

2005 BFFL Rules and Regulations

1. The league shall consist of ten teams split into two divisions: American Division and McNicholas Division. The current team alignment is as follows:

American Division

Durango Blitz
Amity Sharks
Kalamazoo Kuhl Killers
Leningrad Lenzbians
Vandalay Vandals

McNicholas Division

Del Val Liberty Twins
Loch Ness Monsters
Caribbean Pirates
Sun City Zulus
Venice Islanders

2. The league fee, to be paid on Draft Day, shall be 95 dollars per team. Draft Day expenses (food, drink, etc.) and season expenses (league management software, website) will be paid from the league prize pot.
3. Draft Day '05 will be held on Friday, August 26th, 2005 at 6:30 PM at the home of Bob Woolard. E-mail the commissioner for directions. Please arrive as early as possible so the draft can get started on time. Food and beverages will be available throughout the draft.
4. The 2005 draft order will be based on a BFFL Draft Day Lottery. Each team will be represented once in the lottery and names will be pulled one-by-one to determine the draft order (10th to 1st). The 2005 draft will be a complete "serpentine" – Round 1 will be 1st to 10th, Round 2 will be 10th to 1st, Round 3 will be 1st to 10th, etc. The draft will be 18 rounds.
5. The following list shows the **minimum** and **maximum** numbers permitted to be DRAFTED at each position :

Position	Minimum	Maximum
Quarterbacks	1	4
Running Backs	2	8
Wide Receivers	2	8
Tight Ends	1	4
Kickers	1	4
Offenses	1	4
Defenses/Special Teams	1	4

Note: Each team must have a complete starting lineup after the draft is complete.

6. Player positions listed in *Fantasy Football Index* magazine 2005 are the positions players must be drafted and played. Positions for players with multiple listings must be declared when the draft pick is selected.
7. By 8:00 PM Sunday August 28th, all teams must cut down to the maximum number of active players (18).
8. A 1 dollar fee will be assessed per every player/pick involved in a trade from 6:00PM Friday August 27th through the BFFL season. NO draft picks may be traded during the season – only on Draft Day. **All trades MUST involve an equal number of players/picks for each side (i.e. 2 for 2). All trades following Draft Day must be processed online via the league website.** Even if the parties involved choose to negotiate via e-mail or phone, one of the parties must make a trade proposal to the other party via their Team Control Panel on the website. The second party then must use the website to accept/reject/counter the trade. All trades will be processed as-is – the commissioner has no veto rights on trade.

9. A 5 dollar fee will be assessed for any roster pick-up during the season. **All pickups will be processed online via the BFFL website.** In order to make a pickup request, an active player from the roster must be placed on the “chopblock” first. For most weeks, there will be two types of pickup sessions: one Waiver Wire (WW) and one First Come First Serve (FCFS). The WW pickup session mimics the old BFFL pickup system, and it will generally fire at 10PM every Thursday night (Wednesday night for weeks with Thursday games). At 1AM the day following the WW pickup session, a FCFS session will start and run through Saturday 10PM. During a FCFS session, pickups are processed immediately in real-time, like WW pickups requiring an active player from the roster to be placed on the “chopblock” first.
10. **There is no IR or PR for the league.** It is up to the team owner to decide whether he/she wants to keep an injured player on the active roster.
11. Rosters become frozen for the season at 11:00 AM Thursday, November 24th (prior to start of Week 12 games). These will become the play-off rosters and may consist of 18 or fewer active players.
12. Absolutely no trades will be allowed after the trade deadline! Rosters are frozen at the trade deadline (see item 11) until after Week 17 NFL games.
13. Play consists of 14 weeks of head-to-head competition followed by 2 weeks of play-offs. The championship will be held during Week 16 of the NFL season. The two division winners automatically advance to the play-offs, followed by the two wild-card teams (the two best-record, non-division-winning teams).

The first play-off week (Week 15) has the division-winner with the best record at home versus the wild card with the worst record. The other division-winner is at home versus the wild card with the best record. The two winners advance to the championship in Week 16, while the Week 15 losers play for 3rd and 4th place on the prize list.

Prize Pot Breakdown:

Champion: 50%
 Runner-Up: 25%
 3rd Place: 15%
 4th Place: 10%

14. A starting lineup must be submitted each week consisting of:
 - 1 Quarterback
 - 2 Running Backs
 - 2 Wide Receivers
 - 1 Tight End
 - 1 Kicker
 - 1 Offense
 - 1 Defense/Special Team

If you are not able to start a complete lineup due to injury or bye week, a score of zero (0) will be assigned to that roster position(s).

15. All lineup submissions are submitted online via the league website and are due one (1) hour prior to the week's first NFL game start time. Watch out for those Thursday games! If you experience problems with submitting a lineup, please contact the league office and your opponent via e-mail/phone to submit your lineup. By default, the commissioner will have the rights to submit lineups on your behalf.

16. The following is the tiebreaking scheme for the playoffs:

Division Winners:

- a) Overall record
- b) Record against other teams in the tie (head-to-head record)
- c) Division record (division tiebreakers only)
- d) Record versus common opponents
- e) Strength of victory (combined win % of defeated opponents)
- f) Strength of schedule (combined win % of opponents from previous season)
- f) Combined points rank (Pts For rank plus Pts Con rank)

Wildcards:

- a) Overall record
- b) Division best (ties within division shall be broken first)
- b) Record against other teams in the tie (head-to-head record)
- c) Record versus common opponents
- d) Strength of victory (combined win % of defeated opponents)
- e) Strength of schedule (combined win % of opponents from previous season)
- f) Combined points rank (Pts For rank plus Pts Con rank)

17. Ties stand in the regular season. For play-off games, owners submit "Sudden Death" lineups consisting of 5 non-starters (in order of preference), and should the teams tie, these lineups are compared one at a time. The next tiebreaker is total offensive yardage of the 6 starting field players, then total distance of all scores. If the tie still stands, the home team advances.

18. The league has a website which will be updated weekly by the commissioner. Check this website for information such as weekly lineups, trades and roster moves, league news, preliminary weekly scores, and final weekly scores and standings. Also available are final standings, rosters, and records for past seasons dating to 1994, as well as a host of other interesting reports. See the website address in the footer of this document.

2005 BFFL Scoring Rules

All Position Players

Touchdown/Pass Reception: 01-10 Yds	3 Pts	Rushing Two-Point Conversion	1 Pt
Touchdown/Pass Reception: 11-20 Yds	4 Pts	Receiving Two-Point Conversion	1 Pt
Touchdown/Pass Reception: 21-40 Yds	5 Pts	Passing Two-Point Conversion	1 Pt
Touchdown/Pass Reception: 41+ Yds	6 Pts	300-349 Yds Passing	2 Pts
Touchdown Rushing: 01-05 Yds	3 Pts	350-399 Yds Passing	3 Pts
Touchdown Rushing: 06-10 Yds	4 Pts	400+ Yds Passing	4 Pts
Touchdown Rushing: 11-20 Yds	5 Pts	Interception	-1 Pt
Touchdown Rushing: 21+ Yds	6 Pts	100-149 Yds Rushing	1 Pt
Field Goal: 01-40 Yds	2 Pts	150+ Yds Rushing	2 Pt
Field Goal: 41-50 Yds	3 Pts	100-149 Yds Receiving (no TE)	1 Pt
Field Goal: 51+ Yds	4 Pts	150+ Yds Receiving (no TE)	2 Pt
Extra Point	1 Pt	75-99 Yds Receiving (TE)	1 Pt
		100+ Yds Receiving (TE)	2 Pt

Quarterbacks, Running Backs, Wide Receivers, & Kickers

100-149 Combined Yds Rushing & Receiving	2 Pts
150-200 Combined Yds Rushing & Receiving	3 Pts
200+ Combined Yds Rushing & Receiving	4 Pts
7-9 Receptions	2 Pts
10+ Receptions	3 Pts

Tight Ends

75-99 Combined Yds Rushing & Receiving	2 Pts
100-124 Combined Yds Rushing & Receiving	3 Pts
125+ Combined Yds Rushing & Receiving	4 Pts
5-7 Receptions	2 Pts
8+ Receptions	3 Pts

Defense / Special Teams

Defensive Touchdown	4 Pts
Kickoff or Punt Returned for Touchdown	4 Pts
Safety	2 Pts
Each Sack	1 Pt
Each Takeaway (Interception or Fumble Recovery)	1 Pt
Points Against: 0 (Shutout)	10 Pts
Points Against: 1-9	6 Pts
Points Against: 10-19	3 Pts
Points Against: 20-29	0 Pts
Points Against: 30-39	-3 Pts
Points Against: 40+	-6 Pts

Offensive Line

Team Rushing 150-199 Yds	2 Pts
Team Rushing 200+ Yds	4 Pts
2 Sacks Allowed	1 Pt
1 Sack Allowed	2 Pts
0 Sacks Allowed	3 Pts
16-20 First Downs	1 Pts
21-25 First Downs	2 Pts
26+ First Downs	3 Pts

