

# League Bylaws

## SACRAMENTO FANTASY FOOTBALL LEAGUE 2016-2017

Commissioner – Doug Leeworthy  
Vice-Commissioner - National - Mike Martel Jr.  
Vice-Commissioner - American – John Cantlay

### 1. Teams & Fees

The League will consist of twelve (12) franchises divided evenly into two Divisions. The cost for each franchise will be \$310.00 (includes a \$10.00 commissioner stipend and \$25 for NFL picks) payable on draft night. A franchise will be known by the last name of the franchise owner, unless an owner wishes to have his franchise known by another name.

### 2. Officers and Responsibilities

The League will have one Commissioner and two Vice-Commissioners. In case of a dispute the Commissioner and Vice-Commissioners will act as arbitrators, their decision being final. If the Commissioner or Vice-Commissioners are party to the controversy, the Commissioner will appoint non-involved owners or partners as replacements in the arbitration.

The Commissioner will be elected at the Business Meeting. The Commissioner will act as Treasurer and be responsible for all League money and will disburse the winnings after the final play-off game. The Commissioner is responsible for official team standings and points scored.

When there is disagreement as to a team's score, the Commissioner will be responsible for determining the correct score. The Commissioner will be responsible for transmitting scores, players waived and players selected to the League.

### 3. Business Meeting

Each year prior to the League draft, there will be a Business Meeting. Normally, this Business Meeting will be held on the same night as the draft. Attendance at the meeting will be limited to franchise owners or their representatives. At this meeting and at all other official League meetings, including drafts, an owner may designate a representative to act in his behalf, and all changes in League rules must receive a majority vote of the owners who are present. The purpose of the meeting will be to

discuss proposed rule changes, elect a Commissioner for the following season, select the order of the draft, randomly divide the teams into two, six team Divisions, elect Vice-Commissioners in each Division, and disburse season schedules.

At the Business Meeting each owner may submit one name as a replacement for any current or future franchise vacancy. Determination of new owners will be based on the date that a name was submitted, the earliest date having priority. When a franchise vacancy occurs, the names submitted at the earliest date will be offered the vacant franchise. If more than one name is eligible, selection will be determined randomly from names submitted on the earliest date.

At the meeting an owner may register the names of his partners with the Commissioner. If an owner withdraws from the League, his partner or partners may assume control of the franchise if the partners name or names have been registered with the League for at least one year.

The names of registered partners (who have been partners for at least one year) will be considered automatically submitted for consideration of a vacant franchise. The effective date for purposes of determining priority for vacant franchises will be the date the name was registered as a partner.

If a franchise must withdraw from the League because the owner is moving from the area and at a future date the owner returns to the area, he is given top priority for consideration of the first vacant franchise.

#### **4. League Draft**

The League Draft will be held each year on the **Wednesday** proceeding the first regular season NFL game. Before an owner participates in the draft, he will submit to the Commissioner the balance of his franchise fee. The Commissioner will be responsible for the conduct of the draft. The order of the draft will be determined by random draw. The draft will follow this order for the first round and then it will be followed by a snake order for the rest of the draft. Example: (1-12), (12-1), (1-12), (12-1), (1-12), (12-1), (1-12), etc.

Each owner will make 18 selections. Positions may be picked in any order but must consist of 2 quarterbacks (picked by team), 2 place-kickers (picked by team), 2 defensive teams, 6 running backs, and 6 wide receivers/tight-ends. Once a specific player has been selected, that player may not be selected by any other owner. Tight ends are considered to be receivers.

Owners will have two minutes to make each selection. If the two minutes expire before an owner makes a selection, he loses his turn but will be given a five second selection period immediately following the next owner's selection.

## **5. Weekly Player Rosters**

Each week during the regular season, an owner's player roster will consist of 1 defensive team; 1 quarterback (by team); 1 place-kicker (by team), 2, 3, or 4 running backs and 2, 3, or 4 wide receivers/tight ends. (Total running backs and wide receivers/tight ends to be 6.) Prior to each game, every owner will change his/her own roster via the Internet. The deadline for a roster change is the start time of the NFL game for that particular player for that week. If an owner encounters technical difficulties in making a lineup change, he/she is obligated to notify their opponent for that week as well as the commissioner prior to the deadline. If the Commissioner or designated person is not notified, or a lineup change is not made, the player roster for the previous week will be in effect.

## **6. Game Results**

All games will be played on a one-on-one basis in accordance with a 16 game schedule generated by the agreed upon online league management system. Each team will match its points against its opponents points, with the highest point total recorded as a win and the lowest as a loss. A tie in points for regular season games is a tie game. During the 17th week of play, #1 vs. #2, #3 vs. #4, and #5 vs. #6, will be the schedule of play within each Division based on divisional standings at the end of week 16.

## **7. Determination of Standings**

Standings, for the purpose of disbursing money, will be determined by number of wins. A tie is counted as one-half of a win. If teams are tied in wins, the team with the better divisional record is given the higher standing. If still tied, the tie stands and any money involved will be divided evenly between the tied teams. For purposes of determining standings for the play-offs, play-off drafts, selecting players during the season and for determining the order of the pre-season draft. If the preceding method still results in a tie, a coin flip will be used to break the tie.

## **8. Scoring**

Points will be awarded as follows:

A. 10 points for a touchdown scored on a run of 9 yards or less, an additional one point for every 10 yards or fraction thereof in excess of 9 yards. Example: 10 to 19 yards = 11 points; 20 to 29 yards = 12 points; 30 to 39 yards = 13 points, etc.

B. 10 points for a touchdown scored on a pass, thrown or received of 29 yards or less,

an additional one point for every 10 yards or fraction thereof in excess of 29 yards. Example: 30 to 39 yards - 11 points; 40 to 49 yards = 12 points, etc.

C. 3 points will be awarded for a field goal of 29 yards or less, an additional one point for every 5 yards or fraction thereof in excess of 29 yards. Example: 30 to 34 yards = 4 points; 35 to 39 yards = 5 points; 40 to 44 yards = 6 points, etc.

D. 10 Defensive points are credited to each team at the start of the game. A single point will be deducted back for each interval of three points that your defense allows. Example: 0 NFL points allowed = 10 Fantasy points; 1-3 NFL points allowed = 9 Fantasy points; 4-6 NFL points allowed = 8 Fantasy points, etc. At 28 NFL points or greater, zero Fantasy points are awarded.

E. 10 Defensive points will be awarded to a Fantasy Defensive Team that started the play without possession of the football and scored a touchdown resulting in the end of that play.

F. 5 Defensive points for each safety.

G. 1 point will be awarded for extra point kicking conversions. 2 points will be awarded to each participant in a two-point conversion.

## **9. Definitions**

A. A quarterback can only score if he is lined up at his designated position. Example: If an owner drafted a receiver and the receiver is used as a quarterback, the receiver's owner is awarded no points for a touchdown thrown by the receiver. However, if an owner drafted the player's team as his quarterback, that owner would receive credit for the player's touchdown throw.

B. A running back receives credit for his score regardless of whether he was lined up as a runner or receiver. The same is true of receivers. If a player is drafted as a runner and is switched to a receiver or vice versa, the owner at his drafted position must play the player. A touchdown pass thrown by a runner or receiver, who did not take the snap as a quarterback, is credited to the man throwing the ball, not the quarterback. A direct snap to the non-quarterback is credited to the individual player as long as a quarterback was in position to handle the snap from center.

C. If a player is selected that is not listed as a running back or receiver on an NFL roster, the owner selecting the player names the position, i.e., running back or receiver. If this is not disputed within one week, the selection stands. The position identified by the online league management system shall be the final decision wherein identified.

D. A holder for a field goal and the punter are designated as quarterbacks for scoring purposes.

E. A quarterback can score points as a pass receiver, if the pass is thrown by another player.

F. A field goal kicker can score by kicking, running, passing or receiving.

G. On any scoring play from scrimmage that involves a lateral in front of the line of scrimmage, or a fumble not recovered by the person fumbling, points are awarded only to the player that scored on the basis of a run from the line of scrimmage.

H. There will be a category called Injured Reserve (IR). An owner may place any of his players, including QB, PK, or DEF team on IR. No more than one player can be on an owner's IR at any one time. If a player is placed on IR it creates a vacancy on an owner's roster that may be filled through the waiver selection process. Deadlines and procedures for placing a player on or removing a player from IR are identical to the waiver selection procedure. The cost of placing a player on IR is \$10.00.

## **10. Roster Changes**

During the season owners may make additions to their rosters by selecting NFL players not listed on current Sacramento Fantasy Football League rosters. Roster additions may be made only if the addition does not cause an owner's roster to exceed the maximum number of players allowed at that position. An owner's roster may be reduced by waiving a player.

### **A. Waiving a Player**

To waive a player from their roster, an owner may waive a player on the RTSports web site or notify commissioner or designated person by **10:00 p.m., Tuesday**. The fee for waiving a player is \$10.00.

### **B. Selecting a Player during the season**

To select a player not listed to a current Sacramento Fantasy Football League roster an owner must either waive a player through the web site or notify the Commissioner or designated person of their selection by **10:00 p.m., Tuesday**. If more than one owner selects the same player, the owner with the poorest record, determined first by win-loss record and then if tied by fewest points scored, is awarded the player. The basis for the determination of records will be the league standings as of the Tuesday deadline for selections. In any week if the owner selects more than one player, his second and subsequent selections for that week may not be granted until all owners have selected their first player. After the waiver deadline has passed, any player available may be picked on a first come first serve basis up until game time of the player being selected.

## 11. Awards

A. Awards for the final league standings at the completion of the 17<sup>th</sup> game of the regular season will be based on a ratio of the franchise fee and distributed as follows:

### Each Division

#### Award

1 <sup>st</sup> place	\$400
2 <sup>nd</sup> place	\$200
3 <sup>rd</sup> place	\$100
4 <sup>th</sup> place	\$50
5 <sup>th</sup> place	\$25
6 <sup>th</sup> place	\$0
Total Payout	\$1550

B. Awards for total points scored at the completion of the 17<sup>th</sup> game of the regular season will be based on a ratio of the franchise fee and distributed as follows:

#### Award

Most points	\$200
2 <sup>nd</sup> in points	\$175
3 <sup>rd</sup> in points	\$150
4 <sup>th</sup> in points	\$125
5 <sup>th</sup> in points	\$100
6 <sup>th</sup> in points	\$75
7 <sup>th</sup> in points	\$50
8 <sup>th</sup> in points	\$20
9 <sup>th</sup> in points	\$15
10 <sup>th</sup> in points	\$10
11 <sup>th</sup> in points	\$5
12 <sup>th</sup> in points	\$0
Total Payout	\$925

### C. Awards for Playoffs

#### Award

1 <sup>st</sup> place	\$200
2 <sup>nd</sup> place	\$125
3 <sup>rd</sup> place	\$75
4 <sup>th</sup> place	\$50

5 <sup>th</sup> place	\$40
6 <sup>th</sup> place	\$35
 Total Payout	 \$525

D. An award of \$10 each week to the team that scores the most points that week.  
Total Payout = \$170.

E. A perpetual trophy will be awarded to the Sacramento Fantasy Football League Champion at the awards banquet following the playoffs. In addition, the league champion will also receive a permanent trophy, the cost of which will not exceed \$40.00.

The champion will be the owner who wins the most prize money during the season including division placement, weekly high point, season total points, and play-offs. In case of a tie for League Champion, the owner who scored the most points during the regular season, not including the play-offs, among those tied for the championship, will be declared the League Champion.

F. Money earned by a franchise whose sole owner has expired is awarded to his estate.

## **12. Post-Season Play**

### **A. Draft**

After conclusion of the regular 17 game season and prior to the NFL post-season play-offs, all teams will participate in a play-off draft. The play-off draft will be held each year on the Wednesday preceding the first playoff game (Wildcard Week). The order of the selection for the first round of the draft will be the final league standings without regard to Divisions. The team with the best record selects first, the team with the second best record selects second, etc. If there are any ties with teams having the same record, the team with the most season points picks first. The draft will follow this order for the first round and then it will be followed by a snake order for the rest of the draft.

### **B. Rules for Post-Season Drafts**

The draft will consist of nine rounds. Each owner will make one selection per round. Any position (QB, PK, DEF, RB, or WR/TE) may be selected. There will be no quotas by position, except that an owner may not select more than one QB, one PK, and one DEF team. Example: one owner's nine selections may consist of 1 QB, 0 PK, 0 DEF team, 3 RB, and 4 WR/TE, while another team may select 0 QB, 1 PK, 1 DEF team, 6 RB, and 0 WR/TE.

Each owner will have a maximum of 2 minutes to make each selection. If an owner fails

to make a selection in their 2 minutes the procedure used in the pre-season draft will be followed. Use may also draft on-line without being present at the draft site.

The final standings for the play-offs will be based on total points scored (regardless of divisions) following the Super Bowl game. The six teams with the highest point totals will be awarded money. In the event of a tie, the money will be split evenly between the teams that are tied. See paragraph 11C for play-off awards.

### C. NFL Picks

NOTE: Although the NFL Picks wager is not an official part of our governing by-laws, the following was decided at a business meeting.

The fee for participating in the NFL Picks is \$35 per franchise owner, payable on the regular season draft night.

The NFL picks are for the regular season games only, concluding on week 17.

\$10 is awarded for the most correct picks each week. Tie-breaker is the total points for the Monday Night game, closest to the point total wins. Ties will split the \$10.

\$150 will be awarded for most correct picks for the season.

\$100 will be awarded for second most correct picks for the season.

Ties will split the award.

## 13. RTSports Rules

### Special Rules

- ~ One team represents both defensive and special teams units.
- ~ Tie Breaking Scheme: None

### Roster Composition

Total players per roster: 18

Maximum players on I/R: 1

#### Composition

<u>Position</u>	<u>Minimum</u>	<u>Maximum</u>
Quarterback	2	2
Running Back	6	6
Wide Receiver/Tight End	6	6
Kicker	2	2
Defense/Special Team	2	2



## Starting Lineup Composition

Starters per team: 9

### Composition

<u>Position</u>	<u>Minimum</u>	<u>Maximum</u>
Quarterback	1	1
Running Back	2	4
Wide Receiver/Tight End	2	4
Kicker	1	1
Defense/Special team	1	1

## Rushing Rules

**Category**  
**Scores**

### Rushing Rules

**1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 10 points for each touchdown.  
~ 2 points for each 2-point conversion.

**Length of Rushing**  
**Touchdowns**

**1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 1 bonus point for each 10 yards in length, starting with 10 yard scores.

**Total Rushing Yardage**  
**Total Rushing Attempts**  
**Yards per rush**  
**Fumbles Lost**

*No rules defined*

*No rules defined*

*No rules defined*

*No rules defined*

## Passing Rules

**Category**  
**Scores**

### Passing Rules

**1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 10 points for each touchdown  
~ 2 points for each 2-point conversion

**Length of Passing**  
**Touchdowns**

**1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 1 bonus point for each 10 yards in length, starting with 30 yard scores.

**Total Passing Yardage**  
**Total Passing Attempts**  
**Total Completions**  
**Passing Completion %**

*No defined rules*

*No defined rules*

*No defined rules*

*No defined rules*

**Yards Per Completion**  
**Incompletions**  
**Interceptions**

*No defined rules*  
*No defined rules*  
*No defined rules*

## Receiving Rules

**Category**  
**Scores**

### Receiving Rules

#### **1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 10 points for each touchdown  
~ 2 points for each 2-point conversion.

**Length of Touchdown**  
**Receptions**

#### **1 rule defined:**

For position: QB's, RB's, WR's, TE's, K's  
~ 1 bonus point for each 10 yards in length, starting with 30 yards.

**Total Receiving Yardage**  
**Total Receptions**  
**Yard per Reception**

*No defined rules*  
*No defined rules*  
*No defined rules*

## Combined Yardage Rules

No defined Rules

## Kicking Rules

**Category**  
**Scores**

### Kicking Rules

**This rule applies only to kickers.**

~ 3 points for each successful field goal.  
~ 1 point for each successful extra point.  
~ 0 points deducted for each missed kick.

**Length of Successful**  
**Field Goals**

#### **1 rule defined:**

For position: K's  
~ 1 bonus point for each 5 yards of length, starting with 30 yard field goals.

**Missed Field Goals**  
**Length of Missed Field Goals**

*No defined rules*  
*No defined rules*

## Special Teams Rules

**Category**  
**Scores**

### Special Teams Rules

#### **1 rule defined:**

For position: Def/STs  
~ 10 points for each kickoff return touchdown.  
~ 10 point(s) for each punt return touchdown.

**Length of Special**  
**Teams Touchdown**

*No rules defined*



## Owner Privilege Rules

- ~ Owners may change their own starting lineup each week during the time specified by the commissioner.
- ~ Only the league commissioner can pick-up free agents for teams not able to use the waiver.

All Rules Revised 9-1-2016.