

**2024**

**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.

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## SECTION 1. KEEPERS

1. Teams may keep 1 player per new league year
2. 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.
3. Keepers are only eligible if they finished the previous season on a given manager's roster
4. 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
5. Players acquired via waivers who **WERE NOT** drafted can be kept for a 10th round pick and follow normal keeper rules in subsequent years.
6. Players acquired via waivers who **WERE** drafted and **DID REMAIN** on their original draft team can be kept at their drafted round plus the applicable round penalty
7. Players acquired via waivers who **WERE** drafted but **DID NOT REMAIN** on their original draft team can be kept at their drafted round plus the applicable round penalty or a 10th round pick, whichever is earlier
  - a. This also applies to traded players, as they did not remain on their original team.

## SECTION 2. LAST PLACE PUNISHMENT

1. The manager who loses the postseason consolation bracket, otherwise known as "The Toilet Bowl" is defined as "Last Place" for a given league year and is subject to completing the agreed upon league punishment.

2. This punishment must be completed prior to the start of the following year's draft or said manager will be subject to forfeiture of their place in the Wallerstein Fantasy Football League.
3. The last place manager can complete either of the following options to complete their punishment:
  - a. Complete one "beer mile". A "beer mile" is defined as the drinking of one standard 12 fluid ounce beer of their choosing prior to running one quarter mile, repeated four times in immediate succession. This attempt does not have to occur on a standard track as long as the manager verifies they are completing a quarter mile course. The beer must be reasonably determined to be considered standard in terms of size, carbonation, and alcohol percentage. Each beer must be completed prior to starting the subsequent quarter mile. Each quarter mile does not have to be completed at running speed i.e. walking is allowed; however, the manager must make a reasonable attempt to run as much of the "beer mile" as they are capable of. The completeness of the "beer mile" is at the sole discretion of the Commissioner of the League, as to whether enough effort was put into the attempt.
  - b. Spend 24 consecutive hours at Waffle House or IHOP. The manager must remain inside of a Waffle House or IHOP location for the entire duration of the attempt. For every pancake eaten in its entirety, one hour is removed from the total duration of the punishment. There is no minimum time required to complete the attempt as long as the requisite number of hours spent and pancakes eaten total twenty-four.
4. Any punishment attempt must be recorded so as to verify the completeness of that attempt.
  - a. A "beer mile" must be filmed in its entirety and distributed to all league members.
  - b. A Waffle House or IHOP challenge must be livestreamed in a manner that is accessible to all league members.

## SECTION 3. KICKER REDEMPTION

1. At a **maximum** of three times per manager per league year, upon the loss of a given matchup a manager may attempt to recoup points lost via incomplete field goals and/or extra points
2. A manager attempting “Kicker Redemption” must find a nearby football field which has precise yard line markers and attempt themselves to kick an identical missed field goal(s) and/or extra point(s)
  - a. Every field goal or extra point attempt counts as one of the allowable three attempts on the year
  - b. Multiple of the three allowable attempts can be used on the same matchup; however, the attempts must be declared prior to any kicks being taken. This also means no using attempts for a de-facto redo
  - c. The attempting manager may take as many warm-up attempts as they wish
  - d. The attempting manager must kick using a standardly acceptable NFL kicking technique. The use of a tee or holder is acceptable as long as it can reasonably be considered standard kicking equipment. A human holder is also acceptable.
  - e. When the attempting manager is prepared for the real attempt, they must clearly state their intent; as well as verify the kick is setup at the correct yardline
  - f. Any attempts must be live streamed in a way that is accessible to all league members. If the attempting manager fails to do so, the attempts will be rendered null and void
  - g. If successful, the manager will receive points to their score equivalent to the value of the kick plus any penalty accrued for the miss itself
  - h. There is no penalty for failure aside from the cost of the attempt itself
  - i. An attempt is spent regardless of success or failure of the attempt
3. Any attempts at “Kicker Redemption must be completed prior to the early window of NFL Sunday games on the following Sunday
  - a. This deadline excludes any non-standard “morning” games

- b. Exceptions may be granted under extenuating circumstances at the sole discretion of the Commissioner of the League
- 4. Attempts at “Kicker Redemption” may occur at any time during the season, either regular season or playoffs
- 5. In the event of a scenario in which one manager successfully completes “Kicker Redemption” and as a result wins the matchup, but the now loser has the ability to themselves attempt “Kicker Redemption”, the now loser has the ability to “Rebuttal”
  - a. All “Rebuttal” rules are identical to “Kicker Redemption” rules
  - b. In order to attempt “Rebuttal” the attempting manager must have the requisite attempts available in the same manner as standard “Kicker Redemption”
  - c. The deadline for the “Rebuttal” attempt will be set at the sole discretion of the Commissioner of the League
- 6. Any and all in-season disputes regarding the clarification, interpretation, or omission of rules regarding “Kicker Redemption” will be handled at the sole discretion of the Commissioner of the League