

Marlborough Fantasy Football League

2007 League Rules

Draft Day:

Sunday, August 26th, 2007 2:00 PM

Location:

Wynn's Creekside Inn, Perkiomenville, PA

The following rules are based on a league with 10 teams. At the end of the rules are updated sections for leagues with 12, 14 and 16 teams.

Format:

Standard serpentine draft. Each team must draft a minimum of the following:

- 1 – QB
- 2 – RB
- 3 – WR
- 1 – TE
- 1 – K
- 1 – Team Defense / Special Teams
- 1 – UT (RB, WR or TE)

We will start the draft with each fantasy team name in a hat. We will select a team from the hat and that team will select their draft position. We will continue to pick teams from the hat until all teams have been selected and have draft positions.

The draft will consist of 20 rounds as follows:

Rounds 1,3,5,7,9,11,13,15,17,19 – Draft position 1 to Draft position 10

Rounds 2,4,6,8,10,12,14,16,18,20 – Draft position 10 to Draft position 1

Any player is eligible to draft.

Scoring:

Offensive Categories:

Touchdown, Passing	4 pts.
Touchdown, Rushing	6 pts.
Touchdown, Receiving	6 pts.
2 pt. conversion, Passing	2 pts.
2 pt. conversion, Rushing	2 pts.
2 pt. conversion, Receiving	2 pts.
Field Goal, 1-40 yards	3 pts.
Field Goal, 41-49 yards	4 pts.
Field Goal, 50-99 yards	5 pts.

Missed Field Goal, 1-40 yards	-1 pt.
Point After Touchdown (PAT)	1 pt.
Missed Point After Touchdown (PAT)	-1 pt.
Passing Yards	1 pt. per 20 yards
Rushing Yards	1 pt. per 10 yards
Receiving Yards	1 pt. per 15 yards
Receptions	1 pt. per 2 receptions
Fumble Lost	-1 pt.
Interception	-1 pt.

Team Defense / Special Teams Scoring:

Defense / Special Team Touchdown	6 pts.
Safety	2 pts.
Interception	2 pts.
Fumble Recovery	2 pts.
Sack	1 pt.
0 points allowed	10 pts.
3 – 6 points allowed	8 pts.
7 – 13 points allowed	6 pts.
14 – 20 points allowed	4 pts.
21 – 27 points allowed	2 pts.
28 and over points allowed	0 pts.

Head to Head Scoring:

Each team will be placed in a division based on draft position.

Green Lane Division: Teams 1,3,5,7,9
 Sumneytown Division: Teams 2,4,6,8,10

Each team will play 2 games against teams in their division and 1 game against teams in the other division. Each team will play one game each week. The team accumulating the most points, using the above scoring system, in each game will be awarded a win (W); the opposing team will be given a loss (L). If both teams accumulate the same amount of points, each team will receive a tie (T)

Each team will not be required to set rosters each week. Your total points scored each week will be based on your best performers from that week from your 20 player roster. Your best performers from the following positions will be used: 1-QB, 2-RB, 3-WR, 1-TE, 1-K, 1-DEF/ST and 1-UT (RB, WR or TE)

Head to Head games will begin in week 1 of the NFL season and run through week 13. After week 13, playoff teams and seeds will be determined based on standings.

Tie breakers in standards are as follows:

- ↳ Wins
- ↳ Head to Head
- ↳ Division Wins
- ↳ Total points scored in season
- ↳ Total points scored against division opponents

Playoffs:

Playoffs begin week 14 and run through week 16. The following teams will make the playoffs:

- ↳ Each Division Champion
- ↳ 2nd and 3rd place in each division

Playoff Ties:

If a playoff game is tied, the winner will be determined by adding a second Utility Player to the total score. The Utility Player must be a RB, WR or TE. If teams are still tied, a second Utility Player will be added. This continues until the tie is broken.

Replacement Selections – Add / Drop

You may drop a player on your roster to add a free agent that has not been selected. The player you drop becomes a free agent and can be selected by another team. Your roster must always complete your minimum roster requirements of: 1-QB, 2-RB, 3-WR, 1-TE, 1-K, 1DEF/ST, 1-UT.

Each week, starting at 6:00 am on Tuesday following the Monday night game(s), each team is entitled to drop one player and add another. A transaction fee applies. From 6:00 am Tuesday until 6:00 am Wednesday morning, all add / drops should be submitted to the statistician. The statistician will not open any emails until 6:00 am Wednesday morning. Add's are awarded based on standings. For example, if the second place team and the last place team select the same player, the player is awarded to the last place team. The standings are based on the entire league. For example, if a second place team in the Green Lane Division has a record of 3-4, and a third place team in the Sumneytown Division has a record of 4-3, the 3-4 team is awarded the player. A tie in the standings will result in a tie breaker. This is based on total accumulated points for the season. If there is still a tie, a coin toss will be used. After 6:00 am on Wednesday morning, all add / drop's are recorded on a first come, first serve basis. There is no limit to the number of add / drop's from Wednesday 6:00 am until the end of the add / drop period (add / drop periods listed below). Please list more than one player you would like to add in case a lower standing team sends in the same selection. If you have a player on your roster that is placed on injured reserve (IR), you can make a selection at anytime during the add / drop period. Please add in the subject line of your email that the selection is for a player on IR. This selection will be first come-first served, even

during the 25 hour period between Tuesday and Wednesday morning, but will count as your one selection permitted during that time period. IR replacement transactions will be free. All add / drop's will be submitted via email to sdanasko@comcast.net. In the event that two or more teams have selected the same player, and both have the same time stamp, the team that is lower in the standings will be awarded the player. If a tie exists in the standings, total accumulated points for the season will be used. If still tied, a coin toss will be used to determine which team is awarded the player. A list of all transaction will posted at www.geocities.com/shotelstats/mfflhome.

All add / drop's must be approved by the head commissioner. In other words, the dropped player must make sense to drop.

Add / Drop Specific Times and Dates:

Prior to Week 1 No add / drop's permitted except for the following:
If you have a player placed on IR, PUP or cut.

Prior to Week 2 Tuesday 9/11 6:00 am to Saturday 9/15 midnight

Prior to Week 3 Tuesday 9/18 6:00 am to Saturday 9/22 midnight

Prior to Week 4 Tuesday 9/25 6:00 am to Saturday 9/29 midnight

Prior to Week 5 Tuesday 10/2 6:00 am to Saturday 10/6 midnight

Prior to Week 6 Tuesday 10/9 6:00 am to Saturday 10/13 midnight

Prior to Week 7 Tuesday 10/16 6:00 am to Saturday 10/20 midnight

Prior to Week 8 Tuesday 10/23 6:00 am to Saturday 10/27 midnight

Prior to Week 9 Tuesday 10/30 6:00 am to Saturday 11/3 midnight

Prior to Week 10 Tuesday 11/6 6:00 am to Saturday 11/10 midnight

Prior to Week 11 Tuesday 11/13 6:00 am to Saturday 11/17 midnight

Prior to Week 12 Tuesday 11/21 6:00 am to Thursday 11/23 noon

Prior to Week 13 Tuesday 11/27 6:00 am to Thursday 11/30 noon

No add / drop's after Week 13

The player that is dropped from a team is not available for pickup (add) until the following week. For example, Team A drops player XYZ prior to week 6. No other team is eligible to select player XYZ until the new add / drop period begins for Week 7.

Every add / drop will cost the franchise 5 dollars, unless the player dropped was placed on IR

Trades:

Teams are free to trade with one another after week 3 and prior to week 13. There are no restrictions on the number of players that can be traded, provided that all required positions are properly filled (1-QB, 2-RB, 3-WR, 1-TE, 1-K, 1-DEF/ST and 1-UT). Your roster has a maximum of 20 total players. If the trade is a 3 for 2, the team receiving the 3 must drop a player to the free agent market to complete the trade. The trade must be approved by a majority of commissioners, and each trade must improve each team.

Trading Costs – 5 dollars per player received.

Winnings:

- ↳ Marlborough Bowl Champion – 45% of pot
- ↳ 2nd Place – 30% of pot
- ↳ 3rd Place – 15% of pot
- ↳ 4th Place – 10% of pot

Reports:

Reports are available every day, anytime on CBS Sportsline – www.cbssportsline.com.

Once the draft is completed, the statistician will set up all teams on the CBS Sportsline website and all owners will be notified via email to register and set up user names and passwords.

Remember, the statistician will need to back date transactions and the final scores for each week will be finalized Tuesday mornings.

Transactions will also be posted on the league website: www.geocities.com/shotelstats/mfflhome

Commissioners:

Head Commissioner: Steve Danasko

Trade Commissioners: Bill DeLany, Doug Schickling

If a trade involves a commissioner, the Head Commissioner will designate an alternate commissioner to evaluate the trade.

Statistician: Steve Danasko

Entry Fee:

Entry fee is 75 dollars per franchise. All entry fees must be paid in full on draft day. Add / drop transaction fees and trade transaction fees must be paid in full by the end of week 15. The statistician will notify each team what is due. I am waiving the statistician fee again for year #3.

CBS Sportsline website fee:

The fee to use the CBS Sportsline website is \$149. This will be deducted from the pot prior to any winnings paid out.

League Schedule:

Green Lane Division: Teams 1,3,5,7,9

Sumneytown Division: Teams 2,4,6,8,10

Week 1	1v3	5v2	7v9	4v8	6v10
Week 2	3v9	5v1	4v7	6v2	10v8
Week 3	1v7	3v10	9v5	2v4	6v8
Week 4	7v3	9v1	4v6	8v2	10v5
Week 5	1v2	3v4	5v6	7v8	9v10
Week 6	2v9	4v1	6v3	8v5	10v7
Week 7	5v3	9v7	2v8	4v10	6v1
Week 8	1v8	3v7	5v9	6v4	10v2
Week 9	1v10	3v8	5v4	7v2	9v6
Week 10	1v9	5v7	2v3	8v4	10v6
Week 11	3v5	7v1	9v4	2v10	6v8
Week 12	1v5	7v6	9v3	4v2	8v10
Week 13	1v3	5v7	2v6	8v9	10v4

Week 14 Green Lane seeds 2v4, Sumneytown seeds 2v3
7th Place Game – Overall seed 7v8
9th Place Game – Overall seed 9v10
Byes – Green Lane seed 1, Sumneytown seed 1

Week 15 Green Lane seed 1 v winner Green Lane seeds 2v3
Sumneytown seed 1 v winner Sumneytown seeds 2v3
5th Place Game – Green Lane eliminated v Sumneytown eliminated

Week 16 Marlborough Bowl – Green Lane Champ v Sumneytown Champ
3rd Place Game – Green Lane eliminated v Sumneytown eliminated

League Rules – 12 teams

All rules exactly the same except divisions and schedule.

Format:

The draft will consist of 20 rounds as follows:

Rounds 1,3,5,7,9,11,13,15,17,19 – Draft position 1 to Draft position 12

Rounds 2,4,6,8,10,12,14,16,18,20 – Draft position 12 to Draft position 1

League Divisions:

Green Lane Conference:

North Division: Teams 1,5,9

South Division: Teams 2,6,10

Sumneytown Conference:

East Division: Teams 3,7,11

West Division: Teams 4,8,12

Playoffs:

Playoffs will begin on week 14 and run through week 16. The following teams make the playoffs:

- ↳ Each Division Champion
- ↳ One Wildcard from each conference

Tie breakers in standings will be as follows:

Division Ties:

- ↳ Wins
- ↳ Head to Head
- ↳ Division Wins
- ↳ Total points scored in season
- ↳ Total points scored against division opponents

Conference Ties:

- ↳ Wins
- ↳ Head to Head
- ↳ Conference Wins
- ↳ Total points scored in season
- ↳ Total points scored against conference opponents.

Winnings:

- ↳ Marlborough Bowl Champion – 40% of pot
- ↳ 2nd Place – 30% of pot
- ↳ 3rd Place – 15% of pot
- ↳ 4th Place – 10% of pot
- ↳ 5th Place – 5% of pot

League Schedule:

Week 1	1v5	9v10	2v6	3v7	4v8	11v12
Week 2	1v9	5v6	2v10	3v11	7v8	4v12
Week 3	5v9	1v2	6v10	7v11	3v4	8v12
Week 4	1v6	5v10	9v2	3v8	7v12	11v4
Week 5	1v10	5v2	9v6	3v12	7v4	11v8
Week 6	1v3	5v7	9v11	2v4	6v8	10v12
Week 7	1v7	5v11	9v3	2v8	6v12	10v4
Week 8	1v11	5v3	9v7	2v12	6v4	10v8
Week 9	1v8	5v12	9v4	2v7	6v11	3v10
Week 10	1v12	5v4	9v8	2v11	6v3	10v7
Week 11	1v5	9v12	2v6	3v7	4v8	10v11
Week 12	1v9	5v8	2v10	6v7	3v11	4v12
Week 13	5v9	1v4	6v10	2v3	7v11	8v12

Week 14 Green Lane Division Champ seed 2 v Green Lane Conference Wildcard seed 3
Sumneytown Division Champ seed 2 v Sumneytown Conference Wildcard seed 3
7th Place Game – Overall seed 7v8
9th Place Game – Overall seed 9v10
11th Place Game – Overall seed 11v12
Byes – Green Lane seed 1, Sumneytown seed 1

Week 15 Green Lane Conference seed 1 v winner Green Lane seeds 2v3
Sumneytown Conference seed 1 v winner Sumneytown seeds 2v3
5th Place Game – Green Lane eliminated v Sumneytown eliminated

Week 16 Marlborough Bowl – Green Lane Champ v Sumneytown Champ
3rd Place Game – Green Lane eliminated v Sumneytown eliminated

League Rules – 14 teams

All rules exactly the same except the following:

Players Drafted:

We will draft 18 total players, 9 of which will be players. Each team must draft a minimum of the following:

- 1 – QB
- 2 – RB
- 2 – WR
- 1 – TE
- 1 – K
- 1 – Team Defense / Special Teams
- 1 – UT (RB, WR or TE)

The draft will consist of 18 rounds as follows:

Rounds 1,3,5,7,9,11,13,15,17 – Draft position 1 to Draft position 14

Rounds 2,4,6,8,10,12,14,16,18 – Draft position 14 to Draft position 1

Head to Head Scoring:

There will be no divisions; each team will play every team once.

Playoffs:

Playoffs will begin on week 14 and run through week 16. The following teams make the playoffs:

- ↳ Top 6 teams in standings.

Tie breakers in standings will be as follows:

- ↳ Wins
- ↳ Head to Head
- ↳ Total points scored in season
- ↳ Record vs. playoff teams

Winnings:

- ↳ Marlborough Bowl Champion – 35% of pot
- ↳ 2nd Place – 27% of pot
- ↳ 3rd Place – 15% of pot
- ↳ 4th Place – 11% of pot
- ↳ 5th Place – 7% of pot
- ↳ 6th Place – 5% of pot

League Schedule:

Week 1	1v2	3v13	4v12	5v11	6v10	7v9	8v14
Week 2	1v3	2v14	4v13	5v12	6v11	7v10	8v9
Week 3	1v4	2v3	5v13	6v12	7v11	8v10	9v14
Week 4	1v5	2v4	3v14	6v13	7v12	8v11	9v10
Week 5	1v6	2v5	3v4	7v13	8v12	9v11	10v14
Week 6	1v7	2v6	3v5	4v14	8v13	9v12	10v11
Week 7	1v8	2v7	3v6	4v5	9v13	10v12	11v14
Week 8	1v9	2v8	3v7	4v6	5v14	10v13	12v11
Week 9	1v10	2v9	3v8	4v7	5v6	11v13	12v14
Week 10	1v11	2v10	3v9	4v8	5v7	6v14	12v13
Week 11	1v12	2v11	3v10	4v9	5v8	6v7	13v14
Week 12	1v13	2v12	3v11	4v10	5v9	6v8	7v14
Week 13	1v14	2v13	3v12	4v11	5v10	6v9	7v8

Week 14 Seed 3 v Seed 6, Seed 4 v Seed 5
7th Place Game – Seed 7 v Seed 8
8th Place Game – Seed 9 v Seed 10
11th Place Game – Seed 11 v Seed 12
13th Place Game – Seed 13 v Seed 14
Bye – Seed 1 and Seed 2

Week 15 Seed 1 v Lowest remaining seed, Seed 2 v Highest remaining seed
5th Place Game – eliminated 1 v eliminated 2

Week 16 Marlborough Bowl – Winners from Week 15
3rd Place Game – eliminated 1 v eliminated 2 from week 15

League Rules – 16 teams

All rules exactly the same except the following:

Players Drafted:

We will draft 18 total players, 9 of which will be players. Each team must draft a minimum of the following:

- 1 – QB
- 2 – RB
- 2 – WR
- 1 – TE
- 1 – K
- 1 – Team Defense / Special Teams

The draft will consist of 16 rounds as follows:

Rounds 1,3,5,7,9,11,13,15 – Draft position 1 to Draft position 16

Rounds 2,4,6,8,10,12,14,16 – Draft position 16 to Draft position 1

League Divisions:

Green Lane Conference:

North Division: Teams 1,5,9,13

South Division: Teams 2,6,10,14

Sumneytown Conference:

East Division: Teams 3,7,11,15

West Division: Teams 4,8,12,16

Each team will play 2 games vs. division teams

Each team will play 1 game vs. other division in conference

Each team will play 1 game vs. 1 team in each division of other conference (2 games).

The regular season will be 12 weeks.

Playoffs:

Playoffs will begin in week 13 and run through week 16. The following teams make the playoffs:

- ↳ Each Division Champion
- ↳ Three Wildcard teams from each conference

Tie breakers in standings will be as follows:

Division Ties:

- ↳ Wins
- ↳ Head to Head
- ↳ Division Wins
- ↳ Total points scored in season
- ↳ Total points scored against division opponents

Conference Ties:

- ↳ Wins
- ↳ Head to Head
- ↳ Conference Wins
- ↳ Total points scored in season
- ↳ Total points scored against conference opponents

Add / Drop Specific Times and Dates:

No add / drop's after week 12

Trades:

Teams are free to trade with on another after week 3 and prior to week 12,

Winnings:

- ↳ Marlborough Bowl Champion – 30% of pot
- ↳ 2nd Place – 20% of pot
- ↳ 3rd Place – 15% of pot
- ↳ 4th Place – 12.5% of pot
- ↳ 5th Place – 10% of pot
- ↳ 6th Place – 7.5% of pot
- ↳ 7th Place – 5% of pot

League Schedule:

Week 1	1v5	9v13	2v6	10v14	3v7	11v15	4v8	12v16
Week 2	1v9	5v13	2v10	6v14	3v11	7v15	4v12	8v16
Week 3	1v13	5v9	2v14	6v10	3v15	7v11	4v16	8v12
Week 4	1v2	5v6	9v10	13v14	3v4	7v8	11v12	15v16
Week 5	1v6	5v10	9v14	13v2	3v8	7v12	11v16	15v4
Week 6	1v10	5v14	9v2	13v6	3v12	7v16	11v4	15v8
Week 7	1v14	5v2	9v6	13v10	3v16	7v4	11v8	15v12
Week 8	1v3	2v4	5v7	6v8	9v11	10v12	13v15	14v16
Week 9	1v4	2v3	5v8	6v7	9v12	10v11	13v16	14v15
Week 10	1v5	9v13	2v6	10v14	3v7	11v15	4v8	12v16
Week 11	1v9	5v13	2v10	6v14	3v11	7v15	4v12	8v16
Week 12	1v13	5v9	2v14	6v10	3v15	7v11	4v16	8v12

Week 13 Green Lane Division Winner Seed 2 v Green Lane Seed 5
Green Lane Seed 3 v Green Lane Seed 4
Sumneytown Division Winner Seed 2 v Sumneytown Seed 5
Sumneytown Seed 3 v Sumneytown Seed 4
9th Place Game – Seed 9 v Seed 10
11th Place Game – Seed 11 v Seed 12
13th Place Game – Seed 13 v Seed 14
15th Place Game – Seed 15 v Seed 16
Bye – Green Lane Conference Seed 1 and Sumneytown Conference Seed 1

Week 14 Green Lane Conference Seed 1 v Green Lane lowest remaining Seed
Green Lane Seed 2 v Green Lane Seed 3
Sumneytown Conference Seed 1 v Sumneytown lowest remaining Seed
Sumneytown Seed 2 v Sumneytown Seed 3
X – Green Lane eliminated 1 v Green Lane eliminated 2
Y – Sumneytown eliminated 1 v Sumneytown eliminated 2

Week 15 Green Lane winner 1 v Green Lane winner 2
Sumneytown winner 1 v Sumneytown winner 2
5th Place Game – Green Lane winner (x game) v Sumneytown winner (y game)
7th Place Game – Green Lane eliminated 1 (x game) Sumneytown winner (y game)

Week 16 Marlborough Bowl - Green Lane Conference Champ v Sumneytown Conference Champ
3rd Place Game – Green Lane Runner-up v Sumneytown Runner-up