

# THE KEYBOARD QUARTERBACKS

FANTASY FOOTBALL LEAGUE



EST. 2014

## OFFICIAL RULE BOOK

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## LEAGUE FORMAT

- Scoring Type / Head to Head Points
- Format / Weekly (13 Season – 3 Playoffs)
- Number of Teams / 10
- Number of Divisions / 2 (East & West)
- Draft Type / Offline Snake

## DRAFT

Draft style is an offline snake draft, hosted by your commissioner. Draft date will vary, however it must be completed no less than 24 hours prior to Thursday Night NFL Kickoff.

Draft order is random each year. There is one exception, which is outlined in the winnings section of the official rule book.

Each fantasy team owner has 16 draft selections. Currently, none of these are tradable.

## ROSTERS

You may draft any type of player in any round; however there is a maximum limit for each player position.

- Roster Size / 16
- Total Starters / 10
- Total on Bench / 6 (1 IR Spot)

<b>Position</b>	<b>Starters</b>	<b>Maximum</b>
Quarterback	2	3
Running Back	2	6
Wide Receiver	2	6
Tight End	1	3
Flex (RB/WR/TE)	1	N/A
Team Defense/Special Teams	1	2
Place Kicker	1	3
Bench	6	N/A
Injured Reserve	1	1

# SCORING POINTS

Passing	Every 25 Passing Yards	1
	TD Pass	4
	Interceptions Thrown	-2
	2pt Passing Conversion	2
Rushing	Every 10 Rushing Yards	1
	TD Rush	6
	2pt Rushing Conversion	2
Receiving	Every 10 Receiving Yards	1
	TD Reception	6
	2pt Receiving Conversion	2
Miscellaneous	Kickoff Return TD	6
	Punt Return TD	6
	Fumble Recovered for TD	6
	Total Fumbles Lost	-2
Kicking	Each PAT Made	1
	Total FG Missed	-1
	FG Made 0-39 Yards	3
	FG Made 40-49 Yards	4
	FG Made 50+ Yards	5
Defense / Special Teams	Each Sack	1
	Interception Return TD	6
	Fumble Return TD	6
	Kickoff Return TD	6
	Punt Return TD	6
	Blocked Punt or FG return for TD	6
	Blocked Punt, PAT or FG	2
	Each Interception	2
	Each Fumble Recovered	2
	Each Safety	2
	0 points allowed	5
	1-6 points allowed	4
	7-13 points allowed	3
	14-17 points allowed	1
	28-34 points allowed	-1
	35-45 points allowed	-3
	46+ points allowed	-5
	Less than 100 total yards allowed	5
	100-199 total yards allowed	3
	200-299 total yards allowed	2
	350-399 total yards allowed	-1
	400-449 total yards allowed	-3
450-499 total yards allowed	-5	
500-549 total yards allowed	-6	
550+ total yards allowed	-7	

## TRADES & TRANSACTIONS

The league player universe includes all NFL players. This league also observes the ESPN Undroppable Player List.

Individual lineups lock at each scheduled game time.

Players can be acquired via the waiver system. There is no limit to waiver transactions throughout the year. The waiver period is 1 day and the order will reset each week based on inverse league standings.

**The trade deadline is the Tuesday following the end of week 9.** There is no limit to the amount of trades or trade offers that can be made.

The trade review period is 2 days. All trades are reviewed by the commissioner, where then he has the ability to put a trade up for a league vote if he deems it potentially damaging to the league. Upon the result of the vote, the trade will either be vetoed or passed through. Votes required to veto a trade is 6.

Currently, the league does not observe the keeper league system.

## SEASON AND PLAYOFF SCHEDULES

The season schedule is Week 1 through Week 13. Each year, the schedule is randomized. It is designed for each owner to play everyone in his division twice and everyone in the other division once. There is no season tie breaker and no owner has “home field advantage” at any point throughout the year.

The playoff schedule is Week 14 through Week 16. Only 6 teams make the main playoffs for league winnings. These teams are the top 3 teams in each division. The top seed in each division will receive a 1 week bye through to Week 15. The remaining 2 teams in each division will compete to face their respective season champion in the semifinal. **If a tie occurs in the playoffs it is broken by season Total Points For.**

There is also a consolation bracket of the playoffs for the remaining 4 teams (and later the losing 2 from round 1). The main purpose of this secondary playoff is to determine a winner who will earn his choice of draft pick position in the following year’s fantasy draft.

## WINNINGS

The top 3 fantasy owners after playoffs will receive winnings. The total pot is \$100 x 10 owners = \$1000. 3rd place will receive their money back (\$100). 2nd place will triple their money (\$300). And 1st place will receive the remaining money after the cost of engraving fees (usually less than \$100). Thus 1st place will earn a minimum of \$500 and the league trophy for the off season.

One final prize is given to the winner of the consolation bracket. The winner of this prize is permitted to choose their draft order spot for the following year’s draft. This decision does not have to be made until the beginning of the draft.

All winnings and the championship trophy are given out at the Annual Super Bowl Sunday Party hosted by the commissioner.

## ACQUISITIONS & WAIVERS

Firstly, all players in lineups lock individually at scheduled game time. Once each game begins, those players' spots are locked and they are unmovable. All fantasy owners are responsible for their individual rosters and will be reprimanded for repetitive lack of participation.

The league acquisition method is traditional waivers and there is no limit to waiver transaction on a weekly or yearly basis. The waiver period for each transaction is 1 day.

After each week (come Tuesday morning) the waiver order will reset the reverse order of standings (10th to 1st). Waivers act like a traditional draft round by round in a non-snake format. For example, if you are currently 10th and attempt to acquire 3 players, you will certainly acquire the 1st player you chose, however other owners may have chosen one of the other players you attempted to acquire ahead of you as their 1st waiver selection.

Note: Throughout the football game week (Thursday to Monday) the waiver order may change. The reason for this is that owners who have not yet made a waiver selection will move to the top of the waiver priority list. The more acquisitions you make, the lower in the waiver priority you go.