

2022

OFFICIAL PLAYING RULES

OF THE

WALLERSTEIN FANTASY FOOTBALL LEAGUE



PREFACE

This edition of the Official Playing Rules of the Wallerstein Fantasy Football League is currently incomplete and only contains a small subset of all current rules governing the playing of fantasy football that are in effect for the 2021 WFFL season. Member clubs of the League may amend the rules from time to time, pursuant to the applicable voting procedures of the WFFL Constitution and Bylaws.

Any intra-League dispute or call for interpretation in connection with these rules will be decided by the Commissioner of the League, whose ruling will be final.

SECTION 1. KEEPERS

- I. Teams may keep 1 player per new league year
- II. Keepers are kept at a cost of a draft pick equivalent to round previously drafted +1 and +3, +5 in subsequent years
 - a. For example, a player drafted previous year in Round 7, this year costs a Round 6 pick
 - b. Keepers can be kept for **maximum** of 3 consecutive years
 - c. Keeper costs stack from year to year
 - i. For example, a player is drafted in Round 7 the prior year, this year they can be kept for a 6th and the following year kept for a 3rd.
- III. Keepers are only eligible if they finished the previous season on a given manager's roster
- IV. Traded players hold their keeper value but reset the 3 year max rule
 - a. For example, Manager A trades player to Manager B. Manager B can keep this player next year at the round +1 that Manager A drafted/kept them, and can then keep them for maximum 3 years regardless of how long Manager A has already kept them
- V. Players acquired via waivers who **WERE NOT** originally drafted can be kept for an 10th round pick and follow normal keeper rules in the subsequent years.
- VI. Players acquired via waivers who **WERE** originally drafted can be kept at their originally drafted round plus the applicable round penalty