

2018 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.

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

(5) 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

The trade window will open after the 2017 Superbowl and remain open until the announcement of salary cap information which will be released in early August 2018. Trades between teams are unrestricted and there are no restrictions on team size. Player contracts carry to the new team.

By the drop deadline in mid August 2018, teams will need to be below the salary cap, and release all players with expiring contracts. The exception will be one franchise player that can have a contract extended one year. Defenses are now considered as just another roster spot and will be included in the salary analysis.

2018 DRAFT

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.

The last place team of 2017 will have first pick. The 2017 champion will be last. The draft order will remain the same in each round. Everyone participates in each round until their team has 18 positions filled. There will no longer be a requirement to have at least 2 defenses on the roster, and you can have more.

SEASON PLAY

(10) We have removed the automatic starting line-up. Should a line-up not be submitted, the team score will be zero. However, for each week a line-up is not submitted (during the regular season), the team draft position the following season will be dropped one position.

(11) On a first come, first serve basis... anyone that has a newly drafted player (who was on an NFL team at the time they were drafted) - 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.

(12) You are able to make starting line-up changes up until kickoff of the games you have players in.

(13) 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

(14) 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

(15) 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 one of the positions. Team owner can pick which position the score is awarded to (which could play into bye week averages).

(16) Trading will once again be allowed immediately after the draft – BUT – not until contract years have been assigned to players by teams involved in the trade. There are no restrictions on the trades or restrictions on team size. Yes, this means a team could end up with more or less than 18 on the roster. After week *five*, proposed trades will have to be approved by the commissioner or assistant commissioner. No trading is allowed between the kickoff of the first game of the week and the end of the final game of the week.

(17) 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 or by trade (either by waiver or replacing dropped players) are not eligible for this option.

CLARIFICATION: A player's bye week average is figured for **ALL NFL** weeks (starter or non-starter on fantasy team / starter or non-starter on NFL team). This means that a player who scores 10 points in week one... but sits the bench (for any reason) from weeks 2-10... will have an average of **one point** for his week 11 bye.

(18) Waiver moves are now restricted to replacing players that have been placed on IR. The newly acquired player must be in the same position as the replaced IR player. There are no limits on number of waiver moves, and they will now be allowed for the entire season (including playoffs). 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.

(19) The waiver order will be posted by Noon on Tuesday. Waiver request deadline is 7 pm Tuesday. After 7 pm, requests will be processed first come, first serve until the kickoff of the first game of the week. No limit on waiver moves per week, but only one per round. Contact can be made by:

1. Text message
2. Cell phone call
3. Facebook message

(20) You have the entire season to assign contract years. BUT, until contract years are assigned, you cannot participate in the waiver process, in-season trading, or using bye-week averages. Three years per newly drafted player/defense will be granted to spread across new draftees. **CHANGE:** All must have at least two years assigned.

AFTER THE GAME

(21) 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

(22) 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.

(23) 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.

(24) 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.