

General

- 14 teams, no divisions, 13-week regular season
- The league will have two co-commissioners whose decisions will be final unless overturned by vote of 9 other owners
- Any rule changes must be completed in the off-season and approved by 9 owners to take effect. There will be no rule changes during the season unless the co-commissioners believe that an emergency vote is necessary.
- 22-man active rosters, 2 injured reserve slots. A player must be on real-life injured reserve to be moved to an IR slot. Rosters will increase to 24 for the 2017 season.
- 10 starters: QB x1, RB x2, WR x3, TE x1, Flex (RB/WR/TE) x1, D/ST x1, K x1
- There will be no matchup tiebreakers, as we will be using decimals. Ties will end as ties.

Scoring

- Passing
 - 1 point per 25 yards
 - 6 points per touchdown
 - 2 points per two-point conversion
- Rushing
 - 1 point per 10 yards
 - 6 points per touchdown (includes kick/punt returns)
 - 2 points per two-point conversion
- Receiving
 - 1 point per 10 yards
 - 0.5 points per reception
 - 6 points per touchdown (includes kick/punt returns)
 - 2 points per two-point conversion
- Turnovers
 - -2 points per interception
 - -2 points per fumble lost
- Team Defense
 - Kickoff Return TD = 6pts
 - Punt Return TD = 6pts
 - Interception Return TD = 6pts
 - Fumble Return TD = 6pts
 - Blocked Punt or FG return for TD = 6pts
 - Each Interception = 2pts
 - Each Fumble Recovered = 2pts
 - Blocked Punt, PAT or FG = 2pts
 - Each Safety = 2pts
 - Each Sack = 1pts
 - 0 points allowed = 5pts
 - 1-6 points allowed = 4pts
 - 7-13 points allowed = 3pts

- 14-17 points allowed = 1pts
- 18-27 points allowed = 0pts
- 28-34 points allowed = -1pts
- 35-45 points allowed = -3pts
- 46+ points allowed = -5pts
- Kickers
 - 1 point per extra point made
 - 3 points per field goal (0-39 yards)
 - 4 points per field goal (40-49 yards)
 - 5 points per field goal (50-59 yards)
 - 6 points per field goal (60+ yards)
 - -1pts per field goal missed

Free-Agent Draft (and Initial Draft)

Players are drafted via auction in the Initial Draft and will keep their assigned dollar values after the draft is completed. No \$0 bids will be allowed during the Draft.

Each team will have a salary cap of \$300 they must be under at the time of the draft. Teams may go over or under the cap as they wish during the course of the season and offseason, but when the draft starts all teams must be under the cap with enough room to fill out their roster with \$1 players.

First-Year Contracts

Upon being drafted, all players are given a one-year contract, called a first-year contract. After Year 1, teams have two options:

1. Release the player back into the player pool to be re-drafted in the free-agent draft
2. Sign the player to a three-year contract with the third year being a restricted free agency (RFA) year. This will be called an initial player contract.

Initial Player Contract

An initial player contract can be assigned to a player following their first-year contract. A player given an initial player contract will have his salary increase by 10% in year 1 and another 10% in year 2. Following year 2, that player will be eligible for restricted free agency (see below).

If the player was picked up via FAAB (Free-Agent Auction Budget; see “Free Agents” section below) as opposed to being drafted, he may be given an Initial Player Contract following the season he was picked up. This contract will be a 10% salary increase over the greater of:

- The amount of FAAB spent to acquire the player, or
- \$5

Restricted free agency

Year three of an initial player contract will be a restricted free agency (RFA) year. For an initial player contract RFA year, a team has three options:

1. Fail to extend a qualifying offer and release the player back into the player pool to be re-drafted in the free-agent draft
2. Extend a qualifying offer (details below)
3. Sign the player to a contract extension ranging from two to four years.

Qualifying offers

If a player is given a qualifying offer, he is signed for that one season only and must be released back to the free-agent pool after the season. Qualifying offer is a 10% raise from the previous year's salary.

A list of RFAs will be provided prior to each year's draft with a deadline set to make offers. Other teams may bid on RFAs given qualifying offers using free-agent draft auction dollars. The highest bidder will assign him a two to four-year contract. The minimum amount of any bid is equal to the amount the player would have earned if given a contract extension by the original team (rules below).

Example: Player X costs \$10 as a rookie, increases to \$11 for Year 2 and \$12 for Year 3. Player X is given a qualifying offer for Year 4 at \$13. Player X has not finished in the top 14 at his position in any of the first three years under contract, so the minimum bid would be \$15 annually for a two-year contract, \$14 annually for a three-year contract, and \$13 annually for a four-year contract.

Team A offers Player X a three-year contract worth \$18 per year. The original team can either match that contract offer or let the player go to Team A. No compensation is awarded for losing RFAs given qualifying offers; it's simply an opportunity to match.

The team who originally owned the player may match the contract offer and terms, or they may release the player's rights to the team who made the highest bid.

If the RFA offer is matched, that player then cannot be traded for the first season of that contract extension.

Contract extensions

A team may opt to give a player a contract extension instead of extending a qualifying offer or returning them to the free-agent pool. Players can be given contract extensions between two and four years; there will not be one-year contract extensions. The first year of a contract extension REPLACES the third year of an initial player contract.

Player salaries for contract extensions will increase as follows:

- 2-year contract
 - If the player finishes in the top 14 at his position in scoring during ANY season of his first-year contract or initial player contract, his contract will be the greater of:
 - average of the top 14 salaries at the player's position

- 10% salary increase
 - If the player finishes outside the top 14 at his position in scoring, his contract will be a 30% salary increase from his initial player contract
- 3-year contract
 - If the player finishes in the top 14 at his position in scoring during ANY season of his first-year contract or initial player contract, his contract will be the greater of:
 - average of the top 14 salaries at the player's position minus 10%
 - 10% salary increase
 - If the player finishes outside the top 14 at his position in scoring, his contract will be a 20% salary increase from his initial player contract
- 4-year contract
 - If the player finishes in the top 14 at his position in scoring during ANY season of his first-year contract or initial player contract, his contract will be the greater of:
 - average of the top 14 salaries at the player's position minus 20%
 - 10% salary increase
 - If the player finishes outside the top 14 at his position in scoring, his contract will be a 10% salary increase from his initial player contract

For these purposes, top 14 at a position DOES include players added using FAAB cash. However, players added using FAAB cash are NOT included for the calculation of the top 14 SALARIES.

Dropping players under contract

Between the end of the season and the Free Agent Auction Draft, if a team wants to release a player back into the player before all years of their contract have been completed, that player will be dropped and a penalty will be assessed against the dropping team. That player is then eligible to be drafted in the Free Agent Auction Draft.

Between the Free Agent Auction Draft and the end of the season, if a team wants to release a player back into the player pool before all years of their contract have been completed, that player will pass through waivers. If the player is claimed on waivers by another team, the player's contract will be assumed by the claiming team and no penalty will be assessed.

If the player is NOT claimed on waivers by another team, a penalty will be assessed against the dropping team. After passing through waivers unclaimed, the player is available to all other teams via regular free agency rules.

The penalty is half their salary in EACH YEAR of their contract remaining. The owner may

choose whether they would like their dead money applied in each year (STRETCH) or in one lump sum. For example:

Player X makes \$16 per season for 2014 and 2015. After two games, Team A decides to drop Player X. 2014 salary has been "paid", but \$16 remains for 2015, so Team A is docked \$8 for the 2015 season.

If a player is dropped in the offseason between roster lock and the free-agent draft, that free-agent draft's salary is considered "following" the previous season. For example:

Player X is signed to a \$16 per season deal for 2015 and 2016. Between signing the deal and the 2015 free-agent draft, Team A decides to drop Player X.

Player X has not played any games, which means \$16 remain on Player X's contract for 2015 and \$16 remain for 2016.

Team A is docked \$8 ($\16×0.5) in the 2015 free-agent draft and \$8 in the 2016 free-agent draft if they decide to stretch the cap hit, or docked \$16 ($\$8 + \8) if they choose to take the cap hit in one lump sum.

RFA seasons will NOT count as seasons under contract for the purpose of salary cap penalties.

The following players may be dropped without penalty:

- Players on a first-year contract
- Players on the final year of their contract AFTER the free agent auction for that year
- RFAs not given a qualifying offer or contract extension
- Any player picked up as a free agent following that year's draft
- Any rookie
- Any player under contract who officially retires from the NFL

Franchise Player

Any player whose 2-4 year contract extension has expired can be designated a franchise player (FP). A FP's contract is equal to the greater of the average of the top five salaries at his position or a 10% salary increase. Each team may only have one FP at a time. If a franchise player is dropped, and is not claimed on waivers, the dropping team will incur the usual 50% salary penalty and will also be unable to designate a FP the following season.

Waivers and Free Agents

Free Agents will be picked up via Free-Agent Auction Budget (FAAB). Immediately following the Free-Agent Draft each year (or the Startup Draft in Year 1), each team will be allotted \$100 in FAAB cash to be spent over the course of the season on free agent pickups.

Waivers will process Wednesdays and Saturdays at noon Eastern Time. You may not add a player directly from the wire; you must bid on every player auction-style.

You may make any size bid, including \$0. Players will be awarded to the highest bidder. In the event of a tie, the player will be awarded based on waiver priority, which is calculated based on record, then total points.

Players under contract that are dropped will show up on the waiver list, but they are subject to a different waiver process. This only applies to the waiver period immediately following the player being dropped; if he is not claimed, he becomes a free agent and can be picked up like any other free agent. If you pick up a player that was under contract and dropped on waivers, you assume that player's contract.

DO NOT MAKE WAIVER BIDS ON PLAYERS THAT WERE UNDER CONTRACT AND DROPPED FROM ROSTERS. If you make FAAB bids on players previously on rosters, you will lose that amount of FAAB money. Claims of this nature will be awarded strictly based on waiver priority.

Waiver order will be set after the draft as the reverse order of the standings. This order will reset after every week of the season to reverse order of the standings.

If a player is claimed on waivers that was under contract on another team's roster and dropped, picking up that player will NOT cost FAAB dollars, but it will require the team picking up that player to assume the player's contract.

After the Championship game, no players may be added using FAAB until after the following season's free agent draft.

Injured Reserve

Only players actually on Injured Reserve in the NFL may be put on your injured reserve list. If you add a player in a space vacated by an ineligible IR player, that player will be dropped and you will not recoup the FAAB cash used to purchase him. If a player is on the NFL's IR with a designation to return, when he is activated you must either move him to your active roster or drop him.

Players with an O designation can be put in an IR slot until NFL rosters are cut to 53 players. Then the player must be on IR to remain there.

Rookie draft

Rookies are drafted prior to the free-agent draft. Only draft-eligible players may be selected in the Rookie Draft. Rookie draft picks will be awarded in reverse order of total points with overall record being used as the tiebreaker. If there is still a tie, team owners will flip a coin. In the event of a multi-way tie, the order of the tied teams will be selected at random.

The eight non-playoff teams will be aligned in this order. They will be followed by the two teams to lose in the first round of the playoffs, followed by the two teams to lose in the semi finals, followed by the runner-up and champion.

The rookie pay scale will be as follows:

1st overall pick: \$14
2nd overall pick: \$13
3rd overall pick: \$12
4th overall pick: \$11
5th overall pick: \$10
6th overall pick: \$9
7th overall pick: \$8
8th overall pick: \$7
9th overall pick: \$6
10th overall pick: \$5
11th overall pick: \$4
12th overall pick: \$3
13th overall pick: \$2
All remaining picks will be \$1

The rookie draft will consist of three rounds and will go in non-snaking order, which means each round will begin with the team drafting 1st making a selection. In the event of a tie, the team selecting first of the tied group will move to the back of the tied group for each subsequent round (same as the NFL's procedure).

Rookie contracts will function the same way as all other drafted players.

Trading (including draft picks)

All trades are executed upon acceptance by both owners involved. The trade deadline will be the Thursday preceding Week 13 games. After the Championship, no team may participate in any league activities until the league fee for the next year is paid. One exception: no trading during the fantasy playoffs.

At all times during the offseason, each roster must not exceed 22 players and must be in compliance with the contract rules described above. Rookie picks may be traded up to 2 years in advance. Any trade that involves the trading team's future 1st round rookie pick will require half payment of league dues for that pick's year. There will be no payment required for

re-trading another team's future pick that was acquired in a previous trade.

There will be no trade vetoes. If any owner suspects an owner of tanking or collusion, he will bring it to the attention of the co-commissioners. If the co-commissioners concur, a vote will be held to remove the owner from the league. 9 votes shall be required to remove an owner from the league unless two owners are accused of colluding in which case 8 votes shall be required to remove both owners. The trade would be reversed if an owner was removed from the league for tanking or collusion.

Owners are encouraged to post on the league message board in order to explain and discuss any recent trades.

Once a player is traded to a team, his former team cannot reacquire, through trade, that same player for at least 4 weeks.

After the deadline, trades may be made again once the Championship game has taken place.

Playoffs

Playoffs will be three rounds and will take place during Weeks 14, 15, and 16. Week 17 will not be used.

The two teams with the most points are in the playoffs. The other four playoff spots will be awarded to the four best records from the remaining teams.

Ties between two teams will be broken as follows:

1. Most points
2. Head-to-head record
3. Most points against
4. Coin flip

Ties between three or more teams will be broken as follows:

1. Most points
2. (If two or more teams are tied for most points) Most points against
3. (If two or more teams are still tied) Remove Week 1 record and points and repeat Step 1. Repeat with Week 2, Week 3, etc. until the tie is broken.

Once the six playoff teams have been selected, byes will be awarded to the team with the most points and the team with the best record. If these are the same team, the second bye will be awarded to the team with the best record of the remaining five playoff teams.

The four playoff teams without byes will be seeded based on record using the tiebreakers above in case of a tie.

In Week 14 (Divisional Round), the #3 seed will choose its opponent from the remaining three non-bye teams. The other two teams will face each other.

In Week 15 (Semifinal Round), the #1 seed will choose its opponent from the remaining three teams. The other two teams will face each other.

In Week 16 (Final Round), the two teams that won in Week 15 face each other for first and second place. The two teams that lost in Week 15 face each other for third place.

Activity

- A. All owners are expected to be active year round.
- B. Owners should check in to the site at least once every 2 weeks during the off-season.
- C. Owners should check in at least once every 3 days during the regular season.
- D. Owners should vote in each poll on the league website.
- E. Owners should participate in league discussion through email and/or league message board.
- F. Owners should respond to all trade offers made as an official trade offer in a timely manner. Any trade offers that go without response for one week's time should be reported to the commissioner.
- G. All owners should select the option to receive an email notification of a trade offer.
- H. Please post in the official "Away from site" thread when you will be away for a period of time that exceeds rules B, C, and D. As long as an owner has posted in this thread, he will not be in violation of these rules.
- I. The first time an owner is in violation of any of these rules, he will be given a warning, the second time he will receive a \$10 blind bidding penalty, and the the third time, the owner will be removed from the league.
- J. Should we have the occasion to add a new owner, a majority vote (7 votes) would be required to accept that new owner into the league. If an owner is removed from the league for any violation of league rules or by his own choice, the co-commissioners will take charge of that team until a replacement owner is found and approved. The co-commissioners will not perform any transactions on behalf of the abandoned team and the lineup will be entered based on the ESPN.com cheat sheet for that week.

Fees and Prizes

The league entry fee will be \$50 per team and must be paid prior to making any roster moves for the following season. Winnings will be paid out as follows:

- 1st place: \$450
- 2nd place: \$200
- 3rd place: \$50

We will not have a physical trophy unless someone decides to buy/create one of their own volition. We are not using league dues to purchase a trophy for the winner.

If you finish with the least amount of points in the league and DO NOT make the playoffs (this can happen...hopefully not though), you will be awarded the last-place honor, which will be decided upon by the league. This will either be a trophy of some sort, embarrassing act that must take place, etc. We are not calling this the Sacko because you can be more creative than that.

Commissioners

Brad Hill is the primary commissioner and is the primary commissioner for the Pacific Time Zone. All issues should be brought to him first.

Stephen Decker is the secondary commissioner and is the primary commissioner for the Eastern Time Zone. If Brad is not available (does not respond to text or email within 30 minutes), feel free to bring your issue to Stephen. If it is earlier than 11 AM Eastern Time, Stephen is your contact.

Commitment

This is not a small commitment; this is a very time-intensive league and will only be fun if people don't bail. Therefore, this league will operate on three-year commitments with the third year being an "RFA" year similar to the contract we will be using. The first two years, you are locked in. Prior to year three, you can either make another three-year commitment with Year 3 being an RFA year, or you can inform the league that that season will be your final season in the league. We will then attempt to find a replacement for you.

If the replacement is located before any transactions are made for the league year, you will be replaced immediately.

If the replacement cannot be located before any transactions are made, we will work out an arrangement where you work with the replacement to transition the team over the course of the season.

You will not be allowed to trade any future picks or dollars if you are in your final year unless approved by the replacement owner.

The goal is for nobody to quit and to have the same group of guys playing for the next decade. Let's hope that's how this plays out.