

Fantasy Football 2007 Season Rules

The following list of rules is in no specific order.

* In the event of a problem occurring during the season that is not covered in this list, a vote will be taken by the owners not involved in the debate to determine the outcome.

* The entrance fee for the season is \$35 dollars. I must receive the money by the day of the draft. If I do not receive the money by the draft, you will still be able to play but I will not send you your opponent's roster or the results from each week until you pay. After the completion of the playoffs, I will mail first, second, third and fourth place their winnings. The payout system is described on the attached playoff bracket.

1. **FREE AGENTS:** The procedure for free agency is as follows:

Tuesday morning the website area "Free Agents" will be updated. The free agent selection order along with lists of available free agents by position will be listed. At that point everyone who wants to select a free agent for the week should e-mail me their top two players in your order of preference. I must receive these picks before 11:59 PM Thursday night. I will then assign the players based on the selection order and send out e-mails to the owners that have picked up a free agent. If you feel the need, send me 3 or 4 players that you would like in the order of preference you want them selected.

Free agents that are picked up can be used the same week they are picked up.

Only one free agent may be picked up a week.

There will be one free agent round starting the Wednesday following the draft.

2. TRADES:

In order for a trade to be finalized the following procedure needs to take place:

Once the owners have agreed on a trade, one of the owners will type up an e-mail listing the exact trade and send it to me. I will then send a official trade e-mail to one of the owners involved in the trade. At the bottom of the trade offer the owner should then type, "I (Your Name) agree to the above trade". The owner will then **forward** the e-mail to another owner involved in the trade and the process will continue until the last person involved in the trade has typed his name and agreement on the e-mail. The final person will then forward the e-mail back to me to complete the trade. I will then notify all the owners letting them know the trade went threw. Please make sure that when I send you the offer you **forward** it to the next owner. The reason for this is when you forward an e-mail it lists all the e-mail address's that have previously received the message and I consider those your signatures. This may seem a little extreme but this method prevents someone from sending me a trade that he may have felt was completed but the other owner feels he never agreed with or possibly agreed to something else. This way if you send me the e-mail I treat it as you signing the contract for a trade.

The trade / free agent deadline will be week 9.

You may use a traded player the same week that you trade for him.

All trades will be posted on the weekly report in the news section. If any owner wants to object a trade (IE: because they feel it is unfair, or two teams trying to stack one team), they should e-mail me the same week before 11:59 PM eastern time Friday to object the trade. If I receive two or more objections to the trade the owners disregarding the owner that filed the complaint and the teams involved in the trade, will take a vote to see if the trade will stand. If the trade is overruled then the trade will be reversed. If you have a trade being voted on you may use that player during the week that you acquired him unless all the votes are accumulated before Friday. The reason for this is for example say you have a big game coming up this week so you make a trade to help your team out. This prevents the person you are playing against from saying he thinks the trade is unfair so you can't use that player against him this week

You are aloud to trade draft picks during the draft. You are also aloud to trade draft picks for next year's draft. In the event that you trade for a draft pick for next years draft and that owner quits, then a extra pick will be added in the round that you traded for to still provide you with your draft pick.

* If you would like to post a trade on the website, let me know and I will post it for you. (IE: Texas is looking for a WR. Would anyone be interested in trading one?)

3. DRAFT:

The draft will be conducted using Fanball.com online draft software.

The draft will be 18 rounds in length. There will be a 3-minute time limit for each pick in each of the first 7 rounds. Each additional round will have a 2-minute time limit per pick. In the case that you do use the entire amount of time during your pick, there will be a time limit penalty as follows:

In the case that you exceeded your time limit the team (Lets call them B for this example) that is scheduled to pick next will begin their allotted time to select a player. If team B can submit their pick before you submit yours then they will be awarded the player and the procedure will start over again with the next team scheduled to pick. You may submit your pick at anytime, however any picks that are submitted after your time limit expires that are before your pick will be awarded to the team that selected the player. Please see the two examples below:

Example 1: It is the first round and Texas is picking 8. The time limit expires on Texas, so the pick now moves to Florida at the number 9 spot. Florida immediately submits their pick as Joe Montana. Florida is awarded Joe Montana, and it now becomes San Diego's pick. 1 minute into San Diego's pick Texas submits Barry Sanders as their pick from the #8 spot, they are awarded Barry Sanders, and the draft continues with San Diego still on the clock.

Example 2: Texas is picking 8 in round one, their time limit expires and it is now Florida's pick at #9, 2 minutes into Florida's pick Texas submits Bo Jackson as their pick, they are awarded Bo Jackson and Florida would continue on the clock with their selection.

Each owner will have one, two minute time out.

There will be a short break at the end of every round so that I may update the rosters before proceeding to the next round. During this time I would also suggest making any trade offers for the upcoming round. This way you won't need to burn a timeout trying to work out a trade during your pick.

* Each owner must draft a minimum of 2 QB's, 3 RB's, 3 WR's, 1 TE's, 1 K's, and 1 Def's which equals out to be 11 rounds. The additional 7 rounds are used to build up your roster. You can draft any player at any position at any time. You do not have to draft your minimum amount of players before filling up another position. For example say it's the 5th round and you still do not have a QB, but you know there are good receivers left. You may want to take another receiver to bulk up on and make a trade with someone for a QB who needs a receiver. In the event that you do not draft the minimum amount of players, the last player selected by your team will be cut, and you will have to select a free agent. You may trade draft picks.

You may overdraft your roster in a certain position, but the roster must be cut to the maxim levels before the start of the regular season.

4. ROSTERS

Your rosters must adhere to the following limits:

Limit	Min	Max
Quarterbacks	1	3
Running backs	2	5
Wide Receivers	2	5
Tight Ends	1	3
Kickers	1	3
Defense	1	3
Developmental	0	2
Total Players	8	24

If you are caring less then the maxim allowed players at a certain position then you are aloud to fill this spot with a free agent. You do not need to carry the maxim number of players at each position all the time. As long as you meat the minimum roster requirements then you are ok

Developmental Roster:

Before the start of the regular season, each owner will select up to two players from his roster to place onto his team's dev. roster spots. The selected player must be a rookie in the NFL or a sophomore with less then 8 regular season starts.

If a selected player remains on the developmental roster spot for the entire season, after the completion of the playoffs the owner will have the option to sign one of his dev. players to the following contract terms:

If the player is a rookie in the NFL, a one-year contract.

Meaning, as long as the player remains on the developmental roster for the entire year, you will have the option to keep this player for the length of the contract, along with your franchise player. However, if the player does not develop into a player worth keeping, you may release him.

In the event that you release both players, your team will be compensated with an extra draft pick in the 2005 draft. The extra pick will become the last pick in the appropriate round. In the case of two or more teams having an extra pick in the same round, the picks will follow the same order as the original first round draft order (before trades, etc.). The pick will be based on the sum of both rounds your dev. players were selected in, divided by two. For example,

Charles Rogers (rnd 12) + Carson Palmer (rnd 19) / 2 = 31 / 2 = 15.5
So your pick is in round 16 (the decimals will be rounded)

Rosters Continued:

In the event that you only have one player on your developmental roster and you decided to cut him, a round 20 draft pick will be added into the total when calculating your compensation pick. For example if you draft someone in round 14 and decide to cut them, your compensation pick will be in round 17 $(14 + 20)/2 = 17$

In the event that you remove a player from your developmental roster spot during the season, he will lose his rights, and will be considered a regular roster player. You will not be aloud to replace the player on your developmental roster with another player. In the event that you activate both players onto your regular roster, you will not be compensated with an extra draft pick in the 2004 draft.

In the event that that your developmental player is injured during year 1 and misses 75% or more of the season, you will be allowed to keep the player for a extra season. For example: This is year one with Steven Jackson on my active roster, if Jackson is hurt and misses more then 75% of the season, I will get to start over with year one being next year.

5. LINEUPS:

Lineups must be e-mailed / posted on the website by 7:00 A.M. Eastern Time Sunday morning. In the case of Thursday night game, all your players involved in this game must be submitted to me by 8 PM Wednesday. If a problem occurs that will prevent you from submitting your roster or players on time, then e-mail me or give me a call (see my phone number at the end of the rules). In the event that you do not submit a roster by 7:00 AM on Sunday and I have not heard from you buy that time, I will then use your roster from the previous week whether or not you may have players on it that are injured. The only way that I will replace someone is if someone on your line up has a buy week. I will then replace him with the next person on your depth chart regardless of injury. If you need your opponent's roster before 8 PM on Saturday (i.e.: leaving town) e-mail me and I will get it to you right away.

There are two different styles of starting lineups that you may submit each week.

Example 1: QB, RB, RB, WR, WR, TE, K, DEF

Example 2: QB, RB, WR, WR, WR, TE, K, DEF

*You can also start 1 provisional player for each player in your starting lineup. This player will substitute your starter as long as your starter does not play a single down. For example, if I start Larry Johnson and use Steven Jackson as my provisional player. As long as Larry Johnson does not play a single play I will receive Steven Jackson's points instead. Please submit your provisional players in prentices. For example: RB Larry Johnson (Steven Jackson)

6. Regular Season / Playoffs

The league will be split into two 5-team conferences. The regular season will consist of a 13-week season. You will play each team in your conference twice and each team from the opposite conference once. The winner of each game will be the team whose starting lineup accumulates the greatest amount of total points earned by all its players. In the case of a tie, the home team will get the win. At the end of the regular season, a 3 round playoff system will be held to determine the champion.

Playoffs will consist of 3 rounds. The team with the higher seed will be the home team. The process for determining seeds will be as follows:

At the end of the regular season the teams with the best 3 records in each conference will advance to the playoffs. In the event of a tie in overall record a head to head record will be used. If the teams still remain in a tie, the teams overall conference record will then be used. If the teams are still tied at this point, we will use the statistic of total points scored to determine the winner. If after this the two teams are still tied, we would then turn to a tiebreaker method agreed upon between the teams involved.

The #1 team in each conference will have a by round throw the first round. The second and third team from each conference will play each other for the right to play the #1 seed in the conference championship. The winner from each conference championship will then play each other in the league championship while the two losers from the conference championship will play each other for 3rd place. Please see the Playoff / Payout sheet at the end of the rules, for more information

If you have any questions or suggestions regarding any of the above mentioned rules, please feel free to contact me through e-mail or phone at any time,