

Enron Fantasy Football League 2000

Costs:

Franchise fee: \$50.
Weekly fee: \$ 5.
Free Agent fee: \$ 5.
Trading fee: \$ 5 / team

The Draft

The draft order as well as the teams in each division will be determined by a blind draw several weeks prior to the draft. Draft picks can be traded prior to and during the draft provided an equal number of draft picks are traded. The draft will be held on Wednesday August 30th at 6:00 pm. You are required to bring \$125 to the draft to cover your franchise fee as well as the weekly fee. The draft will be a serpentine draft with draft order reversing each round (ie 1st pick in 1st round has last pick in 2nd round). The draft will last 14 rounds with no minimum or maximum number of players for any position (it would be wise to be able to field a full team by the 1st game). Each team will receive 3 minutes to make your selection. There will be a 15 minute break at the end of the 7th round.

Trading

Trades will be permitted anytime during the regular season through the Friday of the 10th week. Trades will cost each team \$5 (including three way trades) regardless of the number of players involved. All trades must be for an equal number of players. Once a team has traded a player, the player can not be traded back to the original team for 4 weeks. Trades must be approved by the league commissioner. Once approved by the commissioner, all trades are final.

Rosters

Each team is allowed a maximum of 14 players on his active roster and 1 player on his Injured Reserve.

Starting Lineup

Each team is responsible for submitting a complete roster to <http://sportsline.com> prior to game time. Your roster may be changed until 5 minutes prior to the beginning of a game for any player. Your roster should include:

- 1 Quarterback
- 2 Running backs
- 3 Wide Receivers or Tight Ends
- 1 Kicker (Team)
- 1 Defense

If disputed, NFL.com will determine a player's official position. If no lineup is submitted, you will start the same players as the week before (even if they are on a bye or are hurt) – **NO EXCEPTIONS, NO WHINING**

Injured Reserve

You may place up to 1 injured player on Injured Reserve. To be placed on IR, a player must be listed on the IR list at NFL.com. If a player on Injured Reserve plays in a game, you must drop that player from your roster and he becomes a free agent the next week. IR moves are \$5. Also, you must drop the same player you picked on a IR move. If you drop another player, you will be charged \$5 for a free agent move.

Free Agency

During weeks 1 through weeks 10 we will conduct free agent drafts. The initial order of the draft will be determined based on lowest total YTD points. Once a team has selected a free agent, they will go to the bottom of the free agent list and everyone else moves up. The free agency process (an automated process on sportsline.com) will run every night of the week from Tuesday til the day before the first game of the week.

If you have a Defense or Kicker on a bye week, you can pick up a bye week replacement from the free agent pool for free. After the bye week is over, you must drop the replacement player. Bye week replacements must be submitted via email to mcuilla@enron.com and will be awarded based on lowest YTD points scored.

Scoring

Offensive

Passing TD		3
Receiving TD		6
Rushing TD		6
Field Goal	< 40 yards	3
	40 - 49 yards	4
	50 + yards	5
Extra Point		1
Pass PAT		1
Receive PAT		2
Rush PAT		2

Bonus

Every 20 yards passing	1
Every 10 yards receiving	1
Every 10 yards rushing	1

Defensive

Defense or Special Teams TD	6
Fumble / Interception / Safety	2
Sack	1
Points allowed	Shut out 6
	<= 7 3
	8 <= 10 1

Any disputes over yardage or scoring will be settled using NFL.com

Schedules & Playoffs

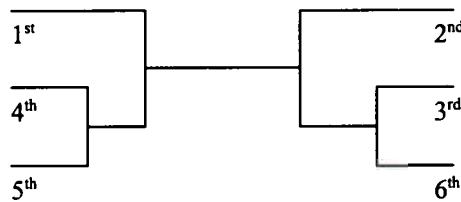
There will be 2 divisions that are selected by random draw. Prior to the season, the Fantasy Football software we are using will determine a random schedule for each team. Each week, you will play your assigned team head-to-head, with the winner being the team who scores the most points. In the case of a tie the following criteria will be used to decide the winner:

- Highest scoring non-starter
- Total Bench Points
- Coin Toss

The regular season will be the first 13 weeks. Weeks 14 – 16 will be playoff weeks, however non-playoff teams should turn in a line-up because they will still be playing for the highest points scored. Only six teams will advance to the playoffs. The first place teams of each division as well as the next four best teams regardless of division will meet in the playoffs. The team ranking will be based on the following criteria:

- Overall Record
- Head-to-Head Record (unless three way tie)
- Points Scored (most)
- Coin Toss

The division winning teams will have a bye for the 1st week of playoffs. The 2nd and 6th seed teams will play each other as will the 3rd and 4th seed teams. The winners of these games will meet the 1st and 2nd seed teams in the 2nd week of playoffs. The winners of these games will meet in the Superbowl the 3rd final week of the playoffs.



Prizes

For weeks 1 – 13, the top 3 scoring teams each week will win the weekly high score contest. For weeks 14 – 16 the top 3 non-playoff teams will win the weekly high score contest. In case of a tie, the winner will be determined by:

- Highest scoring non-starter
- Total Bench Points
- Coin Toss

The money will be distributed as follows:

- 1st - \$30
- 2nd - \$20
- 3rd - \$10

The \$50 franchise fee plus all trade and free agency fees will be split as follows:

- 1st – 50%
- 2nd – 30%
- 3rd – 20%

GOOD LUCK