The two Conference runner-up teams will face each other in the Consolation Game.

4.9.2. In the event of a tie during the final week of postseason play, teams will submit a line-up in Week 17 and play "Overtime".

4.9.3. In the event of a tie after Week 17, then the team who has the highest scoring individual starter (combined points from Weeks 16 & 17) will be declared the winner. (If there is still a tie, then the next highest scorer will determine the winner, and so-on.)

4.10. The "Shodan Bowl"

4.10.1. All eight (8) teams who do not qualify for postseason play will compete in the "Shodan Bowl".

4.10.2. The Shodan Bowl will run during weeks 14 thru 16, and 'playoff rules' above will apply.

4.10.3. The winner will receive a 25 BLB award.

4.10.4. Draft positions for the following year will not be affected by the outcome of the Shodan Bowl.

Rule 05 – Annual Draft

5. ANNUAL DRAFT:

5.1. There will be a six (6) round Rookie / Free-Agent Draft each year to be conducted in August.

5.1.1. The tentative date of the annual draft will be during the first few weeks of August each year.

5.1.2. NFL rookies and any Free Agents, not already on a roster, may be selected in the annual draft.

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- 5.2. The draft is a traditional straight draft, with NO serpentine. (i.e. 1-16, 1-16, etc).
- 5.3. The draft order is established based on the standings from the previous Fantasy Football season, with the worst team having the first overall pick.
 - 5.3.1. Draft positions one (1) through eight (8) correspond to the reverse rankings of the eight (8) non-playoff teams from the previous season.
 - 5.3.2. Draft positions nine (9) thru twelve (12) correspond to the reverse rankings of the four (4) losing teams during the first week of postseason play.
 - 5.3.3. Draft position thirteen (13) corresponds to the winning team (i.e. 3rd place) in the consolation game during Championship Week.
 - 5.3.4. Draft position fourteen (14) corresponds to the losing team (i.e. 4th place) in the consolation game during Championship Week.
 - 5.3.5. Draft position fifteen (15) corresponds to the TBL 2 Blitz Bowl Runner-Up.
 - 5.3.6. Draft position sixteen (16) corresponds to the TBL 2 Blitz Bowl Champion.
- 5.4. Trading of draft picks is permitted between teams in accordance with the rules detailed in the Transactions section of the League By-Laws.
 - 5.4.1. GM's will be permitted to trade future draft picks, limited to the CURRENT Season, plus 2 future seasons. (See section 9 for more details)
- 5.5. The Annual Draft will be performed using the RTSports draft software.
- 5.6. TBL2 Draft Timeline:**
 - 5.6.1. 1st Round – GM's will have 24hrs to make a player selection
 - 5.6.2. 2nd – 3rd Round – GM's will have 12hrs to make a player selection
 - 5.6.3. 4th – 6th Round – GM's will have 6hrs to make a player selection
 - 5.6.4. It is the responsibility of each individual GM to ensure that a selection or transaction is made within the allowed time window when their team is on the clock.
 - 5.6.5. The TBL 2 Commissioner reserves the right to pause the draft as a result of unforeseen circumstances.

Rule 06 - Contract Years

6. CONTRACT YEARS:

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6.1. TBL 2 uses a contract year cap to determine roster compositions, as well as a contract year, also known as a Big League Year (BLY).

6.1.1. All player contracts will decrease by one year after the RTSports website has been reset, which is typically, around March 1st each year.

6.2. Each team will have a contract year cap of 100 years to distribute in the form of contracts to their players

6.2.1. Each team must have at least 20 years assigned in the form of contracts to their players at all times during the Fantasy Football Regular Season.

6.2.2. The maximum length of a player contract is 7 years and the minimum is 1 year.

6.3. Players acquired via Restricted Free Agency and the annual Rookie/UFA Draft may have contract years assigned without limit or transaction costs (other than league limitations above).

6.3.1. Teams will only assign contract years to these newly acquired players one time per season.

6.3.2. The deadline will typically be around Labor Day each year.

6.4. Players on the Practice Squad can also be activated at this time and have contract years assigned at no cost.

6.4.1. Once the season starts, then it will cost a fee of \$25 blb's to activate a player from your Practice Squad.

6.5. Players selected during via Waiver Wire or Free Agency during the season, are immediately assigned a contract of one (1) year.

6.5.1. Teams may extend the contract of one player acquired via WW or FA by one contract year at a cost of 20 BLBs.

6.6. Traded Players carry over their current number of contract years to the new franchise.

6.6.1. Teams may extend the contract of one player acquired via Trade, by one contract year at a cost of 20 BLBs.

6.7. During the off-season Roster Resign Period, each team may extend the contract of any one player on their roster by one contract year at a cost of 20 BLBs multiplied by the number of consecutive years that the player has been on the team, with partial years rounded up..

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6.8. GMs may buy-down, or buy-out the contract years of any player on their team at any time at a cost of 10 BLBs for the first year; and then 5 BLBs for each additional contract year.

6.8.1. This can be done in order to free up roster space under the contract year cap.

6.8.2. In the case that an NFL player dies, or retires unexpectedly due to an injury, that player can be dropped from the roster at no cost of BLBs.

6.8.3. If a player retires for any other reason, the GM must buy-out that player's contract in order to drop him, or retain him until his contract expires.

6.8.4. There will be an Amnesty Period each year to allow teams to drop any player from their roster who has one (1) year remaining on their contract at no cost.

6.8.4.1. Dates for this Amnesty Period will be communicated in advance, but will typically run prior to the annual Draft.

6.9. Any player who has his entire contract bought out, immediately becomes a UFA and is dropped from the franchise's roster.

6.10. Teams may use an Injured Reserve (IR) tag on players who are placed on "IR" in the NFL.

6.10.1. Players must be listed as on IR (with a red 'X') to be eligible for TBL2 IR.

6.10.2. Team's will receive a one (1) contract year credit for each player placed on IR, regardless of the number of contract years assigned to that player.

6.10.3. If a player is placed on IR, and the NFL team designates him for return; he can be returned back to your TBL2 roster, but that one (1) contract year credit that was given previously will be removed; so you must have space available to re-activate that player.

6.10.4. There will be a limit of 5 players placed on IR, per team.

6.10.5. GM's must notify the Commissioner when placing a player on IR, in order to receive the credit listed above.

6.10.6. Any players placed on Injured Reserve (I/R) during the first 4 weeks of the season (prior to the start of their 5th game), are eligible to retain their contract years, and do not have to have their contract decrease by one year for the following season.

6.10.7 Those players will automatically retain their contract years into the following season, unless the GM chooses to have that player's contract year decrease by one.

6.11. Teams may use a Practice Squad (PS).

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- 6.11.1. PS is limited to 3 players.
- 6.11.2. Players can remain on the PS year after year, but only newly drafted Rookies can be added to the PS (exception: via trade. see Rule 6.11.5).
- 6.11.3. PS players do not get contract years assigned while on the PS, and therefore do not count against your 100 year cap.
- 6.11.4. Players on the PS cannot be in your starting lineup, unless you activate that player first.
 - 6.11.4.1 To activate a Player from the Practice Squad to your active roster:
 - a) You must have contract years available.
 - b) If the regular season has already started, then you must pay a fee of \$25 blb's .
 - c) If it is the off-season, you can activate them at no cost.
- 6.11.5. Players on the PS can be traded, however the team that is receiving the player must have space on the PS to accommodate the player, otherwise he will have to be immediately activated.

Rule 07 - Starting Lineup

7. STARTING LINEUP:

- 7.1. All teams will submit a thirteen (13) player starting lineup consisting of the following:
- 7.2. EIGHT (7) OFFENSIVE PLAYERS:
 - QB: one (1)
 - RB: at least one (1), but no more than three (3)
 - WR: at least two (2), but no more than four (4)
 - TE: at least one (1), but no more than two (2)
- 7.3. FIVE (6) DEFENSIVE PLAYERS:
 - DL: at least one (1), but no more than two (3)
 - LB: at least one (1), but no more than two (3)
 - DB: at least one (1), but no more than two (3)
- 7.4. All teams must submit a valid starting lineup each week prior to the start of the NFL game that their starting players are scheduled to play in.
 - 7.4.1. A valid starting lineup is defined as starting 13 players who are not:
 - On a BYE week
 - On Injured Reserve
 - Retired

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Suspended

Declared Inactive or Out more than 24 hours before they are scheduled to play
Or any other circumstance where there was definitive evidence that the player was not going to play more than 24 hours before their scheduled game

7.4.2. The first violation of not submitting a valid starting lineup will be a warning to the GM.

7.4.3. The second violation of not submitting a valid starting lineup will result in a fine of 25 BLBs.

7.4.4. Each subsequent violation of not submitting a valid starting lineup will result in a fine of 50 BLBs.

7.4.5. The TBL 2 Commissioner reserves the right to EXPELL a GM from the league if the above violations occur in consecutive weeks.

7.4.6. The TBL 2 Commissioner reserves the right to modify the starting lineup of a team, to account for circumstances potentially beyond a GM's reasonable control.

Rule 08 - Weekly Transactions

8. WEEKLY TRANSACTIONS

8.1. Teams may acquire a maximum of five (5) players per week via Waiver Wire and Free Agent Add/Drop combined.

8.2. Waiver Wire:

8.2.1. The waiver wire period will begin on Tuesday morning and will end on Wednesday night at 10:00 pm (EST) each week, starting with Week 2 of the NFL season.

8.2.2. All waiver wire bids will be done via blind-bidding using the RTSports host site.

8.2.3. Bids will be made using BLBs from each teams Waiver Bidding Cap.

8.2.4. The team with the highest bid will be awarded the player.

8.2.4.1. In the event of a tie bid the tiebreaker will be awarded to the GM that placed their bid first as recorded by the RTSports host site.

8.2.5. Teams that bid higher than the amount of BLBs in their vault will have the transaction automatically voided.

8.2.6. All players acquired via Waiver Wire will come with 1 contract year already assigned.

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8.3. Free Agent Add/Drop

8.3.1. The open period for Free Agent transactions will begin every Thursday at 7:00 am EST and conclude on Monday at 9:00 pm EST, starting with Week 2 of the NFL season.

8.3.2. Players may not be added or dropped once their game has started.

8.3.3. All players acquired via Free Agent Add/Drop will come with 1 contract year already assigned.

8.4. Off-Season Waiver Wire

8.4.1. The Waiver Wire will be opened after the conclusion of the Annual Draft and will be set up to run at least ONE time prior to the start of the regular season.

8.4.2. Normal blind-bidding Waiver Wire rules will apply.

8.4.3. All players who are not currently on a roster (or a Practice Squad) are eligible to be acquired.

8.4.4. Contract years can be assigned to these players along with the players acquired via RFA and Draft with no limits (other than standard league and roster limits).

8.4.5. Players acquired in this off-season Waiver Wire are NOT eligible to be placed on the Practice Squad.

Rule 09 - Trade Rules

9. TRADE RULES

9.1. GMs may perform trades of players, draft picks and/or BLB's at any time during the open Trading Period.

9.1.1. Open trading will resume once the RTSports website has been reset which is typically, around March 1st each year.

9.1.2. During the regular season, the Weekly trading deadline will be 12:30 pm EST each Sunday.

9.1.3. The trading deadline for the regular season will be 12:30 pm EST on Sunday of week ten (10) of the NFL season.

9.2. Commissioner Approval of trades will not be required during the Fantasy Football Regular Season

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9.2.1. This is to ensure that trades are processed timely once both owners have accepted the trade offers.

9.2.2. GM's are still responsible for making their own lineup changes, even if a trade occurs.

9.3. Trading of Future Draft Picks

9.3.1. GM's will be permitted to trade future draft picks, limited to the CURRENT Season, plus 2 future seasons.

Example: During 2016, you can trade draft picks from: 2016, 2017 and 2018 only.

Rule 10 – Roster Re-sign Period

10. Roster Re-sign Period:

10.1. The OFF SEASON Roster Resign Period begins once the RTSports website has been reset which is typically, around March 1st each year, and ends at 9:00pm EST the day before Restricted Free Agency begins.

10.2. During the OFF SEASON Roster Resign Period, GM's may perform the following actions:

10.2.1. Extend the contract of one player on their roster by one contract year at the cost of 20 BLBs times the number of consecutive years the player has been with the franchise, with partial years rounded up.

10.2.1.1. As determined by the final roster at the end of each season.

10.2.2. Place a Transition Tag on one player that would be headed for Restricted Free Agency (RFA), at a cost of 20 BLBs.

10.2.3. Place a Franchise Tag on one player that would be headed for Restricted Free Agency (RFA), at a cost of 50 BLBs.

10.3. GM's must use the TBL2 RFA Headquarters Forum to announce their roster designations (Contract Extension, Franchise Tag and Transition Tag).

10.3.1. GM's must create a thread within the forum to announce their roster designations.

10.3.2. The thread must clearly state the designation you are giving to the player.

10.4. The REGULAR Season Roster Resign Period begins after the Trade Deadline has passed, and ends on 12/31 each calendar year.

10.5. During the REGULAR Season Roster Resign Period, GM's may perform the following actions:

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- 10.5.1. Extend the contract of on one player acquired via Trade, at a cost of 20 BLBs
 - 10.5.1.1. The trade must have occurred during the same calendar year as the extension.
 - 10.5.1.2. Any players re-acquired via trade by the same team within 4-weeks from the time when the player was initially traded away, are not eligible.
- 10.5.2. Extend the contract of on one player acquired via Waiver Wire or Free Agent Add/Drop, at a cost of 20 BLBs

Rule 11 - Restricted Free Agency (RFA)

11. RESTRICTED FREE AGENCY (RFA):

- 11.1. Restricted Free Agency (RFA) begins on or about the 1st of May each year.
- 11.2. RFAs are defined as any player on a team's roster whose contract has reached zero (0) years.
 - 11.2.1. The TBL 2 Commissioner will make a listing of all RFA's and all Tagged players available on the league website.
- 11.3. During RFA, GMs may place bids on RFAs using the TBL 2 RFA Headquarters Forum.
 - 11.3.1. A valid bid includes the name of the player and the name of the player's current franchise.
 - 11.3.2. GM's may place multiple bids on the same player, provided that the next bid is higher than the previous bid.
 - 11.3.3. The GM whose team the player currently belongs on only has to match the highest bid in order to be considered the high bidder
- 11.4. A high bid that lasts until 10:00 pm (EST) the following calendar day is declared the winning bid.
 - 11.4.1. If more than one GM places a bid for the same BLB amount, the earliest bid will take precedence.
 - 11.4.2. The date and time-stamp used on the TBL forum will determine the earlier bid, however if the date and time-stamp are the same, then whichever post is on top will be considered the earlier bid.
- 11.5. Once a bid is placed it can not be rescinded or altered in any way.

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11.5.1. Any bid on the message board that has been modified will be declared invalid and the bidding franchise will be penalized 25 BLBs.

11.5.2. Teams that bid higher than the amount of BLBs in their vault, or that do not have a compensatory draft pick for tagged players, will have their transactions voided, and will be subject to a 25 BLB penalty.

11.5.3. In the event of a voided Restricted Free Agency transaction the player will only be offered to the next highest bidder at the last bid amount and, if the bidder does not choose to take the player, they will remain a RFA.

11.6. If no team acquires a player with the Franchise or Transition tag by the end of the designated period, the tagged players can have contract years assigned immediately without limit (other than league limitations) and at no additional transaction costs.

11.7. GM's will have one (1) week from the end of the RFA session to assign contract years (within league limitations and at no additional transaction costs) to players acquired via RFA process.

11.7.1. GM's must use the TBL 2 RFA Headquarters Forum to announce these contract assignments.

11.7.2. If a player is not assigned a contract within one (1) week from the end of the RFA session, they will automatically be assigned to a one (1) year contract.

11.8. At the end of the RFA period, any player not acquired will immediately become an Unrestricted Free Agent (UFA).

11.8.1. UFAs will then only be available through the annual Rookie/UFA Draft and through Waiver Wire/FA protocols during the Fantasy Football Regular Season.

Rule 12 - Franchise Financials

12. FRANCHISE FINANCIAL PROTOCOLS

12.1. The Big League Buck (BLB) is the currency of TBL 2.

12.1.1. BLBs are used to finance various transactions as detailed in the League Bylaws.

12.2. Franchises will be awarded an annual allotment of 100 BLBs after the annual Rookie Draft, and prior to the first NFL Regular Season game.

12.3. BLBs will carry over season to season.

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- 12.4. BLBs will be awarded to franchises after the end of the season as follows:
 - 12.4.1. 50 BLBs will be awarded to the TBL 2 Blitz Bowl Champion.
 - 12.4.2. 25 BLBs will be awarded to the TBL 2 Blitz Bowl Runner-up.
 - 12.4.3. 25 BLBs will be awarded to the TBL 2 Consolation game winner (3rd place)
 - 12.4.4. 25 BLBs will be awarded to the Shodan Bowl winner.
 - 12.4.5. 5 BLBs will be awarded to GMs for every player on their roster voted to the TBL 2 Pro Bowl.
 - 12.4.5.1 An additional 5 BLBs will be awarded to each GM in the winning Conference as a result of the TBL2 Pro Bowl.
- 12.5. BLBs will be awarded to the winner(s) of the following:
 - 12.5.1. NCAA March Madness Tournament
 - 12.5.1.1. 1st place = 40 BLBs. 2nd place = 30 BLBs. 3rd place = 20 BLBs. 4th place = 10 BLBs
 - 12.5.1.2. Any ties will split the combined award.
 - 12.5.2. NFL Rookie Draft pick-em Challenge
 - 12.5.2.1. 1st place = 40 BLBs. 2nd place = 30 BLBs. 3rd place = 20 BLBs. 4th place = 10 BLBs
 - 12.5.2.2. Any ties will split the combined award.
 - 12.5.3. NFL Pick'em pool (Season)
 - 12.5.3.1. 1st place = 40 BLBs. 2nd place = 30 BLBs. 3rd place = 20 BLBs. 4th place = 10 BLBs
 - 12.5.3.2. Any ties will split the combined award.
 - 12.5.4. NFL Pick'em pool (Weekly)
 - 12.5.4.1. 1st place = 5 BLBs
- 12.6. BLBs may be traded along with players and/or draft picks, within the Trade Rules as defined in Section 9.
- 12.7. It is the responsibility of each GM to manage their team finances and the amount of BLBs in their team vault.
 - 12.7.1. The TBL 2 Commissioner will regularly update the BLBs in each team's Waiver Bidding Cap (which can be found at 'Reports-Waiver Wire').

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12.8. In the event that a penalty causes a negative balance of BLBs in a team's vault, that team is suspended from any transactions, other than starting lineup changes, until such time as the vault balance is positive.

12.8.1. Trades will also be suspended, however an exception will be made if a trade is being made which includes the GM receiving BLB's to give them a positive balance.

13. SCORING SYSTEM

13.1. Passing:

- 13.1.1. 5pts awarded for a passing TD
- 13.1.2. 2pts awarded for a TD play of 50 yards of more
- 13.1.3. 2pts awarded for a passing 2pt conversion
- 13.1.4. 2pts deducted for each interception thrown
- 13.1.5. 2pts deducted for each fumble lost
- 13.1.6. QBs shall be awarded 3 bonus points for reaching 30 completions in a game
- 13.1.7. QBs shall be awarded 0.04 pts for each combined passing, rushing and receiving yard.
- 13.1.8. QBs shall be awarded 5 bonus points for each 100 total passing, rushing and receiving yards starting with 300 total passing, rushing and receiving yards.

13.2. Rushing:

- 13.2.1. 5pts awarded for a rushing TD
- 13.2.2. 2pts awarded for a TD play of 50 yards of more
- 13.2.3. 2pts awarded for a rushing 2pt conversion
- 13.2.4. 2pts deducted for each fumble lost
- 13.2.5. 3 bonus points awarded for reaching 25 rushing attempts in a game

13.3. Receiving:

- 13.3.1. 5pts awarded for a receiving TD
- 13.3.2. 2pts awarded for a TD play of 50 yards of more
- 13.3.3. 2pts awarded for a receiving 2pt conversion
- 13.3.4. 1pt awarded for each reception
- 13.3.5. 2pts deducted for each fumble lost
- 13.3.6. 3 bonus points awarded for reaching 10 receptions in a game

13.4. Combined Yardage:

- 13.4.1. RBs, WRs and TEs shall be awarded 0.05pts for each combined passing, rushing and receiving yard.
- 13.4.2. RBs, WRs and TEs shall be awarded 5 bonus points for each 50 total passing, rushing and receiving yards starting with 100 total passing, rushing and receiving yards

TBL 2 BY-LAWS

~~13.5. Kicking:~~

~~13.5.1. 3pts awarded for each FG made~~

~~13.5.2. 1 bonus point for every 1 yards of distance on successful FGs starting with 31 yards, (examples):~~

~~31 yards = 3.1 points~~

~~45 yards = 4.5 points~~

~~53 yards = 5.3 points~~

~~13.5.3. 1pt awarded for a successful PAT~~

~~13.5.4. 1pt deducted for each FG missed~~

~~13.5.5. 1pt deducted for each PAT missed~~

13.6. Special Teams: (points will be given to the individual players only)

13.6.1. 6pts awarded for a Special Teams TD

13.6.2. 2pts awarded for a TD play of 50 yards of more

13.6.3. 0.04pts awarded for each combined Kickoff and Punt Return yard.

13.7. Defensive Lineman (DL):

13.7.1. 2pts for a Fumble Recovery

13.7.2. 2pts for a Forced Fumble

13.7.3. 4pts for an Interception

13.7.4. 6pts for a TD

13.7.5. 2pts awarded for a TD play of 50 yards of more

13.7.6. 2pts for every 1/2 Sack (4pts for solo sack)

13.7.7. 2pts for every one (1) tackle

13.7.8. 0.5pts for every one (1) assist

13.7.9. 3pts bonus for every five (5) solo tackles

13.7.10. 2pts for every one (1) pass defended

13.8. Linebackers (LB) and Defensive Backs (DB):

13.8.1. 2pts for a Fumble Recovery

13.8.2. 2pts for a Forced Fumble

13.8.3. 4pts for an Interception

13.8.4. 6pts for a TD

13.8.5. 2pts awarded for a TD play of 50 yards of more

13.8.6. 2pts for every 1/2 Sack (4pts for solo sack)

13.8.7. 1.0pts for every one (1) tackle

13.8.8. 0.5pts for every one (1) assist

13.8.9. 3pts bonus for every five (5) solo tackles

13.8.10. 2pts for every one (1) pass defended

13.9. In the event of a controversy concerning interpretation of NFL events as they translate to TBL 2 fantasy points, the TBL 2 Commissioner will have final interpretation.

TBL 2 BY-LAWS

Rule 14 - By-Law Amendment Policy

14. TBL 2 BYLAW AMENDMENT POLICY:

14.1. The TBL 2 Bylaws will be reviewed by the TBL 2 Commissioner every year after the end of the TBL 2 Blitz Bowl, but before the annual RFA period for improvements.

14.1.1. Suggestions made by GMs for league improvements will be considered at the discretion of the TBL 2 Commissioner.

14.1.2. All proposals / improvements must be approved or rejected prior to the start of the new season.

14.2. All amendments to the TBL 2 Bylaws will be communicated to GMs through the TBL forums and via email.

14.3. The TBL 2 Commissioner reserves the right to make changes to the TBL 2 Bylaws at any time, however will endeavor to only make changes during the above Fantasy Football Offseason to maintain league integrity.

14.4. The TBL 2 Commissioner will allow opposing sides on an issue deemed large enough to have league wide effects to present their case in the form of an organized debate, and/or a league wide vote:

14.4.1. Each GM will have the opportunity to voice their opinions about bylaw issues.

14.4.2. Any and all debates will be conducted by GMs in a mature manner with appropriate behavior as defined in the TBL 2 League Bylaws.

14.4.3. The Commissioner's decision is final without option of appeal and applies to all members of TBL 2.

14.4.4. In the event of a question regarding the interpretation of any of the Rules listed above, the TBL 2 Commissioner will have final interpretation and will post the interpretation on the league forum as well as make any necessary adjustments to the League Rules to accommodate the interpretation.