

League Rules

Revision June, 2018

The Nittany Football League is a dynasty league. You will retain your entire roster plus any protected rookies (explained below) permanently.

Rules

Can't Cut List Provider: None

Max Moves: No maximum

Max Trades: No maximum

Trade Reject Time: 2

Trade End Date: Start of Week 10

Trade Review: Commissioner

Waiver Time: 2 days, with 5 day initial waiver period when the league is initially opened each season

Waiver Type: Continual Rolling List

Weekly Waivers: Sunday – Tuesday

Post Draft Players: Follow Waiver Rules

Playoffs: Week 14, 15 and 16 (6 teams)

Roster Positions: QB, WR, WR, WR, RB, RB, TE, K, DEF, BN, BN, BN, BN, BN, BN, BN, IR

Stat Categories: Passing Yards (25 yards per point)

Passing Touchdowns (6)

Interceptions (-2)

Rushing Yards (10 yards per point)

Rushing Touchdowns (6)

Receptions (0.5 points per reception)

Reception Yards (10 yards per point)

Reception Touchdowns (6)

Return Touchdowns (6)

2-Point Conversions (2)

Fumbles Lost (-2)

Offensive Fumble Return TD (6)

Field Goals 0-19 Yards (3)

Field Goals 20-29 Yards (3)

Field Goals 30-39 Yards (3)

Field Goals 40-49 Yards (4)

Field Goals 50+ Yards (5)

Point After Attempt Made (1)
Sack (1)
Interception (2)
Fumble Recovery (2)
Touchdown (6)
Safety (2)
Block Kick (2)
Kickoff and Punt Return Touchdowns (0)

Points Allowed 0 points (10)
Points Allowed 1-6 points (7)
Points Allowed 7-13 points (4)
Points Allowed 14-20 points (1)
Points Allowed 21-27 points (0)
Points Allowed 28-34 points (-1)
Points Allowed 35+ points (-4)

Fractional Points: Yes **Negative Points:** Yes

Drafts

The original draft was held in August, 2007. If we choose to add more positions at any future date, a supplemental serpentine draft may be held to fill these extra spots based on the reverse order of how teams finished the previous season..

Rookie drafts will be held following NFL draft and before the start of the regular season.

Rookie draft order will be determined by the reverse order of how teams finished in the previous season. The consolation round will not be used to determine the draft order. The top 10 spots of the order will be determined by how the teams that did not make the championship game performed during the regular season. The final two picks will be the runner up and the champion. The time limit for drafting is set at 24 hours. Each owner will have 24 hours to make their pick during a draft. If a team lets its time expire without making a choice, it can make a selection later, but the clock for the next team in the draft order begins. We will suspend the time limit over the weekend, however picks can continue if possible. For example, if Owner A goes on the clock at 4:30 PM Friday evening, Owner A wouldn't have to pick until 4:30 PM Monday evening, but if he/she makes a choice before then, the next owner will be on the clock, and won't have to pick until 8:00AM Tuesday morning. The rookie draft each year will be 2 rounds. Rookie drafts are not serpentine. Any picks not made within 72 hours of the last pick of the draft are forfeited.

Rookies

Protected rookies are not part of the team's active roster. The player must be pulled up to the active roster in order to play him. Activating a protected player may require one of your active players to be released (or moved to an injury spot if possible). Once a protected rookie is activated or dropped, the player cannot be protected again, unless they qualify for the injury spot. For example, if Owner A drafts Calvin Johnson as a rookie. Calvin Johnson becomes a protected rookie. If Owner A drops Calvin Johnson, he cannot be protected by any team, unless Johnson is injured and qualifies for the injury spot. Similarly, a rookie who was never drafted in a rookie

draft cannot be a protected rookie. If two teams have a trade involving a protected rookie, they will be allowed to keep the rookie protected, providing the original team also had the rookie protected.

In order to activate a protected player post a message on the league message board on Yahoo. You will also need to pick up that player in the Yahoo interface, and drop players as necessary.

A list of “protected” rookies will appear in the commissioner’s note in the Yahoo league. If you pick up a protected rookie that is not yours, he will be removed from your roster. If you place someone else’s protected rookie in your starting lineup and their game begins before it is noticed, the player will be removed from your roster and you will not have a player in that starting slot.

Drafted rookies can be protected up to 3 years. Each year, they will lose 1 year of eligibility, and this will be reflected on the website. At the end of the player’s third season, the owner must add him to the roster or cut him to free agency (a player drafted in 2018 must be activated before the 2021 rookie draft).

Injury Spot

Each team has 1 IR slot. Only players listed as PUP (physically unable to perform) or IR (injured reserve), can be put in the IR slot. The IR slot is located on your roster. Do not drop a player that you want to place on IR. Any players that are dropped will be assumed to be free agents. If a player is removed from the PUP or IR list, you must place them back on your active roster, or cut them from your roster completely.

Please note, a suspended player is not eligible for the injury spot unless they are injured.

Trades

Trades can occur all year except for between week 10 and week 16 of the NFL regular season. Trades may include any player(s), protected rookies, and/or rookie draft picks. If the trade involves draft picks (and takes place during the season), you should post a message on the message board giving the full trade, along with sending me an email (fryteeth@hotmail.com) so that I can update the spreadsheet.

Misc

Once the season ends (week 16), there will be no free agent or waiver wire pick-ups, until the season begins the following year. Trades can begin again once the championship week is over.

The waiver order to start the new season will be the same as the rookie draft order.

If there are any questions regarding transactions, players on (or off) rosters, please bring them to my attention by email (fryteeth@hotmail.com). Any disputed transactions must be brought to my attention within one week of the transaction occurring or the transaction will be deemed to be final. All disputes regarding transactions will be resolved by the commissioner and decisions will be final.

Any disputes that involve the commissioner's team will be resolved by the assistant commissioner which will be ????

Active

All league members are asked to remain active all season even if out of the playoff running. In the event that an owner abandons their team for an extended period of time, that owner may be removed from the league at the discretion of the commissioner and assistant commissioner. If the abandonment was egregious enough, an expansion type draft may be held at the discretion of the commissioner and assistant commissioner. In this unlikely scenario which has only occurred once in 2012, each owner is allowed to protect 10 players (including protected rookies). The new owner will be able to select up to 4 players, no more than one at each position and no more than one from each team.

Possible Changes

Any rule changes will require approval of at least 2/3rds of the current owners.