

Fantasy Football Rules

Scoring

QB, RB, WR, TE, K:

- 1 point for every 10 yards of passing, after the first 100.
(ex. 183 yds = 8 pts, 98 yds passing = 0 pts)
- 1 point for every 10 yards of rushing/receiving
(ex. 22 yds = 2 pts)
- 6 pts for any touchdowns (thrown, caught, or rushed by player)
- 2 pts for every 2 pt conversion (thrown, caught, or rushed by player)
- 6 points for TDs scored as an offensive fumble recovery
 - 1 point for each 10 yards the ball is advanced while recovering for a score
- 1 pt for each extra point
- 3 pts for each 1 - 39 yd FG
- 4 pts for each 40 - 49 yd FG
- 5 pts for each 50 - 59 yd FG
- 10 pts for each 60 + yd FG

D/ST:

- 10 pts for holding a team to 0 points
- 6 pts for holding a team to 1-7 points
- 6 pts for each TD scored on an interception return
 - 1 point for each 10 yards during the scoring return
- 6 pts for each TD scored on a punt, kickoff, or missed FG return
 - 1 point for each 10 yards during the scoring return
- 6 pts for each TD scored on a defensive fumble recovery
 - 1 point for each 10 yards the ball is advanced on the scoring recovery
- 3 pts for each blocked punt, extra point, or field goal
- 2 pts for each safety
- 2 pts for each interception
- 2 pts for each defensive fumble recovery
- 1 pt for each sack

Note:

Individual offensive players involved in Defensive Returns do not score points - all points for defense returns (Punt, Kick, Interception, Defensive Fumble Recovery) are earned by D/STspot.

See Ex 2 on the next page

Some scoring examples:

Ex 1) Donovan McNabb throws for 145 yards in a game and rushes for 27 yards.
McNabb = $(4 + 2)$ pts = 6 pts

Ex 2) Bryan Westbrook returns a punt 34 yards for a TD.
Westbrook = 0 pts
Eagles Defense = $(3 + 6)$ pts = 9 pts

Ex 3) Philip Rivers hits Antonio Gates for a 31 yard pass. Brian Urlacher strips the ball and recovers the fumble. Urlacher runs the ball back 47 yards for a TD.
Gates = 3 pts
Bears Defense = $(2 + 6 + 4)$ pts = 12 pts

Ex 4) Philip Rivers hits Antonio Gates for a 31 yard pass. Brian Urlacher strips the ball and recovers the fumble. Urlacher runs the ball back 47 yards and is stopped at the 13 yd line.
Gates = 3 pts
Bears Defense = 2 pts

Ex 5) Philip Rivers hits Antonio Gates for a 31 yard pass. Brian Urlacher strips the ball but Chris Chambers recovers the fumble (behind where Gates lost it or by restripping the ball from a Bear) for the Chargers. Chambers is able to run with the ball 61 yards and scores a TD.
Gates = 3 pts
Bears Defense = 0 pts
Chambers = $(6 + 6)$ = 12 pts

Ex 6) Rivers hits Gates for a 31 yard pass. Brian Urlacher strips the ball but Chris Chambers recovers the fumble (behind where Gates lost it or by restripping the ball from a Bear) for the Chargers. Chambers is able to run with the ball 61 yards and is stopped at the 2 yard line.
Gates = 3 pts
Bears Defense = 0 pts
Chambers = 0 pts

Ex 7) Bryan Westbrook rushes for 127 yards and has 47 yards receiving. No TD's.
Westbrook = $(12 + 4)$ pts = 16 pts

Website:

<http://www21.myfantasyleague.com/2009/home/69001>

Stats, schedule, scoring, and rosters will be maintained at the website above. Email Scott Copperman to get your franchise password, if necessary. The site can also be accessed through <http://www.turnleftatthecorner.com/>

Once you have accessed your team, be sure to familiarize yourself with the league tools. You can assign a team name, create a team helmet, and you can participate in NFL Pick and Survival pools. (no prizes awarded, just for bragging rites)

Starting Players:

Your starting lineup each week consists of the following:

1 QB

2 WR/TE's

2 RBs

1 WR/TE/RB

1 K

1 DEF

and 1 Bench Player (WR/TE/RB)

Your team's score is the sum of the points earned by your starting lineup (excluding the bench player). The bench player's stats are only used in the event of a tie and do not count in the official team point total. If both teams are still tied after using the bench players' statistics – the matchup will be awarded to the team whose K scored the most points that week. If the teams are still tied after this tie breaker, then the matchup will be determined by whose player had the single player who earned the most points in that matchup. If that is a draw, then the players who earned the second most points overall and then third most, fourth most, etc., are considered as necessary.

It is your responsibility to enter your lineup online ON TIME. Roster spots are closed at the start of that player's game. ESPECIALLY your "BENCH PLAYER"

Your bench player must be posted in the "Bench Player" thread on the league message board on the site or emailed to the commissioner with the time stamp showing the post was made prior to that player's game start. You can change your BP if neither his game nor the replacement player's games have begun, again it should be posted in the Bench Player thread for that week. If you miss your deadline or forget to declare a bench player, you will have 0 points awarded for tie breaker purposes.

Keepers:

Beginning with the 09-10 season, each team will be allowed to retain one player from the previous season. The “keeper” player may not have been drafted by ANY team in rounds 0-4 of the previous year's draft.

Keeper players will be identified on the day of the next year's draft and will be considered Round 0 Draft picks.

Free Agent Pickups and Injured Reserve:

Roster moves are made through contact with the commissioner, NOT online.

Free Agent moves will be made on Wednesday of each week. You will have 1 hour from the time you are contacted by the commissioner contacted by the commissioner by phone to make your selection. You MAY email or phone in your "wish list" ahead of time, but you will still receive your phone call.

The order of Free Agent moves will be determined by the total points scored in the season to date - with the lowest scoring team picking first. In the event of a tie, the team with the worst overall record will pick first, and if teams have identical records, the team with the greater differential between Points For and Points Against will pick first.

To acquire a new player, you must first make room on your roster by waiving a player (waived players cannot be picked up until the following week) or placing a player on Injured Reserve. Each team has 1 IR spot - to place a player on IR, he must be listed as "OUT" or "DOUBTFUL" for the next weeks game.

When you make a pickup, you MUST play the player you picked up to replace him in your starting line-up that week (after that first week, you may keep the player on your bench, but he must be started the first week he is on your team.).

If you do not play your newly signed player that first week:

- the player you picked up is immediately waived, and available for pickup by any other team (but not yours) for Wednesday's pickups
- your team will forfeit their chance to make a free agent move the following week

Divisions and Playoffs:

There are 2 divisions (American and National) with 5 teams in each division.

Each team will face their division rivals twice and the teams in the other division once. The top 3 finishers in each division will make the playoffs.

Ties in the standings will be settled first by Head-to-Head results, then by Divisional Record, and finally by Total Points scored, if necessary.

Week 14:

The top team in each division will be number one seeds and earn a first round playoff bye.

Two "wild-card" teams in each division will play each other in Week 14 of the NFL Season.

The four teams which do not qualify for the playoffs will play in a consolation bracket. Seeded by overall record, with ties settled first by Head-to-Head results, then by Divisional Record, and finally by Total Points scored, if necessary. These four teams will play for the right to face the Week 14 Wildcard Game losers and a chance at 5th and 6th place prizes.

Week 15:

The two division winners face the "wild-card" winners in Games A and B.

The consolation bracket winners will face the "wild-card" losers in Games C and D.

Week 16:

Game A and B winners will face off to determine 1st and 2nd place.

Game A and B losers will face off to determine 3rd and 4th place.

Game C and D winners will face off to determine 5th and 6th place.