

Olde Greensborough Pro Football Investment Club: 2015

I. General League Rules.

A) Investment will be \$100.00 legal U. S. funds. (Less than \$6 a week, folks!) This fee is waived for the commissioner but the commissioner will award, from his own pocket, a \$5 bonus to the highest score each of the 12 regular season weeks that currently do not have any bonus. [Note: There is now a mandatory “Playoff Pool” which costs an additional \$5. See details at the end of these rules]

B) The fee is due before the player draft begins.

C) Every owner must have a telephone number where they can be easily contacted. This number (numbers) will be given out to all owners at the annual draft.

D) There will be three divisions of four teams each.

E) Team names must be composed of three words. This year’s theme is the Old West. In line with this theme, the three divisions will be Cowboys, Indians, Outlaws. The Commissioner will randomly place each team into these three divisions. Owners will be notified of their division several weeks before the draft. Team names must be given to the Commissioner by August 14th. (This is to allow for the schedule to be made prior to draft day.) Each name should consist of three words, so that an acronym can be created for each team.

Example name: Outer Space Theme (OST)

F) Winners **MUST** set their own line-ups each week on the league website at RealTime Fantasy Sports.

G) Each week, all transactions will be posted together with the conference standings and the previous week’s scores.

H) The rules committee will interpret any unusual occurrences not covered by these rules. The committee’s rulings are final and binding.

I) Weekly winners are expected to be loud and arrogant. Weekly losers are expected to be silent and humble.

II. Draft.

A) The blind draw for draft position and division placement will take place approximately one month before the draft – details to be given in an email.

B) The annual draft will be held on **Tuesday, September 8th**. The location and time of the draft is TBD. You will be notified of details by email.

C) All owners have the responsibility of drafting their own players.

D) You must prepare for the draft. Don't expect others to help you. Please don't help others. It is not fair to those who are prepared.

E) No players are protected from previous years.

F) The draft position reverses every round. (Rnd #1 is 1-12, #2 is 12-1 etc.)

G) The time limit for the first eight rounds will be 90 seconds with some leeway. The time limit for the last eight rounds will be three minutes and it will be strictly adhered to. There will be a break after the eighth round.

H) You must draft, **in any order**, the following position players from any NFL team:

2- Quarterbacks	5- Running Backs
2- Kickers	5- Wide Receivers/Tight Ends
2- Defenses/Special Teams	

I) Players who qualify in more than one offensive position are locked into the position in which they were drafted. For example, Speedy Smith may play RB and WR for his NFL team but once he is drafted at WR in our league, he is a WR for the whole year.

J) One trade of up to four draft choices will be allowed before the draft begins. It must involve an equal number of choices between exchanging teams, e.g. two for two or three for three. You may also have contingency trades that are not announced until during the draft. You must announce the trade and have the selection made in the allotted time, though. Draft day trades do not count towards the number of trades allowed during the regular season. (See section IV)

III. Weekly Play.

A) Rules according to the league website at RealTime Fantasy Sports.

B) Each team must play:

1- Q.B.

2- R.B.

2- W.R./T.E.

2- Bonus Players (must be a W.R./T.E. or R.B.)

1- Kicker

1- Defense/Special Team

C) Remember there are some Thursday and Saturday games.

IV. Trades, Transactions and Non-Roster Players.

i) Trades

A) One before the draft. (See section II)

B) Four trades are allowed during the regular season on or between the **Wednesday** prior to Week #2 and the **Wednesday** prior to Week #12.

C) Trades may involve any combination of players but once finalized must result in a standard roster of the correct number of players at each position. If the trade is unbalanced, appropriate drops and adds from available free agents must be made to achieve a proper roster. Trades should be submitted on Wednesdays along with transactions to be approved for that week.

D) Only one trade in a week.

E) The trade must obviously help both teams. The Commissioner must approve.

G) No reverse trades allowed. You may never get back a player you have traded.

H) A team that is mathematically out of play-off contention cannot trade any player(s).

ii) Regular Season Transactions (or Drops and Adds)

A) Transactions can be made starting the first Wednesday following the draft and throughout the regular season. The first **six** transactions are **free**. All transactions

thereafter will cost \$5 apiece. The pool of money accumulated from these transactions will be paid as follows:

Super Bowl winner - 20%
Super Bowl loser - 60%
3rd place from playoffs - 20%

B) The selection order for transactions during the regular season is based on number of wins. Lowest win total picks first. Points scored will be used to break ties. Lowest points scored having first choice. These points are through Monday night's game the night before transaction **Wednesday**. The selection order for transactions prior to the start of the season is based on the drafted position of the player being dropped. The highest drafted player to be dropped gets first choice.

C) **Only your first three transactions through the end of September will utilize your priority order. Any additional transactions in September have to be made after those still using their first three.** A transaction used before the start of the regular season counts as two of those three.

D) Someone purchasing a transaction cannot bump someone with a free transaction.

E) A player may be dropped and another picked up for any reason. Both players must have the same position. **Changes are allowed on Wednesdays only from 7 to 10:00 PM.**

F) Any player dropped cannot be picked up for one week.

ii) Playoff Transactions (or Drops and Adds)

A) Bumping is based on your seed. Higher seed picks first. Points no longer matter. Remaining free transactions do not matter. All playoff transactions will be free. You must still be alive in the playoffs to make transactions.

B) Playoff transactions will be awarded one selection at a time. That is, even if you are the highest seed, you can't just cherry-pick multiple players you want or that you want to keep from others. You have to decide which one player is your "priority pick" and then the other teams get a chance for players based on their seed. It works like a draft with each team having an opportunity to pick up players according to their seed. We will cycle through the teams until everyone has picked up all the players they want.

C) The deadline for playoff transactions is the same as the regular season except for the week of the Super Bowl. The deadline for transactions for the two Super

Bowl teams will be Friday 10pm. [Note: If there is a mid-week game, the deadline will be moved to 10pm the day before the earliest game.]

iii) Non-Roster Players

A) You have one non-roster position. Its intended purpose is to enable the protection of a quality player with a long-term injury. Its use is not limited to this purpose, though.

B) This position can NOT be filled during the draft.

C) Declaring a player “non-roster” does not cost an extra transaction. Although, the mandatory pick-up required to fill the roster spot left empty does cost a transaction. This is just like a waive and pick-up.

D) You are only able to use the non-roster position **twice**. Once you have declared a player non-roster, you may reclaim that player, drop the player, or retain him in the non-roster position.

E) Declaration of a non-roster player must be made on **Wednesday** as with regular transactions.

F) The non-roster player can be any position and has to have been on your active roster for at least one week before being declared non-roster.

G) The non-roster player can be waived for “free”, does not cost you another transaction. Reclaiming the non-roster player, after waiving an active roster player, **is also “free”**.

V. Rules Committee.

A) Because we personally know many franchise owners are ignorant low lives with little or no education, incidents will occur which will need to be resolved. Therefore, we have a Rules Committee.

B) The Rules Committee members are:

- 1) Baxter Black
- 2) Sitting Bull
- 3) Harry Alonzo Longabaugh
- 4) Jess James
- 5) Jim Davis

C) One committee member can make rulings if the other members are absent.

D) Decisions will be based upon these by-laws, their intent and general fairness for all concerned. Decisions are final and irrevocable.

VI. Schedule.

A) Divisions: **Cowboys** --->(Teams 1-4 on attached example schedule)
Indians----->(Teams 5-8)
Outlaws----->(Teams 9-12)

B) Regular season: Weeks 1 to **13**

C) Playoffs: **Weeks 14 and 15.**

D) Wild Weekend: **Week 13.**

On this weekend each owner will try to predict which of his players will score the most points as each complete team plays every other complete team in a wild shoot-out. Each team's players will be ranked from 16 to 1 in the order the owner feels his players will score the most points, most to least. Those players actual points in week 16 will be multiplied by the ranking the owner gave them before the games, yielding team scores that could exceed 1,000 points in a wild finale to our football season.

E) Super Bowl: **Week 16.**

F) An official schedule, with team names, will be distributed on draft day.

G) Seeding for post-season games: See section VII.

Twelve Team League

<i>Team #</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>
Week #												
1	2	1	4	3	6	5	8	7	10	9	12	11
2	3	4	1	2	7	8	5	6	11	12	9	10
3	4	3	2	1	8	7	6	5	12	11	10	9
4	6	5	10	9	2	1	12	11	4	3	8	7
5	7	8	11	12	9	10	1	2	5	6	3	4
6	8	7	12	11	10	9	2	1	6	5	4	3
7	9	10	7	8	11	12	3	4	1	2	5	6
8	10	9	8	7	12	11	4	3	2	1	6	5
9	11	12	5	6	3	4	9	10	7	8	1	2
10	12	11	6	5	4	3	10	9	8	7	2	1
11	2	1	4	3	6	5	8	7	10	9	12	11
12	3	4	1	2	7	8	5	6	11	12	9	10
13	4/5	3/6	2/9	1/10	8/1	7/2	6/11	5/12	12/3	11/4	10/7	9/8

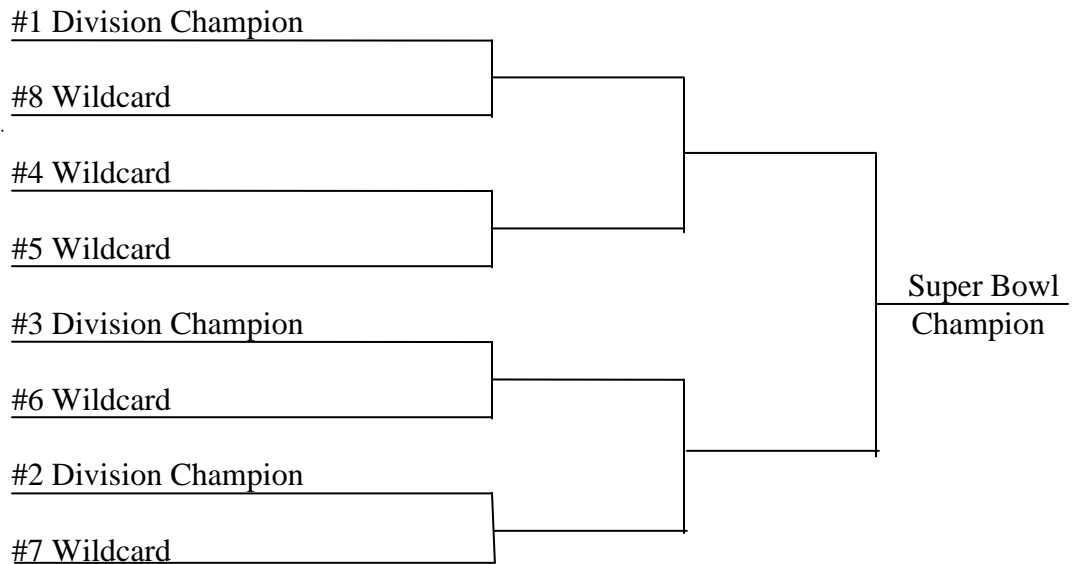
VII. Post Season Tournament.

A) Qualifiers:

The three division champions and five wildcards. The top three seeds will be the divisional champs in order of their overall records and the five wildcards will be seeded 4-8 in order of their overall records.

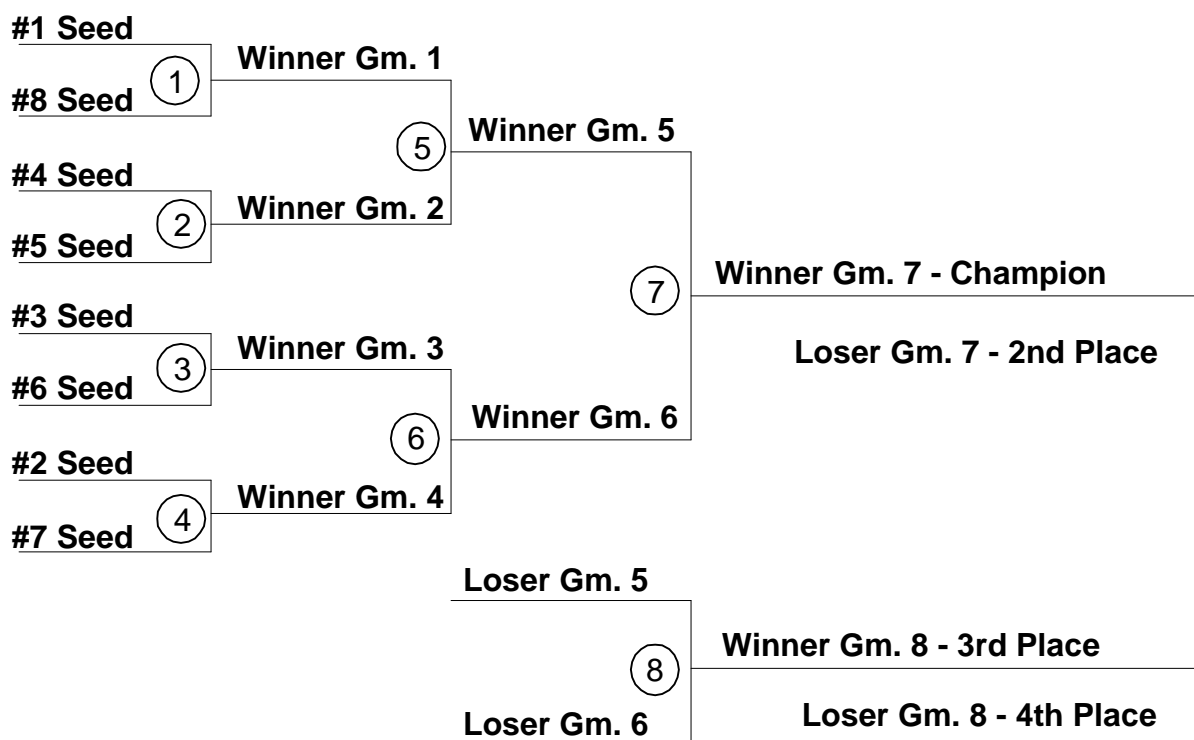
B) For tie-breaking procedures see section IX.

C) Brackets/Seedings:



D) See the attached playoff scheme.

Playoff System



VIII. Scoring.

A) Statistics come from RealTime Fantasy Sports website.

B) Your team's weekly score will be the sum of all points scored by each player you have chosen to play that week, including performance and bonus points.

C) Both the kicking and the receiving team after a safety are considered defense/special teams.

D) Q.B.- R.B.- W.R. (T.E.) AT ANY OFFENSIVE POSITION:

Rushing/ Receiving T.D	6 Points Each
Offensive Fumble Recovery in End Zone	6 Points Each
Throwing T.D. Pass	4 Points Each
Rushing/Receiving Two Point Conversion	2 Points Each
Rushing/Receiving One Point Conversion	1 Point Each
Throwing Two Point Conversion	1 Point Each
Interceptions	-1 Point Each

E) KICKER:

Field Goal- 70 yards or more	7 Points Each
Field Goal- 60 to 69 yards	6 Points Each
Field Goal- 50 to 59 yards	5 Points Each
Field Goal- 40 to 49 yards	4 Points Each
Field Goal- Less than 40 yards	3 Points Each
Kicking One Point Conversion	1 Point Each
Rushing/Receiving/Throwing One Point Conversion	1 Point Each
Rushing/Receiving Two Point Conversion	2 Points Each
Rushing/Receiving T.D. Pass	6 Points Each
Throwing T.D. Pass	4 Points Each
Throwing Two Point Conversion	1 Point Each
Interceptions	-1 Point Each

F) DEFENSE/SPECIAL TEAMS (ON FIELD AT START OF PLAY):

Fumble Recovery/Interception for T.D	6 Points Each
Blocked Punt/Field Goal for T.D	6 Points Each
Punt/Kickoff Return for T.D	6 Points Each
Kicking/Punting Team Fumble Recovery for T.D	6 Points Each
Safety	2 Points Each
Interception	2 Points Each
Fumble Recovery	2 Points Each
Sack	1 Point Each

G) PERFORMANCE:

Total Rushing or Receiving Yardage:

1- 19 yards	1 Point
20- 39 yards	2 Points
40- 59 yards	3 Points
60- 79 yards	4 Points
80- 99 yards	5 Points
100- 119 yards	6 Points
120- 139 yards	7 Points
140- 159 yards	8 Points
160- 179 yards	9 Points
180- 199 yards	10 Points
[chart continues with 1 additional point for each 20 yard range reached]	

Total Passing Yardage:

1- 59 yards	1 Point
60-119 yards	2 Points
120-179 yards	3 Points
180-239 yards	4 Points
240-299 yards	5 Points
300-359 yards	6 Points
360-419 yards	7 Points
420-479 yards	8 Points
480 yards or more	9 Points
[chart continues with 1 additional point for each 60 yard range reached]	

Net Defensive Total Yardage Allowed:

100 yards or less	10 Points
101- 125 yards	9 Points
126- 150 yards	8 Points
151- 175 yards	7 Points
176- 200 yards	6 Points
201- 225 yards	5 Points
226- 250 yards	4 Points
251- 275 yards	3 Points
276- 300 yards	2 Points
301- 325 yards	1 Point
326- 350 yards	0 Points
351- 375 yards	-1 Point
376- 400 yards	-2 Points
401- 425 yards	-3 Points
426- 450 yards	-4 Points
451- 475 yards	-5 Points
476- 500 yards	-6 Points
501- 525 yards	-7 Points
[chart continues with 1 point deduction for each 25 yard range reached]	

H) BONUS POINTS

Defensive Points Allowed:

0 points	6 Points
2- 6 points	3 Points
7- 13 points	2 Points
14- 19 points	1 Points
20- 24 points	0 Points
25- 30 points	-1 Points
31- points	-2 Points

Big Play Bonus (The Cooper Rule):

Any touchdown play (offensive or defensive) which covers 50 yards or more will receive 1 bonus point. This includes rushing, receiving, passing, punt and kickoff returns, interceptions, and fumble recoveries.

IX. Tiebreakers.

- A) Regular season games can end in a tie.
- B) Two-way tiebreaker:
 - 1) Head to Head Competition.
 - 2) Head to Head Point Differential.
 - 3) Best Record in Your Division.
 - 4) Most Points Scored.
 - 5) Coin Toss.
- C) Three- Way or More Ties for Final Standings:

Procedure: Rank each team by the first method on the priority list below that does NOT have all teams tied. If two or more teams are tied within this ranking, tie-break those teams following the relevant tie-breaking procedures. Continue this process until all ties are broken and all the originally tied teams have been ranked. Select as many teams as needed starting with the highest ranked team. Use the following tie-breaking priority

 - 1) Winning percentage in games played amongst the tied teams. (If every team has at least one win and one loss, the teams must have played the same number of games for this tie-breaker to apply.)
 - 2) Best record in division.
 - 3) Most points scored.
 - 4) Coin toss. First odd wins if three, tournament if four.
- E) Playoffs/Superbowl:
 - 1) Highest seeded team in playoffs receives a 3.5 point home field advantage that is part of the final score. Thus, no ties can occur.

X. Return on Investment. (Total payout: \$1160.00 + pot money TBD)

A)

Super Bowl Winner (1)	\$190.00	(190.00)
Super Bowl Loser (1)	\$40.00	(40.00)
Each regular season win (ties split)	\$5.00	(420.00)
Standard high score bonus (12, reg. season)	\$5.00	(60.00)
Each Post-Season Victory (6)	\$25.00	(150.00)
Most Points, Thanksgiving Weekend (1)	\$40.00	(40.00)
Division Winners (3)	\$20.00	(60.00)
Wildcard Qualifiers (5)	\$10.00	(50.00)
Most Points, Season (1)	\$25.00	(25.00)
Most Wins, Season (1)	\$25.00	(25.00)
Most Points, Wild Weekend (1)	\$100.00	(100.00)

- B) Maximum Return on Investment: **\$585.00** (Yeah right that'll happen)
- C) You may not win your money back! But think of the fun you will have!

Amendment: NFL Playoff Pool

Rules:

- 1. Each team will pay an extra \$5 at the beginning of the season as entry into the pool.**
- 2. On week #17 (same as the Super Bowl), each team must select three players from their WEEK #14 ACTIVE ROSTER (not IR) to be their entries into the pool. NO PLAYERS ACQUIRED DURING THE FANTASY PLAYOFFS WILL BE ELIGIBLE.**
- 3. These players will be scored throughout the NFL playoffs according to our regular scoring rules.**
- 4. There will be no player changes after they are submitted. Those are your players regardless of whether you drop them, trade them, their team isn't in the playoffs, they get injured...whatever. Your NFL playoff pool roster can not be changed!**
- 5. The team that accumulates the most points throughout the NFL playoffs and Super Bowl wins the pool. Winner takes all, \$60!**