

## 6:12 Fantasy Football League 2017

Commissioner: Matt (phone: 919-880-3968, e-mail: mleonard3@nc.rr.com)

### • Financial Obligations

- Treasurer: Matt
- Entry fee: \$50 per owner with a maximum of two owners per team.
- Weekly fees per team:
  - Lost game - \$5 (one owner teams): \$10 (two owner teams)
  - High Score - \$0
  - Team score vs. weekly high score - \$1 for each point difference between your team score and high score (maximum \$30)
  - Examples:
    - Win game 56-35, weekly high score is 78: owe \$22
    - Lose game (one owner) 56-35, weekly high score is 78: owe \$35 (maximum)
    - Lose game (two owners) 56-35, weekly high score is 78: owe \$40 (maximum)
- Trades: \$3 per transaction regardless of the number of players traded in the transaction. Trades may be made at any time but must be closed in the weekly meetings. Trades made after the close of a meeting are not effective until the opening of the next meeting.
- Waiver Pool: \$3 per pickup. Free agents may be picked up only during regular meetings. Owners must first drop a player to make room for a waiver pool pickup. The waiver pool order is based on the current weekly standings with the last place team getting the first opportunity (then 11<sup>th</sup>, 10<sup>th</sup>, etc.). Multiple waiver pool rounds are conducted until all twelve teams pass on a full round.
- Bookie Bets
  - Bookie: Geoff
  - League sponsored bookie bets are optional and done on an individual basis. A weekly line is established for each regular season game. You may bet on as many games as you like. Win your bet - win \$5. Lose your bet - lose \$6. Push - no bet. Establishment of the weekly betting lines will be rotated among all teams.
- Side Bets
  - Side bets between players/teams are optional and done on an individual basis. It has been customary to establish a side bet with your opponent of a particular week. Additional head-to-head bets may be made weekly with many players/teams establishing standing bets for all remaining games of the season. Betting is head-to-head with the winner being the higher team score of the two bettors. Side bets are normally \$5 or \$10. Side bets are not limited by the above ("I bet my kicker beats your kicker.") and are not a league responsibility.

### • Payout

- All fees collected by the league unless expenses are paid out. Expenses include the bar tab for week 1-17 meetings, newsletter expenses, plaques, league management service, draft kit, and any other expenses approved by league voting. The bar tab opens and starts when the commissioner or the treasurer says so. The bar tab closes when the commissioner or the treasurer says so. Discretion is advised.
- Payouts are made to the team with the weekly high score, the top three teams of the regular season, the Super Bowl winner, and the Super Bowl runner-up.
  - Weekly High Score: Difference between high score and second highest score times a dollar.

- Regular Season pays 70% of pool with 60% of this amount paid to the 1st place team, 25% to the 2nd place team, and the remaining 15% to the 3<sup>rd</sup> place team.
  - Super Bowl pays 30% of pool - 80% to winner and 20% to the runner-up.
- **Weekly meetings**
  - Thursdays at 6:12. Any exceptions will be agreed to in a prior meeting (e.g. holiday conflicts).
  - First exception - The first weekly meeting will be held the Tuesday before the NFL opener and we will hold our draft in the first meeting. Thursday night games do not normally cause us to reschedule our meetings.
  - Proposals on a variety of issues may be brought up for league vote during any meeting, one vote per team, majority rule. However, no scoring change proposals are to be entertained once the draft begins. The commissioner votes only in the case of a tie.
  - Prior to the start of each weekly waiver wire meeting, all outstanding dues will be settled. In the event that dues are not settled for 2 consecutive weeks, the owner in question will not be able to drink off of the league tab until settled. In the event of 3 consecutive weeks without settling dues with the treasurer, the team will not be allowed to make waiver wire transactions or trades until settled.
- **League Size**
  - 12 teams.
- **Divisions**
  - One (all 12 teams) - vs. five teams once, six teams twice.
- **Standings**
  - Standings are determined by win-loss record. If teams have identical records. YTD total points are used to further determine the standings. If teams are still tied, head-to-head competition will be the final tie breaker (win-loss then points).
- **Playoffs/Super Bowl**
  - Eight team elimination beginning week 15. Play-in games week 14 allow all teams to compete for Super Bowl. (No trades allowed after conclusion of week 14 meeting). Standings as of the week 14 meeting determine playoff seeding. 0 Playoff schedule:
    - The leading four teams receive a bye in week 14. The remaining eight teams will play-in week 14 as follows: 5 vs. 12, 6 vs. 11, 7 vs. 10, and 8 vs. 9.
    - Week 15: 1 vs. 8/9, 2 vs. 7/10, 3 vs. 6/11, and 4 vs. 5/12.
    - Week 16: 1/8/9 vs. 4/5/12 and 2/7/10 vs. 3/6/11.
    - Week 17 (Super Bowl): This exercise is left to the reader.
  - The regular season consists of all 17 weeks. Playoffs/Super Bowl overlap regular season weeks 14-17
- **Roster (16 players)**
  - Each roster must maintain at least one QB, a total of five Running Backs and Receivers, one Tight End, one Kicker and One Defense/Special Team. Players of any position may fill the remaining seven roster slots. Receivers may be either Wide Receivers or Tight Ends.
- **Starting Lineup (8)**
  - Lineups submitted in 6:12 weekly meetings. If none submitted, last week's starting lineup will be used. Lineups may be changed up to 4 o'clock Sundays using our web service.

Once any particular game starts, any of those games players that are in your lineup at that time cannot be dropped from your lineup.

- The starting lineup must consist of one Quarterback, 2 Running Backs, 2 Receivers, 1 "flex" player (Receiver or RB), 1 Tight End, 1 Kicker and 1 Defense/Special Team.
- Scoring of team starting lineups determines the win-loss outcome of a particular game. In the event of a tie, scoring of the full team rosters is used to break the tie. In the unlikely event that scoring of the full team rosters also results in a tie, each team will be credited with one-half win and one-half loss.

- **Scoring**

- Passing TD: less than 40 yds. - 5 points, 40 yds. and over - 10 points
- Passing yardage: one point for each full 50 yds. attained
- Rushing TD: less than 30 yds. - 7 points, 30-49 yds. - 12 points, 50 yds. and over - 15 points
- Rushing yardage: one point for each full 10 yds. attained
- Receiving: one point for each reception.
- Receiving TD: less than 40 yds. - 7 points, 40 yds. and over - 12 points
- Receiving yardage: one point for each full 20 yds. attained
- Field Goal 45 yds. and under: 3 points
- Field Goal over 40 yds. 3 points plus one additional point for each yd. over 45 yds.
- PAT: 1 point
- Two point conversion (rushing): 2 points
- Two point conversion (passing): 1 point to passer, 1 point to receiver
- Defense/Special Teams (all scores are credited to your D/ST team only):
  - Safety: 5 points
  - Fumble recovery: 1 point
  - Interception: 1 point
  - Sack: 1 point
  - Points allowed:
    - 0: 10 points
    - 2-6: 7 points
    - 7-9: 5 points
    - 10-13: 3 points
  - Defensive/Special Team TD: less than 40 yds. - 7 points, 40 yds. and over - 12 points
  - Blocked field goal, PAT or punt: 1 point
- We use a web-based league management service. Service scoring is customized to our system and uses official NFL stats. While real-time scoring will be available during the course of play, results will not be finalized until approximately three hours after the conclusion of the last game of the week.

- **Draft Selection**

- Draft order - by lottery draw August 7 organizational meeting.
- Time limit for each selection is a maximum of 1 1/2 minutes for rounds 1 thru 9 and 2 minutes for rounds 10-16. If a team has not selected in the allotted time limit for that round, they will be recorded as "no pick" for that round. That team may then fill their roster during waiver pool selection immediately following the draft (the usual \$3/player waiver pool pickup fee will be assessed).
- "Keeper": a player selected in round 10 or higher in last year's draft AND on your final roster last year may be used as your 6<sup>th</sup> round pick in this year's draft. You must

declare your intent to exercise this option before we begin the draft. Beginning in 2007, a team may trade one of their eligible "keepers" in exchange for one of that team's draft picks.

- Draft type is switchback - 15 rounds.
  - Round 1: 1-2-3-4-5-6-7-8-9-10-11-12
  - Round 2: 12-11-10-9-8-7-6-5-4-3-2-1
  - Round 3: 1-2-3-4-5-6-7-8-9-10-11-12
  - Round 4: 12-11-10-9-8-7-6-5-4-3-2-1
  - And so on
- We will draft Tuesday, September 6th beginning at 6:12. Please be prompt.

- **League Management Service**

- RealTime Fantasy Sports will be our league management service. There will be no individual charge for access. Kemp will continue to issue a newsletter with scores, standings, bookie lines and a ton of BS. The commissioner or designee will maintain online rosters. The commissioner or designee initially enters weekly lineups. Team owners prior to the start of the game may enter lineup changes for the players being altered.

- Arrest penalty - Whenever an owned player is arrested, the team owner must pay a \$5 fine.

- **Let the Games Begin - Good Luck.**