

RULES FOR PENINSULA FOOTBALL LEAGUE

ENTRY FEE: **\$250.00 Base Fee (8 players = \$2,000.00)**

ROSTER MOVE FEE: \$ 10.00 Per Transaction

WEEKLY WINNINGS: \$ 30.00 x 17 Weeks (Total \$510.00 possible)

IR POOL WINNINGS: 25% of Roster Move Pot - 1st Pl. / Most Points
25% of Roster Move Pot -1st Pl. / Head to Head
15% of Roster Move Pot -2nd Pl / Most Points
15% of Roster Move Pot -2nd Pl / Head to Head
10% of Roster Move Pot - 3rd Pl / Most Points
10% of Roster Move Pot – 3rd Pl / Head to Head



OVERALL POINTS FOR THE YEAR:

First Place Pot:	\$375.00
Second Place Pot:	\$240.00
Third Place Pot:	\$130.00

OVERALL HEAD TO HEAD WINS:

First Place Pot:	\$375.00
Second Place Pot:	\$240.00
Third Place Pot:	\$130.00

THE DRAFT (24 ROUNDS IN SERPENTINE ORDER)

Round 1:	1 through 8
Round 2:	8,7,6,5,4,3,2,1
Round 3:	2,3,4,5,6,7,8,1
Round 4:	7,6,5,4,3,2,1,8
Round 5:	3,4,5,6,7,8,1,2
Round 6:	6,5,4,3,2,1,8,7
Round 7:	4,5,6,7,8,1,2,3
Round 8:	5,4,3,2,1,8,7,6
Round 9:	5,6,7,8,1,2,3,4
Round 10:	4,3,2,1,8,7,6,5
Round 11:	6,7,8,1,2,3,4,5
Round 12:	3,2,1,8,7,6,5,4
Round 13:	7,8,1,2,3,4,5,6
Round 14:	2,1,8,7,6,5,4,3
Round 15:	8,1,2,3,4,5,6,7
Round 16:	1,8,7,6,5,4,3,2
Round 17:	1,2,3,4,5,6,7,8
Round 18:	8,7,6,5,4,3,2,1
Round 19:	2,3,4,5,6,7,8,1
Round 20:	7,6,5,4,3,2,1,8
Round 21:	3,4,5,6,7,8,1,2

No more than 5 minutes between each pick or team loses its position in another round. (To be determined by the Commissioner)

- ***The draft position is set, Teams 1 thru 8***
- ***Trades can be made during the draft, but the time limit remains.***
- ***Minimum players by position that you must draft and maintain during the entire season:***
 - ***2 each Quarterbacks***
 - ***6 each Wide Receivers &/or Tight Ends***
 - ***5 each Running Backs***
 - 2 each Kickers***
 - 2 each Defenses***

SCORING

Each team scores any player they draft and accumulates a weekly score based on the following 11 players:

**1 each Quarterback
4 each Running Backs
3 each Wide Receivers or Tight Ends
1 each Kicker
2 each Bonus Players**

**1 each Team Defense (fewest points allowed)
1 each Team Defense (fewest yards allowed)**

POINTS

Touchdown Pass (by any player):	5 points
Touchdown Scored (by any player):	8 points
Two Point Conversion Pass (by any player):	2 points
Two Point Conversion Scored (by any player)	2 points

Quarterback (or any player) 175 passing yards:	6 points
250 passing yards:	9 points
325 passing yards:	12 points
400 passing yards:	15 points

Receiving (by any player) 75 receiving yards:	6 points
100 receiving yards:	9 points
150 receiving yards:	12 points
200 receiving yards:	15 points

Rushing (by any player) 75 rushing yards:	6 points
100 rushing yards:	9 points
150 rushing yards:	12 points
200 rushing yards:	15 points

Kicker	field goals:	2 points
	extra points:	½ points

Team Defense	touchdown scored:	8 points
(of the 16 teams drafted)	least pts. allowed:	5 points
	least yards allowed:	5 points

Kick or Punt returner	touchdown scored:	20 points
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ROSTER MOVES

- *All roster moves must be confirmed to the Commissioner and the official scorer to be valid for the upcoming week.*
- *All roster moves must be completed one hour before the first game of that week to be valid for the current weeks scoring.*
- *Trades can be made anytime, but must be even (i.e. no 2 for 1 trades). Any roster moves are only valid as long as teams involved maintain minimum player positioned required. No trades final two weeks of the season.*
- *A player may be dropped from the active roster and replaced by any player not currently on another active PFL roster. The injured player must be placed on the NFL injured reserve list or listed as "out" in the weekly NFL.com injury report for the upcoming week. That player is then ineligible to return to the active roster for at least 3 of his team's games. The PFL team retains his rights, but must put him back on the active roster after the three game IR period if said player starts playing again or they risk losing him to any PFL team making a roster move. Original team has the right of first refusal*
- *There will be a supplemental draft before game 10 of the regular season and 2 players can be added or dropped. At that time only, a team can put a claim on a player who is on IR and force that team to either relinquish his rights to the claiming team or bring him back onto his active roster(player must still fulfill the minimum 3 games of non-scoring if not already completed). In addition, the claiming team must make the roster move if original team relinquishes rights to the player in question. The draft order in round one is: 8th place, 7th place, 6th place, 5th place, 4th place, 3rd place, 2nd place, and 1st place. The draft order in round two is: 1st place, 2nd place, 3rd place, 4th place, 5th place, 6th place, 7th place, and 8th place. At the end of the round two or at anytime during the supplemental draft, any dropped player can be added to the roster of another team and goes back to the order of round one.*
- *A player can't be dropped from a roster due to drugs or discipline except during the supplemental draft, a trade, or making room to bring back a player from IR.*
- *If you draft a player who is unsigned or injured, you are stuck with him until the supplemental draft, a trade, or making room to bring back a player from IR.*

PFL HEAD TO HEAD GAME SCHEDULE

	<u>Division 1</u>		<u>Division 2</u>	
	<i>(Team # 1, 3, 5, 7)</i>		<i>(Team # 2, 4, 6, 8)</i>	
WEEK #1:	1 VS. 8;	3 VS. 6;	2 VS. 7;	4 VS. 5;
WEEK #2:	1 VS. 4;	5 VS. 8;	2 VS. 3;	6 VS. 7;
WEEK #3:	1 VS. 7;	3 VS. 5;	2 VS. 8;	4 VS. 6;
WEEK #4:	1 VS. 3;	5 VS. 7;	2 VS. 4;	6 VS. 8;
WEEK #5	1 VS. 6;	3 VS. 8;	2 VS. 5;	4 VS. 7;
WEEK #6	1 VS. 2;	5 VS. 6;	3 VS. 4;	7 VS. 8;
WEEK #7	1 VS. 5;	3 VS. 7;	2 VS. 6;	4 VS. 8;
WEEK #8:	1 VS. 8;	3 VS. 6;	2 VS. 7;	4 VS. 5;
WEEK #9:	1 VS. 4;	5 VS. 8;	2 VS. 3;	6 VS. 7;
WEEK #10:	1 VS. 7;	3 VS. 5;	2 VS. 8;	4 VS. 6;
WEEK #11:	1 VS. 3;	5 VS. 7;	2 VS. 4;	6 VS. 8;
WEEK #12	1 VS. 6;	3 VS. 8;	2 VS. 5;	4 VS. 7;
WEEK #13	1 VS. 2;	5 VS. 6;	3 VS. 4;	7 VS. 8;
WEEK #14	1 VS. 5;	3 VS. 7;	2 VS. 6;	4 VS. 8;
WEEK #15	Div. 1 first place vs. Div. 2 second place Div. 2 first place vs. Div. 1 second place			
WEEK #16	Winners of week #15 play for 1st & 2nd place Losers of week #15 play for 3rd place			