

# Carolina Fantasy Football League

## Official Rulebook

2003 Season

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### II. Introduction

This is the official rulebook of the Carolina Fantasy Football League for the 2003 season. It should be read by all league members. Members should also print out a copy of this rule book for future reference.

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The idea behind fantasy football is that you have the opportunity to draft players from the NFL to play on your own team. For this reason, it is called "fantasy" football. You build your dream team and compete against everyone else's. In addition, throughout the season you will have the opportunity to draft, release, and acquire players for your team.

Your team will score points based on the individual performances of you players in their NFL games. The resulting total score of the players on your "starting lineup" will be compared to that of the team you have met in head-to-head matchup. The team with the highest score will win the match and a win-loss record for each team will be kept throughout the season. At the end of the regular season, the teams with the highest records will move on to play in the league playoffs for the championship.

### III. Teams and League Makeup

#### A. Teams and Divisions

The CFFL will be made up of 12 teams making up three divisions. Teams will not change divisions unless it becomes necessary to realign the league due to expansion in the future.

#### B. Ownership of Teams

Ownership of team franchises will be granted by the League Commissioner. The franchise will be granted at his discretion based on the application submitted by the prospective team owner. Team owners have the right to return year-to-year without filling out a new application as long as they remain in good standing with the league.

#### C. Changing of Ownership

When a new owner takes over a team previously held by another, the owner has the right to rename the team and select a new team logo (except during the middle of a season). The new owner will also keep the same players that were on the roster of the team held by the previous owner and will take over all administrative powers of the team. The draft positioning of the team under a new owner, however, will change. A team with a new owner will be shifted to the back of the drafting order for the upcoming draft (This rule does not apply to a team taken over mid-season).

### **IV. League Schedule**

#### A. Regular Season

The regular season will be made up of 14 games spanning the first 14 games of the NFL regular season. Each team will play their three divisional rivals twice during the regular season and will play all of the remaining eight teams in the league once.

#### B. Post-Season

The post season will begin in the 15th week of the NFL regular season and will continue through the 17th week. Week 15 will serve as the quarterfinal round, 16 as the semifinals, and 17 as the championship week.

#### C. Home/Away Games

Each team will play 7 home and 7 away games over the course of the season. In division play one of each of the two meetings with each divisional rival will be a home game and one will be an away game. Home teams will be given a "home field advantage" bonus of 3 points per home game.

### **V. The Draft**

#### A. Draft Order

The order of the league draft will be the reverse of the final standings after the playoffs of the previous season. (The league champion will pick last, tourney runner-up next to last, final four members ninth and tenth, etc.)

The draft will follow this order during odd numbered rounds, and will reverse the order during even numbered rounds.

a. 2003 Draft Order

Here is the order for the 2003 CFFL Draft:

1. SCOREpions (4-9-1)
2. Carolina Bucks (5-9, 1518 Points)
3. Great Whites (5-9, 1526 Points)
4. Toros (5-9, 1648 Points)
5. Cyclones (QF, 8th Seed)
6. Rattlers (QF, 4th Seed)
7. Harris Street Hornets (QF, 3rd Seed)
8. Speed Racers (QF, 2nd Seed)
9. Commissioners (SF, 6th Seed)
10. Stingrays (SF, 5th Seed)
11. Repeat Offenders (Finalists)
12. Horns (Champions)

Draft order is subject to change depending on changes in team ownership.

b. Exceptions

The order of the draft will change for the following reasons:

1. In the event that a team receives a new owner prior to the start of a new season, that team will lose its predetermined draft position and will be moved to the back of the line. In the event that there is more than one team with a new owner, the teams will be arranged at the back of the line in order of the previous year's standings.

2. If a team forfeits more than one game during the course of the season for any reason, they will be penalized one position in the draft order of the next season for every game they forfeited. If a team is taken over by a new owner after the end of the season in which the forfeits occurred, the penalty will not be applied against the new owner (though the "new owner penalty" will still apply). If a team that has forfeited game(s) during the course of a year is taken over by a new owner mid-season, the penalty will not be applied as long as the team does not forfeit another game after the change in ownership. If the team does forfeit additional game(s), the new owner will be penalized for all forfeits incurred by the team over the course of the season.

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3. Repeat Offenders (6-8)

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9.

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**Deleted:** 10. Carolina Bucks (Finalists)

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**Deleted:** 12. Toros (Replacement Franchise)

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If more than one team is affected by the implementation of this rule, it will first be applied to the one closest to the last pick in the original (pre-determined) draft order and then to each successively higher team.

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This rule will take effect beginning with the 2002 season and applied towards the 2003 draft.

#### B. Owner Presence

The presence of every owner will be required for the draft. The Commissioner WILL NOT draft for owners who are unable to attend the league draft. All owners will be expected and required to work with the Commissioner to determine a time where every owner can be present for the draft. If an owner does not show up for the draft, they will not have any players drafted for them and will have to wait until the beginning of the regular season to pick up free agents. Failure to attend the draft is also an offense which may lead to an owner's expulsion from the league.

#### C. Time, Date, and Place

The draft will be conducted over the Internet in real-time using AOL Instant Messenger. The date and time of the draft will be announced at a date closer to draft time to all owners.

#### D. Conducting the Draft

The draft will begin promptly at the time specified by the League Commissioner. Not five minutes later, not 10 minutes later. All team owners must be online and have logged on to AOL Instant Messenger on time or risk losing draft picks. The League Commissioner will be present in the AOL I/M chat room somewhere around 30 minutes before the beginning of the draft to answer any last minute questions. When an owner logs-on, the Commissioner will invite them into the AOL I/M chat room.

Once the draft begins, there will be no talking by the owners. Talking during the draft causes confusion and clutters the chat text area. Therefore, no talking, unless there is an emergency. Please also avoid sending private instant messages to the Commissioner as he will not have time to respond. If a team owner continually interrupts the draft, the owner will be subject to the loss of draft picks.

The Commissioner will call on each team on their turn to draft. Once called, the team will have 60 seconds to make their selection. Timing will begin as soon as the Commissioner announces a team's name. If the time limit is abused, the Commissioner will begin to enforce it strictly.

Owners are expected to pay attention during the entire draft, keeping up with who is already picked and being prepared to make picks quickly on their next turn. If an owner attempts to draft a player who has already been selected, the

commissioner will provide a warning and the owner will then have 30 seconds to make another selection. If the owner makes another "double-pick" anytime during the rest of the draft, he will lose the draft pick in question.

If an owner does not make a pick within the time limit or otherwise forfeits or losses the pick, they will be skipped and will have to fill the empty position on their roster from free agents at the beginning of the regular season.

When making your pick be try to give all of the following information: FanStar Code, Player Name, Position, NFL Team. At minimum, please provide the FanStar code and full player name.

## **VI. Rosters**

### **A. Number of Players**

A complete team roster is made up of 17 players. The only minimum requirements of a roster is the ability to fulfill the starting lineup requirements (see below). Therefore, a team can have as many as 17 players, but as few as 9.

### **B. Starting Lineups**

Starting lineups consist of 9 players. All teams must a submit lineup that follow this makeup: 1 Quarterback (QB), 2 Runningbacks (RB), 1 Place Kicker (K), 1 Defensive Team (DF), and 4 players in any combination of Wide Receivers (WR) and Tight Ends (TE) as long as there is at least one of each in the lineup.

#### **1. Starting Lineup Deadlines**

All owners must submit their starting lineups for the following week's games two hours prior to the beginning of the first game of the week. This is usually 11am ET Sunday mornings.

Lineups submitted after the deadline will not be counted, nor will they be used as the team's lineup for the following week. Lineups for the upcoming week's game may not be submitted prior to two hours after the conclusion of the last NFL game of the week.

#### **2. Starting Lineups in Week's with Early NFL games**

For weeks in which the NFL has scheduled games for Fridays or earlier, all teams must submit lineups two hours before the first scheduled game of the week as normal. However, in such weeks any team has the option of replacing players on their lineup scheduled to play Sunday or Monday who are listed as "Questionable" or worse on the NFL Injury Report or ESPN's NFL Injury List as posted at 8pm [ET](#) on Friday evenings as late as

two hours prior to the first scheduled game of the upcoming Sunday. A team may only replace players scheduled to play in Sunday and Monday night games. Players in Saturday games may not be replaced, and if the earliest game of a week is scheduled for a Saturday, no players may be replaced.

No team may replace an otherwise qualifying injured player in their starting lineup with one who has already played during a game earlier in the week.

If a team fails to submit a starting lineup (in a first-time lineup submission failure situation), and who therefore must use their lineup from the previous week, may not replace a player that would otherwise qualify for injury replacement.

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### 3. Starting Lineup Submission Failures and Errors

If a transaction (add, waive, trade, or moving a player to Injury Reserve) during the course of a week results in a team's lineup failing to meet lineup requirements, an owner must submit a new lineup prior to the week's lineup deadline in order to avoid forfeiting the week's game.

Each team will be expected to submit a starting lineup every week. If you fail to submit a starting lineup, you will be charged with a failure to submit a lineup and the previous week's lineup will be used. Upon the second consecutive failure to submit a lineup, a team will forfeit that week's game.

If a team submits a starting lineup which leaves out a player or has any other error inconsistent with starting lineup requirements, the lineup will be voided. The team will use the lineup from the previous week, and the team will be charged with a failure to submit a lineup. If the previous week's lineup is no longer valid (e.g., roster moves made so as to make the starting lineup incomplete), and they submit an erroneous lineup, the team will forfeit their game for the week. In addition, they will also be charged with a failure to submit a valid lineup.

The Commissioner is not obligated to inform an owner that an incorrect lineup has been submitted.

Starting lineups should be submitted using the forms provided on the league website. They will only be accepted by email in an exceptional circumstance (i.e., web server down).

### C. Multi-Position Players

When a team drafts a player who plays multiple positions, they must declare what position that player will fill. After which, that player will remain associated with that position for the remainder of the season even if acquired by another team.

#### D. Player Retirement

Any player who goes into retirement, or declared retired by the League Commissioner may not be drafted or acquired through any other means by a CFFL team. If a retiring player is currently being held by a team, it may keep the player, but can not place him on injury reserve. If the team drops the player at any time, it may not re-acquire that player, nor may any other team.

#### E. Injury Reserve

Each team will have two injury reserve positions on their rosters. These positions can be filled by players who have been declared as I/R, P-U-P, or Out by either the official NFL Injury Report or the ESPN NFL Injury List. To move a player to injury reserve, the owner may either notify the Commissioner via email or use the web form on the league website to submit the transaction request. Once a player is on injury reserve, the team may acquire a free agent to fill his position on the main roster (in accordance with acquisition rules).

A team can not place a player directly onto Injury Reserve during an acquisition either by receiving the player in trade or from free agency. All new additions to a team must be placed onto a team's main roster when acquired. A player can then be moved onto Injury Reserve during the following week if he otherwise qualifies.

A player may remain on injury reserve until such time as they are no longer listed as I/R or out on the NFL Injury Report or ESPN NFL Injury List. At that time, the team must either cut the player, or move him back on to the main roster. If the main roster is already at its limit of 17 players, a player on the roster must be cut to make room for the player coming off injury reserve.

A team may move a player off injury reserve at any time; even if the player is still listed as I/R or out on the NFL injury list. If a team moves a player off I/R prior to the transaction deadline(s) for a given week, it may trade that player or use him in a drop/add transaction during the current week.

#### F. Retaining Players from Season-to-Season

The CFFL is a keeper league, meaning that teams keep players from season to season. Teams will be asked by the Commissioner during the offseason to choose four (4) players to keep for the next season. This will be done after teams without owners are found new owners, but prior to the league draft. As discussed above, teams will be allowed to trade retained players for draft picks.

If a team has any players on their roster on Injury Reserve at season's end, the owner must remove those players from Reserve prior to being allowed to submit their keeper selections. In order to remove a player from Reserve, the owner can either drop the player from their roster entirely, or the owner can drop another player from their roster so that the player on Reserve can be moved back onto the main roster.

In addition to selecting four players to retain for the next season, each team will be allowed to select two additional players from their previous season's roster to serve as "alternates" to their four keepers. That is to say, should one of the four players they select for retention retire sometime between the deadline of submitting which players are to be kept for the next season and 48 hours prior to the league draft, the owner can select one of the two "alternates" to take his place. However, owners can not simply switch players between the original four picks and the alternate pool. One of the four main selections must actually retire before an owner can use one of the two alternates. If an owner does not have to use an alternate or does not need to use either alternate, the players will be released from their team on the deadline for pre-draft trading, and will return to the pool of free-agents (draftable players) just like all the other players not selected as keepers. Alternate keepers can not be traded in pre-draft trading.

If a team receives a keeper in a trade and that player retires before the league draft, the team may not replace the player that was received with an alternate.

If an owner fails to submit a list of keeper players by the deadline set by the League Commissioner, all the players on that team will be dropped. The team will still, however, only receive the same number of draft picks as every other, and will be forced to acquire the remaining needed players through free-agent acquisition after the draft.

## **VII. Transactions**

### **A. Trades**

1. Trading will be allowed between teams as soon as all teams declare their keepers for the following year. (Exception: There will be a period between the end of pre-draft trading and the first week prior to the beginning of the regular season where trading will not be allowed). Trades made during the pre-season will be processed upon their completion and will not be held until a "deadline" as done during the regular season.

2. Once you trade away a player, you may not reacquire that player through any means for at least three weeks (for example: let's say you trade away a player in week 1, you will not be allowed to bring that player back on your roster until at least week 4. A week is defined as beginning on the day following the previous week's last game and ending after the conclusion of the current week's last game.)

3. You may not trade a player you have placed on CFFL injury reserve. You may, however, remove the player from I/R and then trade him away; meaning, you may be required to drop a player from your main roster before completing the trade.
4. There are no limits to the number of trades you may make in a week.
5. A player received in a trade may be traded to another team in the same week. Such a scenario will be regarded as a multiple team trade.
6. A player received in a trade may not be waived the same week the trade is completed.
7. To make a trade, all of the owners involved in a trade must email the League Commissioner prior to the deadline (see below) advising him of the proposed trade. An email from only one owner will not be accepted.
8. Once both teams submit their proposals, a trade agreement can not be rescinded.
9. If one owner sends a confirmation message to the Commissioner prior to the deadline, and the other sends one after the deadline, the trade will be processed the following week (the trade can not be rescinded once confirmed by the second owner). Owners, however, may in their confirmation message to the Commissioner reserve the right to rescind their confirmation if the other owner fails to submit one by the deadline of the current week.
10. Uneven trades are allowed except when the trade will cause a violation of roster and/or starting lineup requirements.
11. If a team trades away more players than they receive in a deal, the team may submit an add/waive request(s) to fill the vacancy on their roster created by the deal during the same transaction period (in absence of other roster moves and transaction rules that might make such a move impossible). All other transaction rules apply as normal.
12. Any trade which causes a team to violate starting lineup requirements in the absence of other roster moves will be rejected.
13. To trade draft picks, the owners must declare which round(s)'s draft picks are involved in the trade. Trading for undetermined draft picks will not be allowed.
14. No trades will be allowed after the conclusion of Week 12.

15. The Commissioner may reject a trade deal at any time and for any reason.

### B. Trading for Draft Picks & Pre-Draft Trading

Trading for draft picks will be allowed ONLY after all the teams have declared which players they will keep for the next season. Trading prior to the draft may be uneven. However, no extra rounds will be added to the draft to enable teams to pick up extra players. Teams who have fewer than 17 players after the draft as a result of uneven pre-draft trading must wait until the first transaction period begins to complete their rosters.

Teams who make trades that give them more draft picks than necessary to fill their roster during the draft can, of course, use those extra draft picks to make other uneven trades. However, if they keep the extra draft picks, they will only be allowed to draft until they have completed a roster of 17 players, but if they should, for any reason, be skipped in a round of the draft, they can use one of those extra draft picks to compensate.

Trades made during the pre-draft trading period must be given to the Commissioner by 5pm on the seventh day prior to the league draft. Trades after this date will not be accepted.

1. There are no restrictions to how many and which picks a team may use in a trade deal involving draft picks for the 2003 season.

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2. A team may trade picks from the 2004 draft. Teams may make trades involving 2004 draft picks in both the 2003 season's pre-season and regular season periods.

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3. No team may trade away more than a total of four picks from their pool of draft choices for the 2004 draft. Alternatively, no team, as a result of trading 2004 draft picks, may have fewer than nine remaining picks for the 2004 draft (meaning you can remain within the limit of four tradable picks if you receive other team's 2004 draft picks as a result of a trade).

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4. No team may trade away more than two of their first four rounds of picks for the 2004 draft. Unlike Rule 3 above, you may not get around this restriction by receiving other team's 2004 draft picks from the first four or other rounds.

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5. If you receive future draft picks from another team as a result of a trade, you may use those picks to make additional trades assuming you remain within the terms of rules 3 and 4 above.

6. If a league owner does not return to the league next season, the replacement owner is bound to the terms of any trade made during the previous season involving future draft picks as if he had made the trade deal himself.

7. Trades involving "future" draft picks can only utilize picks from the 2004 season.

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### C. Acquisitions/Waivers

1. Acquisition and/or Waiver requests can be made from the week prior to the first week of the regular season throughout the entire fantasy season (including the tournament).

2. Acquisition/waiver requests may not be submitted prior to 2 hours after the NFL's final game for a week. Requests sent after a week's deadline (as outlined in Section "D" below) will not be held for the next week's processing. Requests sent before the allowed time will not be accepted and will be trashed. The Commissioner is not obligated to inform the owner of these violations.

2. Once you waive away a player, you may not reacquire that player through any means for at least three weeks (for example: let's say you trade away a player in week 1, you will not be allowed to bring that player back on your roster until at least week 4. A week is defined as beginning on the day following the previous week's last game and ending after the conclusion of the current week's last game.)

3. Acquisition and waiver requests will be processed in the following manner:

a. The Commissioner will hold all requests for acquisitions and waivers until the respective week's deadline.

b. Requests will be processed based on a set waiver wire order. The highest team in the order to have submitted a transaction request will have its request processed first. After its request is processed (whether the team successively acquires a player or not), that team will be moved to the end of the waiver wire order. The next highest team in the order to have submitted a request will then have its request processed and will then likewise be moved to the end of the waiver wire order. The process will be repeated in a similar manner until all requests have been exhausted. Only one request per team will be processed at a time before moving down to the next team in the transaction order.

c. If a team makes multiple requests, the Commissioner will line up a team's requests in the order in which they were received and will process the requests in the order in which they were received.

d. The waiver wire order as it stands after all requests have been processed will be the basis for the order for the following week.

e. The initial waiver wire order will follow the order of the league draft.

4. Acquisition and/or waiver requests will only be accepted using the forms provided on the league website. At no time will they be accepted by an email from the owner.

5. There is no limit to the number of acquisition and/or waiver requests you may make in a week.

6. Once an acquisition and/or waiver request is made it can not be rescinded or replaced by another request (be sure to make wise decisions the first time).

7. Once a team's season is over they may no longer make acquisition or waiver requests.

#### D. Deadlines

For weeks where the NFL has scheduled games for Sundays and Mondays only, the deadline for submitting trade proposals and acquisition/waiver requests is 6pm ET on the Friday preceding the week's games.

For weeks where the NFL has scheduled the earliest games for Saturdays, the deadline for submitting trade proposals and acquisition/waiver requests is 6pm ET on the Thursday preceding the week's games.

For weeks where the NFL has scheduled the earliest games for Fridays, the deadline for submitting trade proposals and acquisition/waiver requests is 10pm ET on the Wednesday preceding the week's games.

For weeks where the NFL has scheduled the earliest games for Thursdays, the deadline for submitting trade proposals and acquisition/waiver requests is 10pm ET on the Tuesday preceding the week's games.

Should there be games scheduled earlier than a Thursday (i.e., on a Wednesday) no trade or acquisition/waiver requests will be processed.

### **VIII. Scoring**

### A. Home Field Advantage

The home team of each game will be given a 3 point bonus.

### B. Offensive Scoring

1. Touchdowns will earn 6 points.
2. Passing Yardage will earn 1 point for every 25 yards starting at 25 yards.
3. Rushing Yardage will earn 1 point for every 10 yards starting at 10 yards.
4. Receiving Yardage will earn 1 point for every 8 yards starting at 8 yards.
5. Completions: 1 point for every 4 completions starting with the 4th.
6. Carries: 1 point for every 7 carries starting with the 7th.
7. Receptions: 1 point for every 2 receptions starting with the 2nd.
8. There will be a three (3) point deduction for every thrown interception.
9. There will be a three (3) point deduction for every lost fumble.
  - a. If a player loses a fumble on a kick/punt return and such a fumble is scored against the player, a team may appeal the score and have the points added back to the player's total.

### C. Defensive/Special Teams Scoring

1. Defensive and Return Touchdowns will earn 6 points.
2. Yards Allowed (rushing and passing combined)

0 - 150 Yards	=	15 Points
151 - 175 Yards	=	12
176 - 200 Yards	=	10
201 - 225 Yards	=	8
226 - 250 Yards	=	6
251 - 275 Yards	=	4
276 - 300 Yards	=	2
301 - 325 Yards	=	1
326 - 350 Yards	=	0
351 - 375 Yards	=	-1

376 - 400 Yards = -2  
 401 - 425 Yards = -3  
 426 - 450 Yards = -4  
 451 - 475 Yards = -5  
 476 - 500 Yards = -6  
 501 - 525 Yards = -8  
 526 - 550 Yards = -10  
 551 - 575 Yards = -12  
 576 - 1000 Yards = -20

### 3. Offensive Points Allowed

0 Pts Allowed = 10 Points  
 1 - 3 Points = 8  
 4 - 6 Points = 5  
 7 - 9 Points = 3  
 10 - 12 Points = 1  
 13 - 17 Points = 0  
 18 - 21 Points = -1  
 22 - 24 Points = -2  
 25 - 28 Points = -3  
 29 - 35 Points = -5  
 36 - 42 Points = -7  
 43 - 48 Points = -9  
 49 - 60 Points = -12  
 61 - 72 Points = -15  
 73+ Points = -30

4. 1 Point will be scored for each quarterback sack.
5. 3 Points will be scored for each interception.
6. 3 Points will be scored for each fumble recovered.
7. 3 Points will be scored for each blocked field goal.
8. 3 Points will be scored for each blocked punt.
9. 2 Points will be scored for each blocked extra point.
10. 2 Points will be scored for each safety.

#### D. Field Goal and Point-After-Touchdown Scoring

1. A successful Two Point Conversion will score 2 points.
2. A successful Extra Point Field Goal will score 1 point.
3. A missed Extra Point attempt will cost a player 2 points.

4. Field goals will be scored as follows:

1 - 35 Yards = 3 Points  
36 - 45 Yards = 4  
46 - 55 Yards = 5  
56 - 100 Yards = 6

5. Missed field goals will be scored as follows:

1 - 25 Yards = -4 Points  
26 - 35 Yards = -3  
36 - 45 Yards = -1  
46 - 100 Yards = 0

## **IX. The Playoffs**

### **A. Playoff Qualifications**

The playoffs will be made up of 8 teams. Three positions in the playoffs will be given to each division's champion. A divisional championship is given to the team with the best overall league record in its respective division.

The remaining five spots are wild-cards. They will be given to the teams with the top five regular season records not including the divisional champions.

In case of a tie for a playoff berth, tie-breaker rules will apply (described below).

### **B. Seeding**

The seeding of the playoffs will be determined by overall regular season record. Divisional champions will be given no preference in seeding. In the event of a tie for a particular seeding, tie-breaker rules will be applied (described below).

### **C. Format of the playoffs**

QF: #1 vs. #8; #4 vs. #5; #3 vs. #6; #2 vs. #7

SF: 1/8 winner vs. 4/5 winner; 3/6 winner vs. 2/7 winner

F: 1/8 vs. 4/5 winner vs. 3/6 vs. 2/7 winner

## **X. Tie-Breaker Rules**

### **A. Individual Games**

During the regular season, no tie-breaker method will be used to determine winners in the event of a tie. In the event a team ends a game in a tie, the tie game will reflect as one-half of a win and one-half of a loss.

During the playoffs, in the event of a tie, the tie will be broken by using the aggregate score of each teams non-starting portion of their respective rosters. If this should fail to break the tie, the home team will be given the victory.

## B. Regular Season League Standings

During the regular season in the event of equal records to determine league standings overall points scored then a coin toss will be used.

## C. To Break a Tie Within a Division

The divisional title is awarded to the team in each division with the best overall league record.

In the event of a tie for a divisional title (and hence an automatic berth to the tournament), the following steps will be used to break the tie:

### 1. Two Clubs

a. Divisional Record

b. Head-to-Head Record

c. Head-to-Head Scoring

d. Overall Points

e. Divisional Points

f. Each team will share the division title. If the tie-breaker is used to determine a playoff berth or seeding, this step will use a coin toss.

### 2. Three or More Clubs

NOTE: If two clubs remain tied after second step or other clubs are eliminated during any step, tie breaker reverts to first step of the two-club format.

a. Divisional Record

b. Head-to-Head Sweep (Applicable only if one club has defeated each of the others or if one club has lost to each of the others)

c. Head-to-Head Record (best won-loss-tied percentage in games among the clubs)

d. Overall Points

e. Divisional Points

## D. To Break a Tie for a Wild-Card Berth or Playoff Seeding

If it is necessary to break ties to determine the wild-card teams in the playoffs or to determine playoff seeding, the following steps will be taken to break the tie:

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In the event of a tie for a divisional title (and hence an automatic berth to the tournament), the following procedures will be used: ¶  
1. Divisional Record .  
2. Head-to-Head Record .  
3. Head-to-Head Scoring .  
4. Overall Points .  
5. Divisional Points .  
6. Coin Toss¶  
NOTE: In the event that a coin toss is necessary, both teams will share the divisional championship, but the coin toss will determine who wins the automatic berth into the playoffs. ¶  
C.

**Deleted:** (Regular Season)

**Deleted:** D. League Standings (Wild-Cards or Playoff Seeding)

**Deleted:** procedure

**Deleted:** :

**Deleted:** to determine a playoff wild-card, or positioning in the playoffs

**Deleted:** 2.

**Deleted:** Points .  
3.

**Deleted:** 4. Divisional Record (if from same division only) .  
5.

**Deleted:** (if from same division only) .  
6. Record against all set playoff teams higher than the position being sought. .  
7. Record against divisional champs (only if neither team is the champ of its division) .  
8. Coin Toss

**Deleted:** E. Multiple Team Ties ¶  
In the event of a multiple team tie, the Commissioner will use the applicable tie-breaker rules (whether for Wild-Card Berth, Playoff Seeding, or Divisional Championship) to eliminate the worst or best team in the tied group. A single step in the tie-breaker may differentiate one or more teams from the rest of the tied group. In a situation where a single tie-breaker step eliminates one or more teams from the tied group but two or more teams remain tied, the Commissioner will begin the tie-breaker again with the remaining tied teams, moving back to the highest tie-breaker before proceeding back down the list. ¶  
In all tie-breaker situations, the Commissioner has the responsibility to clarify the reasoning behind the decision if asked. ¶

NOTE: If the tied clubs are from the same division, apply the division tie-breaker. If the tied clubs are from different divisions, apply the following steps.

1. Two Clubs

- a. Head-to-Head Record
- b. Overall Points
- c. Record against all set playoff teams higher than the position being sought
- d. Record against divisional champs (only if neither team is the champ of its division)
- e. Coin Toss

2. Three or More Clubs

NOTE: If two clubs remain tied after second step or other clubs are eliminated during any step, tie breaker reverts to the first step of the two-club format.

- a. Apply division tie-breaker to eliminate all but the highest ranked club in each division prior to proceeding to the next step. The original seeding within a division upon application of the division tie-breaker remains the same for all subsequent applications of the procedure that are necessary to identify Wild-Card teams or seed teams with playoff berths.
- b. Head-to-Head Sweep (Applicable only if one club has defeated each of the others or if one club has lost to each of the others)
- c. Head-to-Head Record (best won-loss-tied percentage in games among the clubs)
- d. Overall Points
- e. Record against all set playoff teams higher than the position being sought
- f. Record against divisional champs (only if neither team is the champ of its division)
- g. Coin Toss

E. Other Tie-Breaker Rules

Only one club advances or is eliminated from a tie-breaker in any tie-breaking step. Remaining tied clubs revert to the first step of the applicable division or Wild-Card tie-breaker.

**XI. Powers of the League Commissioner**

A. The Commissioner

The Commissioner is responsible for both managing the league and the league's website. This takes a great deal of time to accomplish, and due to the short time frame between games, pressure is added by the need to stick to deadlines. For this reason, please be patient when you submit starting lineups, waiver, trade, and acquisition requests, or ask questions via email.

## B. Owner Participation

Owner participation is a must in order for the season to be successful. Owners will be expected to actively participate in the league. You must submit starting lineups for your team even if you do not plan on changing the lineup. If the Commissioner hears absolutely nothing from an owner for three consecutive weeks without prior explanation, he has the right expel the owner from the league.

## C. Unsportsmanlike Conduct

If during the course of the season, pre-season, or post-season an owner conducts himself in a way judged by the League Commissioner as unsportsmanlike, the Commissioner has the right to sanction that owner and/or his team.

Unsportsmanlike conduct may also include specific violations of the league rules as outlined above.

1. The Commissioner and Commissioner alone determines what actions are to be deemed as "unsportsmanlike".
2. Sanctions for unsportsmanlike conduct include, but are not limited to the following:
  - a. Deductions from overall and divisional points totals
  - b. Loss of trading privileges for a specified or indeterminate period
  - c. Loss of waiver wire privileges for a specified or indeterminate period
  - d. Loss of position in the waiver wire order
  - e. Forced waiving of players
  - f. Retrospective rejection of trades, with the possibility of forfeits declared for any affected games
  - g. Loss of future draft picks
  - h. Owner suspension, with their team forfeiting games for the length of the suspension
  - i. Any combination of sanctions deemed appropriate by the League Commissioner.
3. A team owner who is penalized because of unsportsmanlike conduct may appeal to the other owners for a reprieve of any punishment handed down other than expulsion from the league/termination of team ownership. In order for the appeal to be successful, seven owners excluding the

offending owner(s) must independently email the League Commissioner within 72 hours that the cited owner should be granted a reprieve of the Commissioner's decision, otherwise the penalty will stand.

4. If an owner is cited more than once for unsportsmanlike conduct during the course of the season, no appeals will be allowed.

#### C. Termination of Team Ownership

In the event that a team owner intentionally breaks the rules set forth in this document, or plays the game in a spirit inconsistent in the manner in which the league was founded, the Commissioner has the right to terminate ownership of a team. No appeals allowed.

#### D. Appeals for Scoring Errors

It is the responsibility of team owners to review their team's scores each week for errors. This is especially true during the first week or two of the season when there may be bugs in the league's scoring system.

All appeals for reviewing possible errors made in scoring must be submitted to the League Commissioner within 72 hours of that particular week's results being posted on the web. No appeals will be accepted after that time, nor will any change be made to any team's score that resulted from such an error.

The Commissioner retains the right to initiate appeals for and reviews of potential scoring errors without an owner submitting an appeal of their score. Furthermore, if the Commissioner finds a scoring error occurred in one game, he may initiate reviews of all scores for the week. As above, all reviews must be initiated within 72 hours after the final results for the week are posted.

#### E. Rule Re-Evaluation

From time to time, a situation may arise in which the rules, as written, may lend themselves to harming the position of a team in a way for which they were not meant to do when written. If such a situation arises, the League Commissioner has the right to re-evaluate the league rules to determine whether the situation at hand is such that the intent of the rules when they were written can not be upheld because the literal interpretation would lend itself to the contrary. If so, the Commissioner can forego the rules, as written, in favor of the rule's intent.

If the Commissioner comes to such a decision, he must inform the other league owners by email; explaining the situation, the decision to forego the rule in question, and the reasoning for making such a decision. League owners who believe that the situation in question does not warrant a reevaluation of the league rules must inform the Commissioner within 24 hours. If three (3) league owners

independently send a message to the Commissioner stating that they do not believe the rule should be forgone, the Commissioner's decision will be overruled. If not, the Commissioner's decision will be final.

#### F. Rulebook Gaps

In the event that a situation should arise in which no effective solution can be found due to ambiguities in the league rules, the League Commissioner has the right to use his own discretion to resolve the issue. That decision must then be followed consistently for any situation of significant similarity for the remainder of the season.