

1997 TFFL Rules

ROSTERS - Rosters shall consist of fourteen (14) players and two (2) defenses. No limitations on number of players in each category (QB, RB, WR/TE, K).

ROSTER CHANGES - Rosters are frozen immediately after turning in your line-up for the week, (or at noon Friday) and remain frozen until 8:00 am the following Monday. Trades may be reported anytime from 8:00 am Monday until noon of that week's cutoff date. The following schedule will be observed for roster changes involving free agents (unclaimed players) based on a team's position in the point standings as of 8:00 am Tuesday.

8th place - 8:00 am Tuesday until noon Friday
7th place - Noon Tuesday until noon Friday
6th place - 3:00 pm Tuesday until noon Friday
5th place - 8:00 am Wednesday until noon Friday
4th place - Noon Wednesday until noon Friday
3rd place - 3:00 pm Wednesday until noon Friday
2nd place - 8:00 am Thursday until noon Friday
*1st place - Noon Thursday until noon Friday

*On week's with Thursday games, 1st place can add free agents starting at 8:00 am Thursday.

Trades and roster changes must be made by contacting the Commissioner at 515-1516. If he's not there, leave a message.

STARTING LINEUPS - Starting lineups will consist of 1 quarterback, 2 running backs, 3 receivers/tight ends, 1 kicker and 1 defense. **All rosters must be in (or on voice mail) by noon Friday.*** This deadline will be enforced so lineups can be posted and distributed. That way, other folks will know the commissioner's lineup, and can have him knocked off if he tries to cheat. If you miss the deadline for submitting your starters, the previous week's lineup will be used (even players you may not own anymore, or who are hurt, or are sitting out, or who really suck).

*On weeks that have Thursday games, you must notify the commissioner if you have any players participating in the Thursday game. The deadline for Thursday players is Thursday at 5:00 p.m. If you haven't contacted the commissioner by Thursday at 5:00 p.m., you cannot use those players that week. Players playing in the Thursday game count towards

Pass 1-9	5 pts	Extra Point	2 pts
Pass 10-39	7 pts	Defensive TD	10 pts
Pass 40 plus	10 pts	Defensive safety	5 pts
Run 1-4	5 pts	Conversion pass	3 pts
Run 5-9	7 pts	Conversion catch	3 pts
Run 10-39	9 pts	Conversion run	3 pts
Run 40 plus	12 pts	Field Goal 1-30	4 pts
Catch 1-9	7 pts	Field Goal 31-45	6 pts
Catch 10-39	9 pts	Field Goal 46 plus	9 pts
Catch 40 plus	12 pts		

ADDITIONAL SCORING - If you have a player return a punt or kickoff for a touchdown, score that as a run. In other words, a 38-yd punt return (for a TD, of course) is worth 9 pts, and a 95-yd kickoff return is worth 12 pts, if they score. A player who returns a fumble or interception for a touchdown (say, oh, you are playing Deion Sanders as a wide receiver and he also happens to play defensive back), you would score it as a run (fumble), or catch (interception) with the appropriate yardage value, AND the defense would also score the 10 pts for a defensive TD. So, for instance, if

Team A is playing Deion as a wide receiver and Team B has the Dallas defense, and the neon wonder runs back an interception 35 yards for a touchdown, Team A would get 9 pts for the "catch" and Team B would get the 10 pts for the defensive touchdown. Hey, if you have both the player and the defensive, you'll be the envy of your friends.

TRADES - Trades are permitted until noon of the FRIDAY BEFORE THE 14TH WEEK OF THE SEASON. Players can only be waived or signed as free agents after the 14th week. Trades are for players only, and may not involve future draft picks, cash, beads, trinkets or beaver pelts.

INJURIES - There is no injured reserve. Bench 'em, waive 'em or trade 'em. Those are the choices. Weekly reports will indicate new roster additions, and owners may inquire about waived players starting each Monday at 8:00 am.

THE DRAFT - The player draft is done in reverse order of the previous year's finish in the point standings. Eighth place drafts first, seventh second, etc. New owners draft last. draft order is reversed on even rounds, i.e. round one's draft order is 8 through 1, then rounds two's order is 1-8. Each owner has 2 minutes to make a selection. Failure to pick within 2 minutes results in being severely heckled and skipped and returned to after the next pick has been completed.

HOW IT ALL WORKS - Franchises are purchased for \$10.00 which is due prior to the first NFL regular season game. The money will be awarded at the end of the season with 50% going to the overall points winner, 30% going to the playoff winner, and 20% going to the second-place finisher in the overall point standings.

Week-to-Week: The week's points winner will collect 5 cents per point for the point differential from the remaining owners' scores. For instance. Team A wins the week with 70 points. Team B finishes second with 65. Team C has 50, and so on. Team B owes Team A 25 cents (5 cents x 5 points). Team C owes Team A \$1.00 (5 cents x 20 points). The commissioner will compile each week's scores and post the winning team, and their winnings. Owners can query the commissioner as to their degree of destitution. Only the commissioner will know each team's profit/loss status unless some extremely anal person keeps up with it on their own.

Head-to-Head: A head-to-head competition will take place during the first 14 weeks of the NFL season, with each owner facing every other team twice in a round-robin style. The owner who has the most points in the head-to-head match-up will win 50 cents from their opponent. This will be added to each team's profit/loss record. The results of this 14-week "regular season" will determine the seeding for the playoffs, which will be a single-elimination playoff during the last three weeks of the NFL regular season. No 50-cent head-to-head payouts will take place during the playoffs, **but the week-to-week points payout continues through week 17.**

Week-to-Week and Head-to-Head payouts will be settled at season's end.

In the event of a tie record during the regular season, the team with the better head-to-head record will get the higher seed in the playoffs. If the teams split their two games in the regular season, the team with the most points will be seeded higher. If they have the same point total, we'll flip a damn coin.

In the event of a tie in the playoffs, the back-up kicker will be used as a tie-breaker. Therefore, each team must have a designated back-up kicker going into week 15, the first week of the playoffs. Thereafter, each team still alive in the playoffs must have a designated back-up kicker as long as they are still in contention. Scrub teams who lose in the first two rounds can have just one kicker if they like. If the back-up kickers tie (and darn them if they do) also, the one with the longest field goal will win. If that don't work, we'll whip out another coin.

THE COMMISSIONER - A TFFL commissioner shall be elected by a majority vote of the owners to a one-year term beginning at the conclusion of the closing banquet and terminating at the following year's closing banquet. The commissioner shall keep all records and statistics and stuff so we know who wins what, and shall also compile other types of information as directed by a majority vote of the owners. The commissioner shall be empowered to arbitrate disputes, provide interpretations and make league rulings ONLY in the event such differences cannot be decided by a majority vote of the owners. As compensation, the commissioner shall be awarded free food and beer at the draft and closing banquet.