

2016 Fantasy Football Rules

ADMINISTRATION

(1) Commissioner: Dave Ewoldt (The Militia)

Assistant Commissioner: Forrest Mitchell (High Plains Posse)

(2) Any protest should be made to Dave Ewoldt or Forrest Mitchell. If approved, the protest will be voted on by all teams of the league. A tie vote results in no change to original decision.

(3) Cost to enter is \$75.00 due at the draft.

(4) The league is a 12-team league. Each team will start with the exact players they ended up the 2015 season with – except for players who have had contracts expire. You are allowed a one year extension to one of the players *who has a contract expiring*.

(5) NFL players cannot be used on more than one team.

(6) Tight ends can be used for receiver positions.

(7) Any reference to a defense includes the special team.

(8) NFL weeks 1-12 will be the regular season. NFL weeks 13-15 will be the league playoff weeks.

(9) \$400 will be the first prize money, with \$150 for second and \$75 for 3rd and 4th places. \$40 for each Division Champion. \$40 for Regular Season Scoring Champion.

PRIOR TO DRAFT

(10a) The trade window extends from August 10, 2016 until the drop deadline (August 20). No trades are allowed between teams during the season. These are considered permanent trades and carry the existing contract amount to the new team. If a contract has expired on a traded player... the new team can use this player for their one year contract extension. Trades between August 10, 2016 and the drop deadline CAN leave teams with more or less than 16 skill position players and 2 defenses.

(11) By August 20 (7 pm)... each team will declare which players they plan to return to the NFL pool. You may drop as many players as you want. You can drop players that still have years left on a contract... but you lose the contract years. If drops are not made by the drop deadline... all players that have expired contracts will be dropped automatically. If the salary cap is not met after dropping the expired players... players will be dropped one at a time (starting with the most expensive and moving down) until dropping below the cap.

(12) There is a salary cap on the 16 skill position players. The salary cap will only apply prior to the drop day of August 20. Any team over the salary cap will need to get their team at or below the unit number of 2443 by drop day. Afterward... the salary cap will not play into the draft.

EXAMPLE TO “PRIOR TO DRAFT” SECTION: On August 10, 2016... team one trades four RB’s to team two in exchange for a first round draft pick. Team one now has nine skill position players and two defenses... team two has 20 skill position players and two defenses. By the drop deadline... both teams will have to meet the requirements of a) letting go any players that have expired contracts – the exception being one that can receive a one year contract extension... b) be below the salary cap... and c) have no more than 16 skill position players and two defenses on their team.

DRAFT

(13) Some amount of effort has to be made at draft time. Either by being there, contacted by phone or submitting a dream sheet. If no attempt has been made, nobody is allowed to pick for that team. They

will fill their team from the remaining players in the NFL pool within 24 hours after the draft. People late for the draft will be able to pick up at the current round and fill earlier missed rounds after the draft. A team not completing drafting within 24 hours after the draft will forfeit their team and a new owner will be found.

(14) The draft. The last place team of 2015 will have first pick. The 2015 champion will be last. The draft order will remain the same in each round. Everyone participates in each round until their team has 16 players and 2 defenses on the roster. You can select any available player from any position... but are responsible for being able to field a complete team each game week. There is no penalty if you cannot... you just won't get a score for those positions.

(14a) Defenses have contract years assigned.

SEASON PLAY

(15) It will be the responsibility of each owner to submit their starting line-up before each week of games. If one is not submitted... the previous weeks starting line-up will automatically be used. If a player is left in the starting line-up that doesn't play – you won't get points for that position.

(16) On a first come, first serve basis... anyone that has a newly drafted player – or player that started the season on an NFL team - that is cut and no longer on any NFL team... will be able to pick up another player from the NFL pool (Same position). This player can only be used for the current season and is then returned to the NFL pool.

(19) You are able to make starting line-up changes up until kickoff of the games you have players in. Once a starting line-up player's game starts... he is counted and the position cannot be changed. However, if your entire team can be fielded by using Monday Night players... your deadline to submit will be the kickoff of the Monday night game. Changes will be able to be made for as little as one position or all of the positions at a time. Our software automatically starts previous weeks starters if a lineup is not submitted. If you start a player one week, and he plays on Thursday night, he will be counted unless you submit that position for a weekend player.

(20) Offensive scoring:

6 points/rushing TD

3 points/receiving TD

3 points/passing TD

2 points/2 point run

1 point/2 point receiving

1 point/2 point passing

3 points/field goal

1 point/extra point

1 point/reaching 100 yards passing

1 point/reaching 200 yards passing

2 points/reaching 300 yards passing

3 points/reaching 400 yards passing

4 points/reaching 500 yards passing

5 points/reaching 600 yards passing

1 point 40 to 79 yard rushing TD

2 points for 80+ yard rushing TD

1 point for each 20 rushing yards

1 point for 30 to 59 yard receiving TD

2 points for 60 to 89 yard receiving TD

3 points for 90+ yard receiving TD

1 point for each 20 receiving yards

1 point for 5-9 receptions

2 points for 10+ receptions

(21) Defensive scoring:

6 points/any touchdown

2 points/safety

7 points/shutout

6 points/2-3 points allowed

5 points/4-6 points allowed

4 points/7-8 points allowed

3 points/9 points allowed

2 points/10 points allowed

1 point for each fumble recovery

1 point for each interception

(22) A player can only score one TD per play. If a WR has been inserted into the starting line-up... also returns kicks on special teams which has been inserted into the same starting line-up... a touchdown return will only count for the Defense – not both.

(23) Option for bye week player. The average points per week by a player can be used as a score for his bye week. The number will be rounded down. If a player has scored 6.3 points per week in weeks 1-5, an owner can take the automatic score of 6 points for his week 6 bye. Players not acquired through the draft (either by waiver or replacing dropped players) are not eligible for this option. A player's bye week average is figured for ALL NFL weeks (starter or non-starter on fantasy team).

(24) During the season, each team will be allowed TWO waiver moves. These will be allowed starting after the Week 3 games, and continue until just before Week 12 games. The waiver order will be 1-12 with the order determined by record/points (worst is first). As the season progresses, the waiver order will be 1-12 with priority to least amount of transactions completed/record/points (fewest/worst is first). A completed transaction results in the newly acquired player being allowed to finish out the current year only. All contract years associated with the dropped player will be lost. The forfeited player will immediately be eligible to be picked up. An acquired player may have the one year contract extension given the following season.

(24a) Participation in the waiver process. If a team wants to be involved in the weekly waiver process, they must contact the commissioner by 7 pm on Tuesday. Contact can be made by:

1. E-mail: david@okweatherwatch.com
2. Text message
3. Cell phone call
4. Facebook message

Make sure that the message has been confirmed. The message needs to include what (ONE) method you want to be contacted. The process will start at 7 pm on Tuesday. Asking to be involved in the waiver process does not commit you to a move.

(24b) Following the week 3 games, contract years will be assigned to each newly drafted player/defense. Three years per new player/defense will be granted to spread across the new draftees. This season, the deadline for submitting these contracts will be 7 pm on Tuesday, September 27.

AFTER THE GAME

(25) Any score, outcome, seeding can be changed if an error is found until the start of the following week's first NFL game. Once the first game has kicked off the following week... all games the prior week are in the book and final. For the Championship Game... it becomes finalized at the kickoff of the first Week 16 NFL game.

PLAYOFFS

(26) Conference/Division format started in 2014.

CONFERENCE: FIRE

NORTH:

1. THE MILITIA
2. VILLAGE FIREDOGS
3. THE POTHOLES

SOUTH:

1. TBA
2. BENEDICT ARNOLD'S REVENGE
3. TBA

CONFERENCE: ICE

NORTH:

1. SHENANIGANS
2. TEAM CARRAMROD
3. EMINEM MANIACS

SOUTH:

1. HIGH PLAINS POSSE
2. THE MULCHERS
3. MASTERS OF MAYHEM

(27) Six teams will advance to the playoffs (3 from each conference). Each conference will have two division champions. The best record/points of the two champions will receive a first round bye. The

other champion will play the conference wildcard team.

(28) To determine playoff teams:

To determine division champions:

In the event of a tie between the top teams of a division at the end of the regular season...

The first tie-break: division record

Second tie-break: total season points

Third tie-break: points scored in the final two weeks of the regular season

Fourth tie-break: points scored in the final four weeks of the regular season

Fifth tie-break: points scored in the final six weeks of the regular season

Sixth tie-break: coin flip

One wildcard team will be selected from each conference using:

1) league record

2) total season points

3) points in the final two weeks

4) points in the final four weeks.

(29) Playoff schedule:

Playoff week one will be wildcard vs. 2nd division champion (in each conference)

Playoff week two will be conference championships

Playoff week three will be FIRE vs ICE superbowl.

Playoff ties: A division champion advances over a wildcard team. A division champion (with bye) advances over a division champion (non-bye). A tie in the Superbowl results in co-champions with both teams splitting the total of the 1st and 2nd place prize money.