



2009 MODEL SHOP NASCAR LEAGUE

How to join:

- 1) Go to the Yahoo! Racing homepage, sign up for a Yahoo! ID if you don't already have one, and create a team: <http://racing.fantasysports.yahoo.com/auto>
- 2) Stay anonymous if you prefer– you don't need to use your real info – you just need to be over 18!
- 3) Once you have created a team, join our private group using the group number and password from your invitation email.
- 4) **IMPORTANT** – if I don't have your email address, or if you would like me to use a different email address for League communications, you must send it to me. I will not approve your registration in the League without having your email address! It will not be shared with anyone.
- 5) Read over the Yahoo! rules, as well as my summary below. Ask any questions via email (private to me) or on the League message board at the Model Shop League Yahoo! page (seen by all members).

Model Shop NASCAR League Rules:

- 1) Yahoo! makes the official rules, and keeps the official scoring.
- 2) All employees of the Model Shop and their friends and family may join, providing a Model Shop employee "sponsors" anyone not known to the Commissioner.
- 3) Payment of \$5. due ASAP after season start. Sponsoring members are responsible to get payment to me from anyone they sponsor. Anyone not paid by the July Daytona race will be dropped from the League.
- 4) As League Commissioner, I create a private Yahoo! League for us to use, and resolve any disputes.
- 5) The "old" League website at:

<http://www.geocities.com/modelshopleague>

will be available for help in joining and learning to play, but the Yahoo! site is where you will actually play – bookmark it now!

How to play - Summary of Yahoo! rules (see the official rules at the Yahoo! site):

- 1) Pick 8 drivers for each race - 2 from Group 'A', 4 from Group 'B', and 2 from Group 'C'. You can pick completely different drivers for each race, or use some or all of the same. If you don't make any picks for a new race, your picks from the previous week will carry over. These drivers go in as "Starters" or on "The Bench".
- 2) The deadline to pick your 8 drivers for the week is 5:00 AM Eastern time on the morning of qualifying day. Qualifying day is usually on Friday, but not always - so best to get this done by mid-week. No one else in the League can see your picks until after the deadline, including the Commissioner.
- 3) Any of these 8 drivers can then earn qualifying bonus points - 10 for 1st, 5 for 2nd, 3 for 3rd, 1 for 4th.
- 4) After qualifying is complete, and up to 5 minutes before the scheduled start of the race, you can switch drivers from "The Bench" to Starters", and vice-versa. So you get to see how (or if) your drivers qualify, before you lock them in for the race.
- 5) The 4 "Starter" drivers (and only these 4) earn points for the race - 90 for 1st, 88 for 2nd, 86 for 3rd, and so on, with each position on back worth 2 less. Bonus points can also be earned by these 4 drivers - 10 for leading a lap, and 10 for leading the most laps.
- 6) You can only use any one driver 9 times maximum per year. This means "Starters" – if a driver was on "The Bench", that is not counted as a use – even if they earned qualifying points.