

**FOOTBALL DAWGS**  
**SLOBBER DAWGS**  
**FLABBY DAWGS**  
**HORN DAWGS**  
**2018 – LEAGUE RULES**

**ENTRY FEE: \$200.00**

**FOOTBALL PROGRAM: \$10.00**

**TOTAL DUE BY WEEK 2= \$210.00**

**SEASON:**

- # OF TEAMS: 10
- # OF DIVISIONS: 2
- # OF PLAYERS ON THE ROSTER: 16
- QB'S: 2
- RB'S: 4
- WR'S/TE'S: 6 (ANY COMBINATION)
- K: 2
- DT/ST: 2

**LENGTH OF REGULAR SEASON:**

- 13 WEEKS

**LENGTH OF PLAYOFFS:**

- 3 WEEKS

**LEAGUE FORMAT:**

- HEAD TO HEAD

**# OF PLAYOFF TEAMS:**

- SUPERBOWL (6) TOILETBOWL (4)

### **DIVISIONS:**

- EAST
- WEST

### **SCORING**

- THIS CAN BE VIEWED BY CLICKING ON THE LEAGUE SCORING LINK ON OUR WEB PAGE.

### **EACH TEAM MUST START THE FOLLOWING EACH WEEK: YOU CANNOT START A PLAYER THAT IS ON A BYE WEEK, LISTED OUT, OR DOUBTFUL.**

1-QB  
2-RB  
3-WR /TE  
1-FLEX – WR, RB OR TE  
1-K  
1-DT/ST

### **LINE-UPS:**

- THERE IS NOT A LINE-UP DEADLINE OTHER THAN EACH PLAYER MUST BE ENTERED BEFORE PLAYER'S KICK-OFF.
- PLAYERS STARTING IN A THURSDAY, FRIDAY, SATURDAY, OR MONDAY GAME MUST BE ENTERED BEFORE THE GAME BEGINS.

### **UNRESTRICTED FREE AGENT MOVES.**

- BEGIN ON SUNDAY AT 6:00 A.M. TO 7:30 P.M. ON MONDAY.
- ALLOW'S YOU TO PUT A PLAYER ON IR ONLY AFTER OUR WAIVER WIRES ARE COMPLETED.
- **YOU CANNOT DO A DROP/ADD WITH A HEALTHLY PLAYER.**
- YOU MUST HAVE A PLAYER LISTED AS DOUBTFUL OR WORSE.
- IF A PLAYER GETS SUSPENED, LISTED AS DOUBTFUL OR OUT JUST BEFORE KICK-OFF OF THAT PLAYERS GAME.
- IF THE PLAYER THAT YOU PLACED ON I.R. PLAYS ONE DOWN YOU HAVE TO TAKE HIS POINTS AND YOU WILL NOT BE ABLE TO USE THE REPLACEMENTS POINTS.

- RULE IS IN PLACE SO THAT EACH TEAM IS ALLOWED TO HAVE THE SAME AMOUNT OF HEALTHLY PLAYERS EACH WEEK.

### **ADDITIONAL I.R. RULES**

- Owners may not acquire a player once the player's game has started, regardless of transaction deadlines.
- Released free agents are available at the next waiver wire.
- Owners are allowed to keep the replacement player.
- Once the player placed on I.R. is declared probable owners must drop a player at that position to maintain a legal roster by Thursday at 6:30 P.M. CT.

### **THE OFFICIAL INJURY REPORTS WILL BE:**

- OUR FOOTBALL WEB SITE
- NFL.COM

### **WAIVER WIRE:**

- IF YOU DRAFT A PLAYER THAT'S INJURED OR SUSPENDED YOU CANNOT PLACE THEM ON IR.
- IF A PLAYER GETS INJURED OR SUSPENDED AFTER OUR DRAFT DATE THEY CAN BE PLACED ON I.R.
- IF YOU PLACE A PLAYER ON I.R. HE MUST BE SUSPENDED OR LISTED AS DOUBTFUL OR WORSE.
- ONCE HE'S LISTED AS PROBABLE THE PLAYER MUST BE ACTIVATED BY 6:30 P.M CT. THURSDAY.
- IF AN OWNER DOES NOT ACTIVATE OR DROP HIS RETURNING PLAYER FROM THE IR BY 6:30 P.M. CT THURSDAY, THEN THAT PLAYER WILL BE ACTIVATED AND HIS REPLACEMENT WILL BE DROPPED BY THE COMMISH.
- PLAYERS THAT ARE DROPPED OR ENTERED INTO THE FREE AGENT LIST ARE NOT AVAILABLE UNTIL THE FOLLOWING WEEK. I.E – IF I DROP A PLAYER ON THURSDAY HE CANNOT BE PICKED UNTIL THE FOLLOWING WEEK.
- TEAMS ARE ALLOWED UNLIMITED DROP/ADDS THRU WEEK 13.

- IF A PLAYER GETS SUSPENDED FOR ANY REASON THEY WILL BE TREATED AS AN INJURED PLAYER AND ALLOWED TO BE PLACED ON IR.
- IF YOU HAVE AN INJURED PLAYER DURING THE REGULAR SEASON YOU CANNOT WAIT UNTIL THE PLAYOFFS TO DO A ROSTER MOVE WITH HIM.
- TEAMS ARE NOT ALLOWED ANY DROP/ADDS DURING THE PLAY-OFFS UNLESS YOU HAVE A PLAYER LISTED AS DOUBTFUL OR WORSE.

**WAIVER WIRE PERIODS:**

- OPEN ON TUESDAY AT 7:00 @ A.M. CT.
- 1<sup>ST</sup> WAIVER WIRE ENDS THURSDAY AT 6:30 P.M. CT.
- 2<sup>ND</sup> WAIVER WIRE ENDS SATURDAY AT 6:30 P.M. CT..
- TRADES MUST BE SUBMITTED BY MIDNIGHT EVERY SATURDAY.
- NO TRADES CAN BE MADE AFTER WEEK 10 (11-10-18)
- NO ROSTER CHANGES AFTER WEEK 13 (12-3-18) UNLESS SOMEONE HAS BEEN SUSPENDED OR IS LISTED AS DOUBTFUL OR WORSE.

**THE COMMISH RESERVES THE RIGHT TO ALLOW A MANAGER TO MAKE A ROSTER CHANGE BETWEEN WEEK 13 AND THE END OF THE PLAYOFFS FOR THE FOLLOWING REASON ONLY:**

- IF YOU CANNOT FIELD THE REQUIRED AMOUNT OF PLAYERS AT EACH POSITION BECAUSE THEY HAVE BEEN SUSPENDED LISTED AS DOUBTFUL OR WORSE, OR THEY ARE BEING BENCHED FOR RESTING UP FOR THE PLAYOFFS.
- IF A PLAYER THAT WAS LISTED AS DOUBTFUL OR WORSE DOES PLAY, HIS POINTS WILL BE USED INSTEAD OF HIS REPLACEMENTS POINTS.

- IF MULTIPLE TEAM OWNERS WANT THE SAME PLAYER DURING THE PLAYOFFS **THE STANDING TIE BREAKERS** WILL BE USED TO DETERMINE WHO GETS THE PLAYER,

### **WEEKLY TIEBREAKERS:**

- GAME TIE-BREAKER OPTION: TOTAL STARTING RB POINTS

### **STANDING TIE BREAKERS:**

1. HEAD-TO-HEAD COMPETITION  
(WINNING PERCENTAGE AGAINST ALL TIED TEAMS)
2. DIVISION RECORD
3. TOTAL POINTS STANDINGS  
(POINTS SCORED IN ALL WEEKS COUNTED ONE TIME PER WEEK)

### **PLAYOFFS**

2 DIVISION WINNERS (SEEDS 1 & 2) TIE BREAKERS ARE THE SAME AS THE RECORD WILDCARDS

2 RECORD WILDCARDS – CAN COME FROM ANY DIVISION  
(SEEDS 3 & 4)

2 POWER POINT TEAMS - CAN COME FROM ANY DIVISION  
(SEEDS 5 & 6)

\*\* THE 2 WILDCARDS & 2 POWER POINT TEAMS CAN COME FROM THE SAME DIVISION.

### **RECORD WILDCARDS:**

- ARE THE TWO TEAMS WITH THE BEST RECORDS THAT DID NOT WIN THEIR DIVISION.
- TIE BREAKERS ARE SAME AS STANDING TIE BREAKERS

### **THE POWER POINT WILDCARD**

- TEAMS WILL BE THE TEAMS THAT HAVE THE MOST OVERALL POINTS.

- HAVE NOT WON THE DIVISION OR A RECORD WILDCARD SPOT.
- BASED ON HIGHEST TOTAL SEASON POINTS ONLY

### **TOILETBOWL:**

- THE 4 TEAMS THAT DID NOT MAKE THE CHAMPIONSHIP PLAYOFFS WILL ENTER THE TOILETBOWL.

### **AWARDS**

SUPERBOWL CHAMP =\$1,115.00

SUPERBOWL RUNNER UP =\$350.00

TOILETBOWL CHAMP =\$175.00

TEAM WITH THE HIGHEST POINTS FOR AT THE END OF THE REGULAR SEASON =\$100.00

WEEKLY HIGH SCORE = \$20.00

THE COMMISSIONER AND 1 OWNER FROM EACH DIVISION WILL DECIDE ALL RULINGS.

NFL.COM WILL BE USED AS THE OFFICIAL SITE FOR SCORING.

**EACH OWNER MUST MANAGE THEIR TEAM TO MAINTAIN THE MAXIMUM OF COMPETIVENESS AND THE INTEGRITY OF THE LEAGUE. I.E. MUST DO DROP / ADDS AND INJURY TRANSACTIONS.**

**IF YOU DO NOT MANAGE YOUR TEAM THE COMMISSIONER RESERVES THE RIGHT TO REMOVE YOU AS AN OWNER AND REPLACE YOUR TEAM WITH ANOTHER OWNER WHO DOES NOT HAVE A TEAM IN OUR LEAGUE.**

BEST OF LUCK TO ALL!!  
THE COMMISH