

## 2010 BFFL Playoff Pool Rules and Regulations

1. The pool entry fee is \$10 per team. Enter as often as you like. The breakdown of prizes at the conclusion of the pool is:  
**1<sup>st</sup> place - 75%**  
**2<sup>nd</sup> place - 25%**
2. The following list shows the positions and number of players to be selected from the Player Pool (see the website link below – the Playoff Pool home page will have a link to the Player Pool with 2010 NFL stats):

<b>Position</b>	<b>Quantity</b>
Quarterbacks	1
Running Backs	2
Wide Receivers	2
Tight Ends	1
Kickers	1
Defenses/Special Teams	1

3. Player selections must be submitted to Bob Woolard ([commish@bwoolard.com](mailto:commish@bwoolard.com)) by 9:00 PM Friday January 7.

**IMPORTANT: A maximum of two (2) players/Defenses from any one NFL team can be selected for a single roster. For example, you can have Tom Brady and the New England Defense, but not Danny Woodhead as well. I cannot promise that I will catch your mistake before the first kickoff – make sure you double- and triple-check your entries! If your entry is invalid as of kickoff it will be discarded.**

4. Rosters are frozen as soon as they are submitted. Players accumulate points based on their performance and the Scoring Rules listed below. Each player gets eliminated as his NFL team gets eliminated from the NFL playoffs. The two entries with the most accumulated points through the Super Bowl are the prize winners. Player stats will be provided via the NFL.com website.
5. The Playoff Pool can be tracked via links on the BFFL website: <http://3201.bwoolard.com>

Look for the **Playoff Pool** heading in the left-hand menu; hover your cursor over the heading to view the available links.

You can also jump directly to the Playoff Pool website via:  
<http://www.bwoolard.com/PlayoffPool/index.htm>

## 2010 BFFL Playoff Pool Scoring Rules

### All Position Players

Touchdown Pass	4 Pts
Touchdown Rush/Reception	6 Pts
Field Goal Made	3 Pts
Field Goal Missed (<40 yds)	-1 Pt
Kicked Extra Point	1 Pt
Missed/Blocked Extra Point	-1 Pt
Rushing 2-Point Conversion	1 Pt
Receiving 2-Point Conversion	1 Pt
Passing 2-Point Conversion	1 Pt
Interception thrown	-1 Pt
Every 30 Yds Passing (e.g. 311 Yds Pass = 10 Pts)	1 Pt
Every 10 Yds Rushing (e.g. 75 Yds Rush = 7 Pts)	1 Pt
Every 10 Yds Receiving (e.g. 59 Yds Rec = 5 Pts)	1 Pt
7-9 Receptions	2 Pts
10-12 Receptions	3 Pts
13+ Receptions	4 Pts

### Defense / Special Teams

Defensive Touchdown	4 Pts
Kickoff/Punt/Blocked FG Returned for Touchdown	4 Pts
Each Safety	2 Pts
Each Sack	1 Pt
Each Takeaway (Interception or Fumble Recovery)	1 Pt
Points Against: 0 (Shutout)	6 Pts
Points Against: 1-9	4 Pts
Points Against: 10-19	2 Pts
Points Against: 20-29	0 Pts
Points Against: 30-39	-2 Pts
Points Against: 40+	-4 Pts