

Bottom Line Ultimate Fantasy Football League Rules

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A. Introduction

The popularity of fantasy games has grown tremendously over the last decade. Fantasy games take the enjoyment of sports to a whole new level by providing a more personal experience for the avid sports fan.

What are Fantasy Games?

Most fantasy games are based on the same basic principles. Individuals get together and create a "league". The leagues are usually composed of 8 to 14 fantasy teams. As "team owners", these individuals draft real-life, professional players as members of their respective teams. The statistics these players generate in their real games are collected, and fantasy points are awarded based on the players' performances. These points will either determine a winner in a head-to-head match up, or they will accumulate over the season. The team that accumulates the most points or victories by the season's end wins the championship. The fantasy game ends when the NFL season has ended and a fantasy champion has been declared.

What is Fantasy Football?

Fantasy Football allows you to buy a franchise and become a team's coach, general manager, and owner all in one. All decisions are yours. This is your chance to run a team the way it should be run.

Each week, your team will play another team in "head-to-head" competition; the result of the game is determined by the statistics your active players generate. In turn, the game results will determine your winning percentage and league standings.

During the final four weeks of the NFL season, the best teams will play each other in the fantasy playoffs. These playoffs will determine the overall champion.

B. Joining the Game

League Deadline

Whenever possible, the league will not accept any new teams 5 days prior to the draft in order to give team owners time to prepare based on the number of teams known to be participating in the league.

Franchise Fee

The Fantasy Football game franchise fee for the season is \$50. This fee includes a one time \$10 registration fee, and the remaining \$40 goes directly into "the pot" for payouts at the end of the season.

***** THIS FEE MUST BE PAID ON DRAFT DAY - NO EXCEPTIONS *****

Creating a Team

To create a team, simply submit your team name to the commissioner. It's that easy! No two franchises may share the same name.

C. The Teams

Alignment

All teams will be realigned each season into 3 divisions based on their total points from the previous season.

DIVISION A	DIVISION B	DIVISION C
Team 1	Team 2	Team 3
Team 6	Team 5	Team 4
Team 7	Team 8	Team 9
Team 12	Team 11	Team 10

Positions

Each fantasy team consists of players from five offensive positions and includes one defensive unit. The offensive positions are:

Quarterback (QB)

Running Back (RB)

Wide Receiver (WR)

Tight End (TE)

Kicker (K)

The Defensive unit (D) includes the defense and special teams of a single NFL team.

Active Roster

Your team will have eight active roster spots that may be filled in either of the following configurations:

- 1 QB, 2 RB's, 2 WR's, 1 FLEX, 1 K, 1 D
- 1 QB, 1 RB, 3 WR's, 1 FLEX, 1 K, 1 D

New for 2008:

The FLEX position will replace the mandatory tight end position. Team owners may start 1 Tight End, 1 Wide Receiver, or 1 Running Back in this position each week.

Bench

The eight bench positions may be filled by players at any position.

Maximum Size

Your fantasy team's roster will contain a maximum of 16 players. The draft will fill all 16 roster spots.

Minimum Size

You may not field fewer than eight players for any given week. See [active roster](#) (above) for the two acceptable configurations.

D. Scoring

The eight active players on your team generate statistics that will, in turn, earn points. These points are added together to yield a weekly score for your team. The same will be true for your opponent. The winner, then, is the team with more points earned for that week.

Non-Positional scoring bonuses are applicable to all offensive players on your active roster. These are offensive points earned by your players in a non-positional fashion. For example, a QB rushing touchdown, or a RB receiving touchdown would qualify for Non-Positional scoring. All offensive players (including Kickers) are eligible for Non-Positional scoring. Any Non-Positional scoring disputes will be put to a vote and must be approved by at least 6 members of the league.

(NOTE: Non-positional points do not apply to yardage)

Offense (QB, RB, WR, TE)	Points
TD (pass, rush, rec., ret.)	6
Non-Positional TD	12
2 Pt Conversion (pass, rush, rec.)	2
Non-Positional 2 Pt Conversion	4
Each 25 Passing Yards	1
Each 10 Rushing Yards	1
Each 10 Receiving Yards	1
Interception Thrown	-3
Fumble Lost	-3

Kicking (K)	Points
Field Goal (01-29 Yards)	3
Field Goal (30-39 Yards)	4
Field Goal (40-49 Yards)	5
Field Goal (50+ Yards)	6
PAT	1

Defense (D)	Points
TD (defense, special teams)	6
Safety	2
Interception	3
Fumble Recovery	3
Sack	1
Yards Against (0-150 Yards)	3
Yards Against (151-200 Yards)	2
Yards Against (201-250 Yards)	1
Yards Against (251+ Yards)	0
Points Against (0 Points)	5
Points Against (1-7 Points)	3
Points Against (8-10 Points)	1
Points Against (11+ Points)	0

Winning

In the weekly head-to-head match ups, the team that scores the most points will be considered the winner and receive a "win." The team with fewest points will receive a "loss." In the event of a tie score, the team with home field will receive the win.

E. The Draft

The draft is arguably the most important part of the season. Do your homework! Start with a good draft and it's likely that you'll be in good shape for the season. The player categories from which you will be drafting, and the suggested number of players you will draft in each category are as follows:

Player Groups and Draft Rankings

Player Group	Draft
Quarterbacks	2-3
Runningbacks	3-4
Wide Receivers	3-5
Tight Ends	2
Kickers	2
Defenses	2

Draft Order & “Keepers”

Returning team owners will be assigned a draft order based on how they finished the previous season. The draft will follow a standard up/down, down/up order (Round 1: 1, 2, 3; Round 2: 3, 2, 1). Expansion teams will be placed at the bottom of the draft order in every round (following the returning team owners). The expansion teams will pick in the same up/down, down/up order at the end of every round based on their expansion pick.

Returning team owners may keep 4 “locked” players from the previous season. In addition, returning team owners may designate one “restricted” free agent from their roster.

All new team owners will participate in an “expansion” draft. This will consist of a short 4 round draft. Expansion teams may NOT draft players that have been locked by returning team owners. Restricted free agents are eligible to be drafted by expansion teams. If a restricted free agent is drafted, the owner of that restricted free agent will receive the expansion team’s first round pick as compensation and may designate another player as a restricted free agent.

Expansion draft picks may be traded with returning team owners. However, the trade must be announced on draft day to give all returning team owners the opportunity to counter the trade offer if they desire.

After the expansion draft is complete, all returning teams must determine whether to keep their restricted free agents or release them. For each restricted free agent retained, the team will lose a draft pick. For example if a team decides to keep 1 restricted free agent, they will lose their 1st round pick.

Buying abandoned teams

All teams belonging to team owners that have dropped out of the league will be put up for bid on draft day. Minimum bid prices for each team will be based on how the team finished in the previous season. No minimum bids below \$25 will be accepted.

Team 1 = \$50	Team 5 = \$30	Team 9 = \$25
Team 2 = \$45	Team 6 = \$25	Team 10 = \$25
Team 3 = \$40	Team 7 = \$25	Team 11 = \$25
Team 4 = \$35	Team 8 = \$25	Team 12 = \$25

Bidding is open to all expansion teams and returning teams. If a returning team owner bids on a abandoned team and loses, he still retains ownership of his current team. If a returning team owner wins the bid, he assumes ownership of the abandoned team and his previous team becomes available for bidding.

When abandoned teams are purchased, the new owner assumes all rights and privileges of the abandoned team (traded draft picks, draft order, etc.).

Entering the expansion draft

Returning team owners who do not feel that they have enough “core” players to build a successful team for the season may choose to drop their entire team and enter the expansion draft. By doing so, the returning team owner must comply with all rules pertaining to a new expansion team.

F. Getting Ready for Opening Day

When players are added to your team roster, they will initially be inactive and on your bench. Therefore, the draft will supply your team with 18 benched players, which means you'll need to activate eight players before the first week's game. To activate a player, you must contact the league commissioner during the transaction period specified below.

G. Weekly Play

Each playing week starts with the first game of the week and ends on Monday at midnight. The final game for the week is always the Monday night game. All games within the Tuesday morning to Monday night period are considered to be within the same week.

H. Transactions

Transactions may be made at any time during the week. However, if you have submitted your active lineup for the week, you may not substitute recently acquired players into that lineup. Any players involved in a Thursday or Saturday game will be "locked"; that is, you may not alter their roster status once their NFL team has begun play that week. Be sure to check the NFL schedule every week.

All teams will maintain the ability to add/drop free agents during post season play but trading will be prohibited in the postseason until after the BLUFFL Super Bowl.

Activating/Benching Players

Each week, you will decide which eight players to activate for the upcoming game. The eight activated players must be turned in to the league commissioner prior to the first NFL game on Sunday. Any players participating in a Thursday or Saturday game may be turned in separately but must be submitted prior to kickoff on that particular day. Once your starting lineup has been submitted, those players are “locked” for that week.

Adding/Dropping Players

There will be hundreds of available free agents each week. These unsigned players are available to you at all times. However, if all 16 slots on your roster are filled, you must drop players before you may add new ones. All added players will reside on your roster's bench until you specifically make them active.

When dropping a player from your roster, the player must remain a free agent until the next Wednesday. Any player dropped on a Wednesday, must remain in the free agent pool until the following Wednesday. This is only for players dropped by another team owner. All other free agents are available at all time. Player may be acquired on a first come/first serve basis. Requests made to add the same player by different teams within a 3 hour time span will be resolved based on the Waiver Wire Ranking (team with the lowest standing receives the player).

All teams are eligible to add/drop players immediately following the draft until the BLUFFL Super Bowl is complete. Once the BLUFFL Super Bowl has been played, all team rosters will remain “locked” until next season's draft.

Trades

Trades will be handled in the same manner as discussed in Adding/Dropping Players. If two franchise owners agree to a trade, the terms must be submitted to the league commissioner.

Trades may take place in the off-season but must be submitted in writing by both team owners on draft night before the transaction will go into effect.

Protests

All team owners will have the ability to protest a recent trade for valid reasons. Once a trade is posted to the BLUFFL website, team owners will have 24 hours to protest the transaction by contacting the league commissioner. Protests will be determined by majority rule (at least 6 teams in a 12 team league must protest). The two team owners involved in the trade will be contacted by the league committee for an explanation of the trade and the committee will make the final decision on whether or not to approve the trade. If the trade is denied and the traded players were used in a game by their new owner, then the trade will be reversed for that week and the scoring will be adjusted.

I. Regular Season

Each team will play 13 regular-season games. The schedule will be randomly generated after the draft is processed and released to all franchise owners on or prior to the first day of the season.

J. Playoffs

The fantasy playoffs will begin in the 14th week of the NFL's regular season. The first playoff game will be a wildcard round. The conference championship round will be held on week 15. The Super Bowl will span the 16th and 17th weeks of the NFL season.

Making the Playoffs

Six teams will advance to the playoffs. These will be the three top teams in each division with the best win/loss record and the 3 top teams overall from any division.

Tie-Breakers

If two or more teams have identical win/loss records, the first tiebreaker will be total fantasy points for the season. If necessary, the second and third tiebreakers will be win/loss records in head-to-head match ups and total fantasy points scored in head-to-head match ups.

Playoff Schedule

In the wildcard round of the playoffs, the #1 and #2 seeded teams will receive a bye week. The #3 seeded team will play the #6 seeded team and the #4 seeded team will play the #5 seeded team. The winners of these games will advance to the conference championship round to face the #1 and #2 seeded teams.

In the wildcard and conference championship rounds, the team with the better seeding in each game will receive a 6 point bonus and home field advantage. There will be no point bonus for the Super Bowl game which spans NFL week 16 and 17 but the higher seeded team will receive home field advantage throughout the Super Bowl.

Note: The home field advantage rule still applies in the Super Bowl. In the event of a tie in points, the team with home field advantage will win the tie breaker.

K. Prizes

Fantasy League Champion

60% of "the pot."

Fantasy League Runner-up

30% of "the pot."

Most Fantasy Points in 1 Week

10% of "the pot."

Note: Since playoff teams are not eligible to compete for this prize, the payout for this will be 10% of the pot as of the end of the regular season.

L. Commissioner's Powers

Effective beginning with the 2002 season, BLUFFL will have a league committee to handle all league business and settle any disputes.

Rob Chapman will be serving as League Commissioner.

Andy Pea will be serving as secondary Commissioner. The secondary Commissioner will have the authority to accept transactions, and consult with the Commissioner on league business.

Chad Welty will be serving as Treasurer.

Here's how to reach us:

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NOTE: These rules have been plagiarized and adopted from ESPNET SportsZone Fantasy Football Rule Set.