

Complete Rules Manual

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fantasy football ironman competition

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**FANTASY FOOTBALL IRONMAN RULES MANUAL**

(*As Adopted for the 2020 Season*)

# General Information

The Fantasy Football Ironman Competition (*FFIC*) is a fantasy football contest that challenges twelve participants to compete against one another in twelve different leagues. The FFIC uses a pool of leagues that offer participants different challenges and scoring systems in order to test participants’ fantasy football knowledge. Each year a selection of leagues will be randomly selected, and participants will compete throughout the season, ultimately creating individual standings for each league. These standings are then added together to create a competition score that will decide who is the fantasy football ironman.

This document constitutes an agreement among the FFIC members, each of which shall be entitled to the benefits and shall be bound by all terms and provides set forth by this document. While a website has been created in order to help facilitate with informing participants of competition rules, this document shall act as a full rule set. In instances where the website and this document differ, this document shall be the primary rule set; however, **all specific dates** will be posted on the website’s “SCHEDULE” page.

## Definition of Terms

“Buy-In” – shall mean the sum of money submitted by a Manager in order to be eligible to participate in the Fantasy Football Ironman Competition in a given year.

“Commissioner” – shall mean the incumbent of the Office of Commissioner for the Fantasy Football Ironman Competition.

“FFIC” – shall mean the fantasy football competition to which this document pertains.

“Inactive” – shall mean a Manager that is in a neglected state as set forth in the provisions of Article IV.

“Inaugural Season” – shall mean the first fantasy football season in which a group of Managers participates in the Fantasy Football Ironman Competition.

“League” – shall act as a general reference to a single competition of 12 Managers within the Fantasy Football Ironman Competition as further explained in Article VI.

“Manager” – shall mean participants and their teams in the Fantasy Football Ironman Competition as established pursuant to this document.

“Members” – shall mean the collection of Managers as established pursuant to this document.

“Notice” – shall mean official communication as issued to/by the Commissioner through email. If desired, official communications can be issued to the Commissioner in a private, electronic message instead. Communication through technological means is required so that timing cannot be disputed. While informal methods may be effective in advising the Commissioner of actions, no Manager may dispute a decision of the Commissioner that was not directed in this way.

“Off-Season” – shall mean the period of time between the resolution of the Fantasy Football Ironman Competition and the start of the next season’s Fantasy Football Ironman Competition Draft.

“Payout” – shall mean the sum of money due to a Manager from proceeds of the Buy-In at the conclusion of the Fantasy Football Ironman Competition in respect to meeting certain victory conditions as dictated herein.

“Playoffs” – shall mean the competition between qualifying teams through a bracket system as dictated herein.

“Regular Season” – shall mean the period of time between the day upon which the first game of the NFL season is played in a given year and the resolution of the Fantasy Football Ironman Competition.

## Position Abbreviations

“QB” – Quarterback

“RB” – Running Back

“WR” – Wide Receiver

“TE” – Tight End

“K” – Kicker

“DST” – Team Defense/Special Teams

“DE” – Defensive End

“DT” – Defensive Tackle

“DL” – Defensive Line (*Includes both DE & DT*)

“LB” – Linebacker

“CB” – Cornerback

“S” – Safety

“DB” – Defensive Back (*Includes both CB & S*)

All player positions will be dictated by the operating platform for each league. The Commissioner will not make alterations to a player’s position designation.

## Pronouns

Where the male pronoun is used, it shall be taken to apply to all persons as the situation may warrant.

## Computation of Time

The term “week” shall have either the meaning assigned to it in common usage (*e.g., from 7 AM Monday to 7 AM the following Monday*), or, in the context of a head-to-head competition, a “week” shall refer to the period of time comprising the head-to-head contest between two opponents, regardless of the number of actual days within that time period.

Unless stated otherwise, “days” in every case shall include all weekends and holidays.

All times of day shall be considered to be in the Eastern Standard Time Zone.

# The Commissioner

For better or worse, the backbone of any long-term league is the commitment of its players. As the Commissioner it is up to me to do what is best for the league as it relates to Orphaned teams or other offenses and act in a way that is deemed to be necessary in the best interest of the competition. Whenever a ruling must be made it will be done with consideration into the intent and spirit of the rules, the fairness to the participants, and the integrity of the FFIC. All decisions will be final and cannot be contested. The Commissioner is not responsible for any problem or technical malfunction which impedes or interferes with the transmission or receipt of any team action, including but not limited to free agency and starting lineups. It is strongly recommended that participants double check their technology prior to drafts as well as their teams and transactions during the season. No interventions will be made to alter a transaction after it has been completed unless the Commissioner is **immediately** notified of the error (*time stamps will be compared*).

The functions of the Commissioner include:

1. To serve as the Chief Administrator, Dispute Mediator, and Financial Officer for all leagues.
2. To act with consideration into the intent and spirit of the rules, the fairness to participating members, and the integrity of the FFIC.
3. To coordinate league events and complete any required administrative tasks relating to the general operation of the FFIC during all periods of time.
4. To investigate, either upon complaint or upon his own initiative, any act, alleged or suspected not to be in the best interest of the competition.
	1. *The Commissioner has the authority to invite participants to respond to requests and upon refusal or failure to comply, to impose such penalties as noted below.*
5. To determine what preventative, remedial, and/or punitive actions are appropriate.
6. To record all amendments to the FFIC immediately upon their instatement and inform all participants of any changes. A full history of all amendments to this document can be found in Appendix A “Amendment History”.
7. Actively work to fill all league vacancies.

In the case of conduct determined by the Commissioner not to be in the best interest of the FFIC, actions may be taken against participants that may include any of the following:

1. A formal warning.
2. A reprimand.
3. A reversal, amendment to, or denial of a transaction.
4. Suspension or banning of a participant from the FFIC or from future competitions.
5. Forfeit of potential winnings.
6. Such other actions as deemed appropriate by the Commissioner.

Decisions of the Commissioner that include penalties must be provided with formal notice via email. All participants are solely responsible for keeping the Commissioner informed of their current contact information. All decisions by the Commissioner will be considered final and cannot be contested.

In the event that the Commissioner is unable or unwilling to continue his role then all entry fees (*current and future*) will be refunded.

Any rule changes will not be made during an active season unless deemed necessary due to Commissioner error or other significant event that will impact the league integrity. Managers will be notified of any upcoming rules changes prior to the entry fee due date; however, changes to scoring, starting lineup, and/or roster size are unlike to happen.

## Inactive Members

In the event that a participant decides to leave the league, or is removed for whatever reason, they will be classified as an "Inactive Member". While a participant's entry fees may be refunded, at the Commissioner's discretion, due to proper notification given to the Commissioner at least a week (7 days) prior to the start-up draft date, Inactive Members will usually be subject to the forfeiture of all entry fees. The Commissioner may assign an Inactive Member designation to a participant despite a buy-in having been paid as dues will be necessary to ensure that members who are actively participating are not negatively impacted.

Reasons why a participant may be assigned an inactive designation include, but are not limited to:

1. Failure to actively participate in a draft without proper steps being taken for auto-drafting.
2. Failure to submit a starting roster in two consecutive weeks.
3. Failure to submit a starting roster three times during a season.
4. Failure to meet set deadlines.
5. Failure to keep contact information current or responding to attempts by the Commissioner to contact the individual.
6. Failure to abide by the rules set forth in this document.
7. Abuse of the waiver system.
8. Causing issues within the FFIC in which other players feel seriously threatened or dissuaded from continuing due to a participant's actions. \*
9. Colluding with other owners in order to sabotage another owner through actions such as unfair trades or playing unreasonable starting lineups. \*
10. Dismissal requests made by all other participants in the FFIC. \*

*\* All such instances will be subject to Commissioner review.*

All efforts will be made to address any vacancies before the league's Rookie Draft in order to ensure that all league activities can commence as scheduled, and to help ensure no further franchise abandonment. If league vacancies will impact the standard schedule the Commissioner will provide participants with ample notice as to any required schedule changes.

Although in-season abandonment is rare, the Commissioner will do his best in order to replace the owner within a week's time. In the instance that a replacement cannot be found immediately the Commissioner will not be allowed to complete team management processes for the abandoned team.

New owners can participate in all aspects of the FFIC and will be able to make any necessary decision regarding roster adjustments; however, a new owner will be unable to make any roster moves until the entry fee has been paid. In the instance where a spot in the FFIC is vacated after players are selected for the Keeper league, the new participant will be given the option to either use the previous participant's designated keepers or submit their own keeper designations from the full roster.

If multiple teams are deemed inactive, they will be subject to the Dispersal Draft rules. In any given year, if 6 or more teams are orphaned the Commissioner may decide to offer a disbanding vote for the FFIC. It will take a two thirds majority vote from paid up Managers in order to disband the FFIC.

## Managers

All individuals who participate in the FFIC will be subject to the following rules:

1. Participants may not control more than one team.
2. Co-Managers are allowed; however, the Commissioner will not get involved in Co-Manager disputes.
	1. *While co-management of teams is allowed, co-ownership is not permitted for league buy-in or payouts.*
3. Managers may not give or sell their team to another person.
	1. *If a participant decides to not return to the league their spot will be filled by the Commissioner and not the departing individual.*
4. Managers must adhere to all rules of the league as set forth in this document.
	1. *If it should occur that the rules listed on the FFIC website differ from those set forth in this document, then this document will be considered as the primary rule set.*

Managers may withdraw from the FFIC at any time between the commencement of the off-season and the following entry fee due date or before the start-up draft when at least a week's notice (7 days) is given to the Commissioner through formal notice, without financial penalty. Any participant withdrawing from the FFIC after the given periods of time will forfeit any and all buy-in funds as discussed in the Refunds section of this document.

# League Settings

As the FFIC does not use a singular league type, a number of rules settings have been generalized in order to provide an ease of understanding. These general rules will be referred to as “standard” and all leagues will be subject to the rules as stated herein but may modify them slightly depending on each individual league.

## Standard Draft Format

While specifics relating to drafting will be provided in later sections, all drafts will be subject to the following set of standard rules:

* Draft order will be assigned randomly.
* Drafting will proceed in a snake-style where picks 1-12 are made followed by 12-1, then 1-12, 12-1, and so on until all rounds are completed.

## Standard Use of Divisions

Individual leagues that use divisions will be subject to the following set of standard rules:

* Managers shall be separated into three divisions of four teams.
* Division placement shall be assigned randomly in accordance to the internal systems set forth by the platform that the league will be using (*i.e. Sleeper, Yahoo, MFL, FleaFlicker*)

## Standard Playoff Set-up

Individual leagues that use a playoff in order to determine standings will be subject to the following set of standard rules:

* The regular season will take place from Weeks 1 through 13 of the NFL regular season.
* Playoffs will begin on Week 14 of the NFL regular season and will last three weeks and therefore the bracket shall have three rounds with each round being 1 week in length.
* Six teams will qualify for league playoffs based on the following criteria:
	+ Best record within their division.
	+ Top-3 team based upon overall rankings, that did not win their division.
	+ The two teams with the best overall record will be granted a bye in the first round of the playoff bracket.
* In Week 14 the #3 seeded team will play the #6 seeded team while the #4 seeded team will play the #5 seeded team.
* In Week 15 the #1 seeded team will face the winner of the #4 and #5 seeded game while the #2 seeded team will face the winner of the #3 and #6 seeded game.
* The winners in Week 15 will face each other for the league championship in Week 16 while the losers will play for 3rd place.

In order to place all 12 participants within a single league, a loser’s bracket will also be used alongside the playoff bracket. The loser’s bracket will be subject to the following set of standard rules:

* The remaining six teams that did not make the playoff bracket will be seeded into the loser’s bracket.
* The two teams with the worst overall ranking will be assigned a bye in the first round of the loser bracket.
	+ The #1 seed will be the team with the worst record, the #2 seed will be the second worst record, #3 is the third worst, and so on.
		- Ties in record will be broken using total points scored, where a team with less points will be a higher seed.
* Teams participating in the loser’s bracket will progress when a round is lost in contrast to teams in the playoff bracket who progress when a round is won.
	+ In Week 14 the #3 seeded team will play the #6 seeded team while the #4 seeded team will play the #5 seeded team.
	+ In Week 15 the #1 seeded team will play the loser of the #4 and #5 seeded game while the #2 seeded team will face the loser of the #3 and #6 seeded game.
	+ The losers of Week 15 will face each other for 11th/12th place while the winners will play for 9th/10th.
* If it should occur that an individual league uses a playoff system, but the website used for league operations does not allow for a loser bracket to be used as detailed in these rules then the Commissioner will manually maintain the brackets so they do work as designated.
	+ In these instances, the Commissioner will be required to provide updated brackets on Tuesday following a playoff match so there is no confusion regarding upcoming matches.
	+ If it should occur that any match is close enough to possibly be impacted by future stat corrections, the Commissioner shall notify all Managers as of the final results on Thursday following the release of all stat corrections as dictated by the operating website’s internal systems.

While ties are allowed during the regular season, a match-up in the playoffs that ends in a tie will be broken using Efficiency Score (*started vs. optimal*).

## Standard Scoring

The standard set of scoring rules has been divided into four categories: offensive, kicker, team defense/special teams, and individual defensive players (*IDP*). These categories are most likely to be slightly altered from one individual league to another. Unless otherwise indicated, all scoring will be done using up to two decimal places.

### Standard Offensive Scoring

* **Passing categories:** Passing Yards (0.04) / Passing TDs (6) / Interceptions Thrown (-2) / Passing 2pt Conversion (2)
* **Rushing categories:** Rushing Yards (0.10) / Rushing TDs (6) / Rushing 2pt Conversions (2)
* **Receiving categories:** Receiving Yards (0.10) / Receiving TDs (6) / Receiving 2pt Conversions (2)
* **Player Kick/Punt Return categories:** Kickoff Return Yards (0.30) / Punt Return Yards (0.30) / Kickoff Return TDs (6) / Punt Return TDs (6)
* **Miscellaneous:** Fumble (-1) / Fumble Lost (-1)

### Standard Kicker Scoring

* **Field Goal categories:** 0-19 Yd FG (2) / 20-39 Yd FG (3) / 40-49 Yd FG (4) / 50+ Yd FG (5) / 0-19 Yd FG Miss (-3) / 20-39 Yd FG Miss (-2) / 40+ Yd FG Miss (-1)
* **Extra Point categories:** Each PAT Made (1) / Each PAT Missed (-1)

### Standard D/ST Scoring

* **Points Allowed categories:** Shutout (10) / 1-6 Points (7) / 7-13 Points (4) / 14-20 Points (1) / 21-27 Points (0) / 28-34 Points (-1) / 35+ Points (-4)
* **Yardage Allowed categories:** Negative Yards (10) / 0-99 Yards (7) / 100-199 Yards (4) / 200-299 Yards (1) / 300-399 Yards (0) / 400-499 Yards (-1) / 500+ Yards (-4)
* **Team Kick/Punt Return categories:** Kickoff Return Yards (0.30) / Punt Return Yards (0.30)
* **Miscellaneous:** Sack (1) / Interception (2) / Fumble Recovery (2) / All D/ST TDs (6) / Safety (2) / Blocked Kick (2)

### Standard IDP Scoring

* **Tackle categories:** Solo Tackle (1.5) / Tackle Assist (0.75) / Tackle for Loss (2) / Sack (4)
* **Pass Defense categories:** Interception (5) / Pass Defended (1.5)
* **Miscellaneous:** Forced Fumble (3) / Fumble Recovery (3) / Defensive Touchdown (6) / Safety (2) / Blocked Kick (2)

All points shall be calculated using the internal systems of the designated operating website using the given scoring categories. The Commissioner shall not be responsible for any reversal of a head-to-head match based on posted stat corrections. Additionally, the Commissioner shall not be responsible for any errors made in calculation by the operating website unless it is found to be the result of an error in how scoring categories were originally entered when setting up the league. If it should occur that an error in settings is found during the fantasy regular season it will be immediately corrected by the Commissioner. Errors that go unnoticed into the fantasy playoff period will be left as set. Settings errors may change the outcome of a given game during the regular season but will still be addressed by the Commissioner in order to maintain the league in which the error is found in order to maintain league integrity.

## League Primers

Each season participants will play in two long-term leagues that focus on the strategy of player retention. In addition to these long-term leagues, the FFIC uses a rotating pool of 19 different types of leagues in order to test the overall knowledge of participants. Selections from each tier are rotated in order to create maximum diversity between season and prevent participants from having to play in the same league types repeatedly. The league pool is broken into four tier groups according to factors such as required fees and complexity levels. Each season, 10 of the 19 leagues will be selected at random.

**Long-Term Tier (Used Every Season)**

1. Keeper
2. Dynasty

**MFL Fee Tier (1 Used Every Season – Rotates Annually)**

*Leagues that require the use of MyFantasyLeague and therefore will need a fee to be paid will be separated into a single tier so that there is a standard fee amount annually. Leagues in this tier will not be repeated from one year to the next.*

1. Slam’s World
2. Contest League
3. Terminator

**Green Tier (5 Used Every Season – 2 Retained, 3 Rotate)**

*Leagues in this tier will be randomly selected during the first season. Starting with the second season there will be two leagues randomly selected from the previous year that will be retained while the other three are rotated out with no league being retained more than two years in a row.*

1. Traditional
2. Traditional IDP
3. BestBall
4. PPFD
5. Auction
6. SuperFlex
7. 1v11
8. Tiered PPR

**Yellow Tier (3 Used Every Season – 1 Retained, 2 Rotate)**

*Leagues in this tier will be randomly selected during the first season. Starting with the second season there will be one league randomly selected from the previous year that will be retained while the other two are rotated out with no league being retained more than two years in a row. The Survivor and Guillotine league types will never be duplicated in a single season.*

1. Survivor
2. Guillotine
3. TD Only
4. Rotisserie
5. OmegaFlex

**Red Tier (1 Used Every Season – Rotates Annually)**

*Leagues in this tier will not be repeated from one year to the next.*

1. Vampire
2. Thievery
3. IDP Only

### Keeper Rules

A Keeper League is one where Managers will maintain some of their players from one season to the next. The Keeper League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. Managers will designate 3 players to keep from their previous year’s roster.
		1. Kept players will occupy a draft pick that is one round higher from where they were previously drafted.
			1. First round picks cannot be kept since they cannot go to an earlier round.
		2. Players acquired in a trade will maintain the round they were originally drafted.
		3. No undrafted Free Agent acquisitions may be kept.
			1. A player acquired through free agency that had been drafted by any team can be kept.
		4. Players who are in an IR spot at the end of the season may be designated as keepers.
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 16 rounds in the initial year.
	2. After the initial year the draft length will be shortened to 13 rounds.
		1. Teams that choose to keep less than 3 players from the previous season will be able to fill their rosters with free agents after the draft’s conclusion.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 7
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. If any participant wins three years in a row the league will be fully restarted.

### Dynasty Rules

A Dynasty League is one where Managers will maintain most of their players from one season to the next. The Dynasty League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. All rosters will be subject to a roster freeze after Week 16 with the ability to trade reopening after the entry fee due date.
	2. Rosters must be cut down to 26 players by September 1st.
2. **Drafting**
	1. The draft will be conducted as an email draft with 30 rounds in the initial year.
		1. Managers will be able to draft from the full NFL player pool including rookies.
	2. After the initial year a Rookie Draft will be conducted as an email draft with 4 rounds.
		1. Managers will be able to draft rookies as well as free agents.
	3. If there are multiple orphaned teams then a Dispersal Draft will take place as an email draft with 30 rounds.
		1. *Full Dispersal Draft rules are described in the Drafting section.*
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 3 Flex (*RB/WR/TE*)
	2. Bench Positions: 16
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *1 Point per Reception*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a blind bidding system that processes as of end of day Tuesday.
			1. Each team will have a $100 budget that will reset once annually following the Rookie Draft.
			2. Bids have a $0 minimum.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
		4. Offseason waivers will all be bidding only and available once the Rookie Draft is completed.
	2. Trades
		1. Draft pick trading is allowed after the initial draft is completed.
			1. Managers trading a 1st round draft pick will be required to pre-pay for that year as defined in the Financial Matters section below.
		2. Trading of free agent budget is allowed.
		3. Trade deadline is Week 13.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. If any participant wins three years in a row the league will be fully restarted.

### Slam’s World Rules

Slam’s World is a tribute league that uses individual defensive players and generalized yardage scoring with a large roster. The Slam’s World League will be run on MyFantasyLeague and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None.
2. **Drafting**
	1. The draft will be conducted as an email draft with 32 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DT, 1DE, 2 LB, 1 S, 1 CB
	2. Bench Positions: 17
	3. IR Roster Spot(s): 2
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Slam’s World does not use Standard Offensive Scoring. Offensive scoring works as follows:
		1. **QB categories:** 1 Point/50 Yards (*includes passing, rushing, and receiving*)
		2. **RB & WR categories:** 1 Point/20 Yards (*includes passing, rushing, and receiving*)
		3. **TE categories:** 1 Point/10 Yards (*includes passing, rushing, and receiving*)
		4. **WR & TE categories:** 1 Point/Reception
	2. Slam’s World does not use Standard Kicker Scoring. Kicker scoring works as follows:
		1. **K categories:** FG Made (3) / PAT Made (1)
	3. Standard IDP Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a blind bidding system that processes as of end of day Tuesday.
			1. Each team will have a $75 budget.
			2. Bids have a $1 minimum.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trading of free agent budget is allowed.
		3. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. At least 2 rookies must be drafted by each team and must be rostered all season.
		1. If a team drafts more than 2 rookies, they are allowed to cut and/or trade rookies as long as the number of drafted rookies on their roster never goes under 2.
			1. Drafted rookies on a roster only refers to the original owners of those rookies.

### Contest League Rules

The contest league runs like DFS where, instead of using a set roster of players, Managers will be limited to start players no more than four times in a season. The Contest League will be run on MyFantasyLeague and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None.
2. **Drafting**
	1. There is no draft in this format.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 0
	3. IR Roster Spot(s): 0
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: 0.5 *Points per Reception, 4 Points per Passing Touchdown, -1 Points per Interception, No Return Yardage Points*
	2. Standard Kicker Scoring
		1. Modifications: *No Negative Points, 3 Points per 0-39 Yd FG Made*
	3. Standard D/ST Scoring
		1. Modifications: *No Points for Yards Allowed, No Return Yardage Points*
5. **Transactions**
	* 1. There are no transactions in this format.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. Weekly scores are totaled in order to determine overall standings.
	2. Teams submit starting rosters for all 17 weeks of the NFL season.
7. **Miscellaneous**
	1. There are no divisions in this format.
	2. Players in Thu/Fri/Sat games are locked at kickoff of their game, other players are locked Sunday at 1PM ET.

### Terminator Rules

The Terminator League is a BestBall variation that requires Managers to cut a player from their roster each week. The Terminator League will be run on MyFantasyLeague and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None.
2. **Drafting**
	1. The draft will be conducted as an email draft with 26 rounds.
	2. A starting lineup **must be drafted**, after that a complete 10 player lineup is not required.
		1. If necessary, the Commissioner will ensure that a starting lineup is drafted by assigning picks.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 2 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 16
	3. IR Roster Spot(s): 0
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. This league format does not allow for trading or adding players.
	2. Weekly Player Cuts
		1. A player must be cut from a Manager’s roster each week before the start of their game’s kick off.
		2. The first player cut is done in Week 1 reducing the team size to 25, Week 2 reduces the roster size to 24, Week 3 to 23, and so on until there are 10 players left at Week 16.
		3. If a player is not cut then the Manager will be eliminated, with the first eliminated person taking 12th place, the second taking 11th, and so on.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. Weekly scores are totaled in order to determine overall standings.
	2. Teams are scored for the first 16 weeks of the NFL season.
7. **Miscellaneous**
	1. If a tie should occur at the end of 16 weeks, it will be broken based on a comparison of average weekly points scored.

### Traditional Rules

This league follows what has become the standard for a basic fantasy football league. The Traditional League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *None*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None

### Traditional IDP Rules

To provide an ease of access, most fantasy football leagues use team defensive units as a single player; however, this league uses individual defensive players (*IDP*) instead of team defenses. The Traditional IDP League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as an email draft with 27 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 2 DL, 3 LB, 2 DB
	2. Bench Positions: 12
	3. IR Roster Spot(s): 2
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *1 Point per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard IDP Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None

### BestBall Rules

A BestBall league is draft focused, where Managers will draft a team, but don’t complete any transactions, submit weekly starters, or play in head-to-head matches. The BestBall League will be run on MyFantasyLeague and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 18 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 1 Flex (*RB/WR/TE*)
	2. Bench Positions: 10
	3. IR Roster Spot(s): 0
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *1 Point per Reception, 4 Point Passing TDs, No Points for Kick/Punt Return Yardage, No Points for Kick/Punt Return TDs, -2 for all Turnovers*
5. **Transactions**
	1. There are no transactions in this format.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. Weekly scores are totaled in order to determine overall standings.
	2. Teams are scored for all 17 weeks of the NFL season.
7. **Miscellaneous**
	1. If a tie should occur at the end of 17 weeks, it will be broken based on a comparison of average weekly points scored.

### PPFD Rules

The PPFD league mirrors a traditional fantasy football league, but also rewards offensive players for achieving a rushing or receiving first down. The PPFD League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *1 Point for Rushing/Receiving First Downs*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None

### Auction Rules

An Auction League uses a basic rule set, but challenges drafters to bid on players instead of taking turns selecting them. The Auction League will be run on Yahoo and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
		1. Random draft order is used to nominate players for bidding.
		2. Each Manager has a $200 draft budget.
		3. Bids that are made are final and cannot be reverted.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *None*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a blind bidding system that processes as of end of day Tuesday.
			1. Each team will have a $100 budget.
			2. Bids have a $0 minimum.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trading of free agent budget is allowed.
		3. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None.

### SuperFlex Rules

Leagues that uses a SuperFlex position allow for teams to start up to two QBs. The SuperFlex League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as an email draft with 20 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 3 Flex (*1 QB/RB/WR/TE & 2 RB/WR/TE*)
	2. Bench Positions: 10
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception, 4 Points per Passing Touchdown*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. Managers may not **draft** more than 3 QBs but may go over 3 rostered via free agency.
		1. Failure to follow this restriction will result in a participant being unable to start a QB in the SuperFlex spot for Weeks 1 and 2.

### 1v11 Rules

This league type mirrors the Traditional League except Managers play against all other league members each week instead of a single head-to-head competition. The 1v11 League will be run on **TBD** and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *None*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None

### Tiered PPR Rules

In this league players are given reception points that increase with the distance of the catch. The Tiered PPR League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0 - 4 Yard Reception (0.25) / 5 - 9 Yard Reception (0.50) / 10 - 19 Yard Reception (0.75) / 20 - 29 Yard Reception (1) / 30 - 39 Yard Reception (1.25) / 40+ Yard Reception (1.50)*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None.

### Survivor Rules

A Survivor League is one where the lowest scoring team each week will be eliminated until only one is left. The Survivor League will be run on Yahoo and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 16 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 7
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 8.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. The lowest scoring team each week is eliminated until only one is left.
	2. This league format runs for only the first 11 weeks of the NFL season.
7. **Miscellaneous**
	1. When a team is eliminated the players remain on that team’s roster and do not enter free agency.

### Guillotine Rules

The Guillotine League is like the Survivor League, where the lowest scoring team each week is eliminated until only one is left, but the players on an eliminated team enter free agency. The Guillotine League will be run on Yahoo and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a blind bidding system that processes as of end of day Tuesday.
			1. Each team will have a $100 budget.
			2. Bids have a $0 minimum.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trading of free agent budget is allowed.
		3. Trade deadline is Week 8.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. The lowest scoring team each week is eliminated until only one is left.
	2. This league format runs for only the first 11 weeks of the NFL season.
7. **Miscellaneous**
	1. When a team is eliminated the players are dropped from that team’s roster and will enter free agency subject to the league’s waiver rules.

### TD Only Rules

The TD Only League is a standard fantasy football league that uses a classic scoring system where offensive players only receive points for scoring touchdowns. The TD Only League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 19 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 9
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Offensive players only receive points for touchdowns.
		1. All touchdowns will be worth 6 points.
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *No Points Earned for Return Yardage, No Points Earned for Yards Allowed Categories*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None.

### Rotisserie Rules

A Rotisserie League is one where players on a roster get ranked based on statistical categories instead of using head-to-head matches. The Rotisserie League will be run on FleaFlicker and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 16 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 3 Flex (*RB/WR/TE*), 1 K
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. This league format does not use a standard scoring system, instead players are ranked based on statistical categories. These categories are as follows:
		1. Passing Yards
		2. Passing Touchdowns
		3. Rushing Attempts
		4. Rushing Yards
		5. Rushing Touchdowns
		6. Receptions
		7. Receiving Yards
		8. Receiving Touchdowns
		9. Turnovers
		10. Field Goals Made
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 13.
6. **League Schedule**
	1. There are no playoffs in this league format.
		1. Weekly scores are totaled in order to determine overall standings.
	2. Teams are scored for all 17 weeks of the NFL season.
7. **Miscellaneous**
	1. Ties will be broken by comparing the number of scoring categories won.

### OmegaFlex Rules

The starting positions in the OmegaFlex League are all flex positions. The OmegaFlex League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 16 rounds.
3. **Roster Composition**
	1. Weekly Starters: 2 QB/RB/WR/TE Flex, 2 RB/WR Flex, 5 RB/WR/TE Flex
	2. Bench Positions: 7
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception, 4 Points per Passing Touchdown*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. Managers may not **draft** more than 3 QBs but may go over 3 rostered via free agency.
		1. Failure to follow this restriction will result in a participant being unable to start a QB in the SuperFlex spots for Weeks 1 and 2.

### Vampire Rules

A Vampire League is one where a Manager is designated as the “Vampire” team and can steal players from other teams when they win in a head-to-head match. The Vampire League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 15 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 2 WR, 1 TE, 1 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 6
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. One team is designated as the “vampire” team and will not draft, but instead build a team using free agency.
		1. No other team may complete free agent moves until after the vampire team has been built.
	2. The vampire team will be randomly selected from a list of all participants’ names; however, an option will be given for participants to have their name added to the draw list twice. This is done to help ensure that the vampire team remains an active participant.
	3. If the vampire team wins their weekly match-up they get to trade 1 starting player with their opponent.
		1. Player swap requests must be made to the Commissioner by no later than 6:00 PM EST on Tuesdays.
		2. Swapped players must be the same position.
	4. The vampire team will be given priority on waivers for no more than 1 QB, 1 RB, 1 WR, and/or 1 TE each week.
		1. Waiver requests must be sent to the Commissioner by no later than 6:00 PM EST on Tuesdays.

### Thievery Rules

The Thievery League is a fantasy league where winning Managers can swap a starting player with their opponent. The Thievery League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 13 rounds.
3. **Roster Composition**
	1. Weekly Starters: 1 QB, 2 RB, 3 WR, 1 TE, 2 Flex (*RB/WR/TE*), 1 K, 1 DST
	2. Bench Positions: 2
	3. IR Roster Spot(s): 0
4. **Scoring**
	1. Standard Offensive Scoring
		1. Modifications: *0.5 Points per Reception*
	2. Standard Kicker Scoring
		1. Modifications: *None*
	3. Standard D/ST Scoring
		1. Modifications: *None*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. Teams winning a head-to-head match will be allowed to swap 1 starter with their opponent.
		1. Swapped players must play the same position.
		2. The Commissioner must be notified of a player swap by 6:00 PM EST on Tuesdays.

### IDP Only Rules

The IDP Only League will use only individual defensive players as starters. The IDP Only League will be run on Sleeper and will be subject to the following rules:

1. **Pre-Season Actions**
	1. None
2. **Drafting**
	1. The draft will be conducted as a live, online draft with 16 rounds.
3. **Roster Composition**
	1. Weekly Starters: 3 DL, 5 LB, 3 DB
	2. Bench Positions: 5
	3. IR Roster Spot(s): 1
		1. Used for IR and Out designations only as assigned by the league’s operating platform.
4. **Scoring**
	1. Standard IDP Scoring
		1. Modifications: *The points provided for each scoring category are doubled.*
5. **Transactions**
	1. Waivers
		1. Waiver priority will be determined using a weekly rolling list based on the reverse order of standings.
		2. Dropped players will be subject to a two-day waiver period.
		3. All free agents will be subject to weekly waivers.
			1. Weekly waiver lock for all players occurs as of kickoff of their games.
			2. Waiver processing will take place at end of day on Tuesday.
			3. After waiver processing the remaining free agents will be available on a first come, first served basis.
	2. Trades
		1. No trading of draft picks is allowed.
		2. Trade deadline is Week 10.
6. **League Schedule**
	1. This league uses the standard playoff format.
7. **Miscellaneous**
	1. None.

# Drafting

The time investment needed to complete 12 league drafts can seem daunting. To help mitigate this all leagues that have a roster size of 20 or more players will be completed as slow, email drafts and the remaining live drafts will be broken up into two days. All efforts will be made to keep the time required for live drafts equal between the two days. This may include moving a draft from “live” to “email” at the Commissioner’s discretion. All members will be properly notified if this will occur.

The draft orders for each league will be announced separate from the league draw announcement. Randomized draft orders will be given in an attempt to ensure that no participants will be drafting in the same position in more than one league. For example, if Player A is randomly assigned Pick #1 in the Traditional League, that player will not receive Pick #1 in any other league that year. This is done in an attempt to avoid any advantage caused by gaining multiple picks in a particular draft spot. An exception to this rule may occur as part of the Dynasty Rookie draft where picks are tradable and assigned based on the previous year’s standings. All efforts will be made to avoid these scenarios.

The ability to place participants into non-duplicating draft positions will require additional caveats in the instance where the Contest and/or Auction leagues are selected. In the Contest league participants do not draft their team and therefore there will be an instance where participants miss out on one of the twelve pick positions. For example, if Player A is assigned Pick #1 in the Contest League then they will not have a #1 pick at all that season which may lead to a perceived disadvantage. To help balance this occurrence, a draft order will still be randomly selected for the Contest league and will be used as the given draft order for the chosen MFL Tier league in the following season. Similarly, the order selected for the Auction league will be carried over to a non-Auction, Green Tier league the next season.

​If a participant fails to make a player selection before the timer expires then a selection will be made first using the participant's preset rankings and then using the given rankings for the website where the league is being drafted. The Commissioner reserves the right to force pick selection for an auto-drafting team if it is deemed necessary in order to maintain the integrity of a league. Such interventions will made at the Commissioner's discretion but will occur rarely. Participants are expected to take the time to properly set up auto-draft settings or be present for live drafts.

Incorrect picks will not be reverted by the Commissioner including this made by an incorrectly set auto-draft list. Owners are responsible for entering their correct pick, and ensuring it is the player they intend to draft.

## Email Drafts:

The current email draft leagues include Dynasty, Slam's World, Terminator, Traditional IDP, and SuperFlex. These drafts will start at 10am EST on the designated date (*see the Schedule page of the FFIC website*). Each pick will be subject to an 8-hour timer with an overnight suspension from 10pm EST until 7am EST. If a person times out twice during an email draft they will be set to auto-draft. The pick timer will be shortened as the start of the NFL season approaches using the following schedule:

* Starting at the kick-off of Preseason Week 1 the timer will be reduced to 4 hours per pick.
* Starting at the kick-off of Preseason Week 2 the timer will be reduced to 1 hour per pick.
* Starting at the kick-off of Preseason Week 3 the timer will be reduced to 10 minutes per pick.
* Starting at the kick-off of Preseason Week 4 the timer will be reduced to 5 minutes per pick. (Additional efforts may be made by the Commissioner in order to ensure drafts are completed before Week 1 regular season)

## ​Dynasty Rookie Drafts:

After the initial season of the FFIC, the Dynasty league will complete a Rookie Draft that includes all Rookies and Free Agents. The Dynasty Rookie Draft will be conducted as an email draft in mid-May. After the financial status of all 12 participants has been settled following the April 1st deadline the Commissioner will announce the start date for the annual Rookie Draft. Each pick will be subject to a 6-hour timer with an overnight suspension from 10pm EST until 7am EST. If a person times out twice during an email draft they will be set to auto-draft. The draft order for the Rookie Draft will use last year's standings to determine draft order using the following system...

* Picks 1 through 9 will be decided by regular season potential points among teams that did not end in the top-3 in order of lowest to 9th lowest.
	+ Potential points are the amount of points a team would have scored each week if they set an optimal lineup.
* Pick 10 goes to the 3rd place team.
* Pick 11 goes to the 2nd place team.
* Pick 12 goes to the league champion.

## ​Dispersal Drafts:

A Dispersal Draft can only take place if there are multiple (two or more) teams that have been abandoned either by choice or by Commissioner action. A Google Doc will be created to show participants what player assets are available from participating teams. If a Dispersal Draft takes place, then returning participants will be given the option to participate as well. Returning Managers who take part in a Dispersal Draft will also have all players made available through the draft. Declaration for the Dispersal Draft must be sent to the Commissioner within 48-hours of the announcement that a Dispersal Draft will take place. The Dispersal Draft fee for returning members must be paid at least 24-hours prior to the Dispersal Draft start time in order to be eligible. Any returning participant that takes part in a Dispersal Draft will be unable to enter future Dispersal Drafts for two seasons (*does not include the season immediately following the initial Dispersal Draft*). Dispersal Drafts will take place a week after the conclusion of live drafts (*starting at 10am EST*) and will have a 4 hour timer with an overnight stoppage from 10pm EST to 7am EST and will follow the same timer reductions that are assigned to email drafts.

## Live Drafts:

Leagues with a draft that has a “live” designation will be broken into two days with the first group of drafts taking place on a Sunday and the remaining drafts taking place on the following Saturday. Live drafts will be subject to a 1 minute per pick timer. The times for these drafts will be provided as part of the league draw announcement (*see the Schedule page on the FFIC website*). No set order is given as there will be a need to balance timing between drafts with varied length.

# Trades

In leagues where trading is permitted, any Manager may engage in any number of transactions with any number of other Managers at any time within the open trading period, provided that the transactions would not be contrary to the best interests of the FFIC. Lopsided trades are not allowed; if a Manager wishes to make a 2 for 1 trade the person receiving more players must drop players so that the trade will fit within their roster limit. This shall be determined through Commissioner review of all trades. At this time trading between leagues is not allowed.

**Trades may not include players to be named later, monetary sums and/or any factor outside of the realm of fantasy football.** If it is discovered that any such factor was involved in a transaction, then one or both players may be subject to punishment.

Concerns relating to a completed trade can be brought to the Commissioner’s attention for review. Commissioner reversal of a trade will only come with obvious infractions of a trade showing signs of collusion or being far too unbalanced. Considerations will be made based on the number of complaints received and determined value of the traded assets. Every league has trades that some deem to be unfair; however, it must be understood that reversals are only made on justifiable reasoning. Trades that have been denied through Commissioner approval cannot be resubmitted for two weeks’ time at which point the trade can again be attempted. Ownership of players in a denied trade will not be considered relevant to the two-week restriction. The resubmission of a denied trade remains applicable specific to the players and not the Managers.

Managers may contact the Commissioner to request a trade reversal due to an error in submitting or accepting a trade. These requests must be made within a reasonable amount of time (*time stamps will be checked*). A trade that has been revered by the Commissioner cannot be resubmitted as it was originally.

Trades made within the final few weeks before the trade deadline will be held under higher scrutiny and are more likely to be denied by the Commissioner.

## Trading First Round Picks

Draft picks may be traded as part of the Dynasty League format up to no more than one year into the future. Managers who take part in the trading of first round draft picks will be subject to the following additional rules:

* Managers trading away a first-round pick will be required to pay for the year in which that pick resides.
	+ Until payment has been made a Manager will have all abilities locked.
* Trades involving a first-round pick may be reversed if collusion is suspected.
* If the FFIC disbands prior to the pre-paid year’s draft, then the amounts will be refunded.
* If a Manager fails to pre-pay within 3 days of a first-round pick trade, they may be removed from the league without being refunded.
	+ Warnings will be issued prior to removal.
* Once a pre-payment has been made it will not be refunded if a Manager decides to leave the competition.

# Financial Matters

All information relating to buy-in and prize structure is subject to changes as deemed necessary by the Commissioner; however, they will not be changed after the annual buy-in date. Participants will be given formal notice of any changes as they relate to buy-in and payout.

**Current Entry Fee:** $100 per Participant (*x 12 Participants*)

**Total Entry Pool:** $1,200

**MFL Tier League Fee:** $60

**Total Prize Pool:** $1,140

**Per League Payout Structure** (*Total of $78 Per League x 12 Leagues = $936 Total*)

1st - $10 / 2nd - $9 / 3rd - $8

4th - $7 / 5th - $6 / 6th - $5 / 7th - $4 / 8th - $3 / 9th - $2 / 10th - $1 / 11th - $0 / 12th - $0

**Remaining Prize Pool After League Payouts:** $480

**Allocation of Remaining Prize Pool:**

**Overall 1st Place** - $250

**Overall 2nd Place** - $150

**Overall 3rd Place** - $80

**Dynasty Bonus Pool** - $0

Each season any remaining money from the prize pool will be put into a bonus pool specific to the performance of teams in the Dynasty league. Also added to the Dynasty bonus pool will be the funds from teams that choose to partake in a Dispersal Draft (*$8 or half of the cost for returning Managers to enter the Dispersal Draft per Manager*) as well as any extra funds due to a discounted price on the purchase of the MFL Tier league. The Dynasty Pool will be paid out annually to the team with the best efficiency score (*started points total vs. optimal points total*). Any addition of funds to the Dynasty Bonus Pool will be conveyed to all participating members as they occur.

If a Manager abandons their teams at any point during the season (*either by declaring that they have given up their team, failing to make payment due dates, non-responsiveness, or inactivity*) they will give up their claim to any and all prize winnings. If it should occur that there are any unexpected, excess funds (such as in the instance where a participant has been removed or has otherwise forfeited any winnings) then the dispersal of these funds shall be determined by the Commissioner. While feedback from active participants will be considered for the dispersal of any such funds, the final decision will be made by the Commissioner.

In the first year the league entry will have a flexible due date as the Commissioner cannot guarantee that 12 participants can be found within a set period. It is expected to be approximately one month’s time; however, it may be requested that potential participants pay immediately in order to secure their spot in the competition. After the initial year, the annual league entry fee will be required to be paid by April 1st. A roster lock will be put into effect for the Dynasty League after Week 16, with trading reopened after the April 1st entry fee due date.

Trading of a first-round pick for the FFIC Dynasty League will be subject to pre-payment for that year. Additional information about first round pick trading payments can be found in the Trades section.

If a Dispersal Draft should occur, returning members will be provided with the option to participate (*in accordance with the rules in the Drafting section*) for a $30 fee. Participants must pay all Dispersal Draft fees at least 24-hours prior to the given Dispersal Draft starting time in order to be eligible for participation. Any Dispersal Draft fees that are collected shall be evenly divided between payouts for the Dynasty Bonus Pool and the overall winners. For example, if one returning Manager participates in a Dispersal Draft then $15 will be added to the Dynasty Bonus Pool and the remaining $15 will be evenly divided as a payout to the top-3 overall FFIC winners. This division will be repeated for each returning manager that is participating.

## Refunds

Participants may be subject to a refund of their entry fee (*applies to only the entry fee and no pre-paid years*) if any of the following situations occur:

* The FFIC fails to find enough participants during start-up.
* The FFIC disbands prior to the start of any season.
* The Commissioner is unwilling or unable to continue the FFIC.
* A participant takes ownership of an Orphaned team and does not make any moves with that team.
* A participant decides to withdraw from the FFIC prior to the league entry due date.
* A participant decides to withdraw from the FFIC prior to the start-up draft and have provided the Commissioner with at least a week’s notice (*7 days*).
* The NFL season does not occur for any reason.
* If it is otherwise determined by the Commissioner that a participant is refund eligible.

# Standings

Every Tuesday during the NFL season the Commissioner will post the current standings both on the FFIC website and Twitter account. Any standings posted will be considered “Power Rankings” (*and therefore not final placement*) until each of the selected twelve leagues have reached their conclusion point. This means, for example, that if the BestBall league has been selected, no overall standings will be finalized until after Week 17 of the NFL season.

Power Rankings are not to be considered final as the placement of a Manager during the regular season may not reflect where they end after the completion of post-season bracket matches. For example, a Manager entering the playoffs as the #1 seeded team may lose both matches in the playoff brackets and have a final placement of 4th place. During the post-season the Commissioner may post regular updates based on the potential outcome of Managers. This is done as a service to Managers and is not considered to be a requirement.

Each league has been situated so that by the end of the season they will place all twelve participants in rankings from 1 to 12. The placements of each Manager will then be summed in order to determine the overall point value with Managers being ranked from fewest to most points. For example, if a Manager was to place 1st in all 12 leagues, they will be given a total score of 12 points. If a Manager were to end in 12th for all leagues they would score a total of 144 points.

# Offenses

The Commissioner, on how own initiative or following the receipt of a complaint, whether anonymous or public, may, after satisfying himself that the complaint has merit, announce that a Manager has committed an offense and the penalty for that offense. Managers will commit an offence if they:

1. *Bribery:* Provide another party with value other than in-game value in exchange for in-game value.
2. *Collusion:* Agree with another party to limit open competition in the game by working with others to obtain an unfair advantage.
	1. *Collusion shall be assumed in any case where one Manager acts for more than one Manager at the same time.*
3. *Disrespect:* Make insulting, aggressive, discomforting, or derogatory comments to another party that a reasonable person would consider to be in excess of friendly ‘trash talk’.
4. *Harassment:* Repeatedly contact another party through a specific means of communication, despite that person’s request that they do not do so.
	1. *It shall be a defense to harassment charge that the contacts were objectively reasonable and respectful in tone, content, and frequency.*
5. *Non-Competitive Behavior:* Demonstrate an intention not to compete that goes beyond mere negligence.
	1. *Under extreme circumstances, a recurring refusal to engage in reasonable transactions may be considered non-competitive behavior.*
6. *Nuisance:* Repeatedly complain about the operation of the FFIC to the extent that it amounts to harassment of the Commissioner or markedly decreases the enjoyment of others.
7. *General Anti-Avoidance Provision (GAAP):* Engages in conduct not otherwise prohibited by this document but is generally acknowledged to be detrimental to the integrity of the competition.

Any Manager found to be guilty of any of the above offenses will be susceptible to the most extreme penalties mentioned in the Commissioner section of this document including permanent suspension without refund. While the Commissioner is the primary dispute resolution officer, in extremely rare cases he may deem it necessary to appoint an unbiased third-party to resolve a dispute. This will be particularly useful where the Commissioner is charged with or considered to be the victim of an offense and therefore an interested party.

# APPENDIX “A”

**Amendment History**

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| --- | --- | --- | --- |
| ***Amendment*** | ***Amendment Description*** | ***Initiator*** | ***Date*** |
| 01 | Financial Matters: Updated the payout structure to increase the amount won by the overall top-3 players through a reduction in payouts for individual leagues as well as the removal of guaranteed bonus payouts. | Commissioner | 5/17 |
| 02 | Financial Matters: Any additional funds from a discounted cost to the purchase of the MFL tier league now is added to the Dynasty Bonus Pool. | Commissioner | 5/17 |
| 03 | Financial Matters: The cost of entry into the Dispersal Draft has been increased from $16 to $30. | Commissioner | 5/17 |
| 04 | IDP Only: Corrected starting positions to match available settings on Sleeper. | Commissioner | 5/29 |
| 05 | Drafting: Expanded on how draft position is randomly assigned. | Commissioner | 6/29 |
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