

# SUBURBAN FANTASY FOOTBALL LEAGUE 1999 SEASON OFFICIAL RULES HANDBOOK

## RULES AND REGULATIONS

### I. Player Draft

#### A. **Location:**

- ◆ The draft will be held on Saturday August 21, 1999 at Palatine Hills Golf Course in Palatine IL (Northwest Highway/Rt. 14, between the intersections of Smith Road and Quentin Road). Times will be from 8:00 AM until approximately 11:00 AM. Golf will follow immediately thereafter (first tee-off is 11:08 AM).

#### B. **Team Representation:**

- .. No team will be permitted to draft for another. Any team not represented at the draft will have “best player available” chosen from a top 100 list and top player position list supplied by the commissioner.

#### C. **Draft Order:**

- ◆ Two weeks prior to the draft at the league pre-meeting, the draft order will be selected. An impartial person will assist by pulling numbers 1-12 from a “hat” as a team name is called (in order of worst overall finish to best overall finish from the previous season). The number will represent that teams draft order. The commissioner will contact all teams the following day with the draft order results.
- ◆ The draft will consist of FIFTEEN (15) rounds. Teams will draft players in the order of which number was selected by the designated representative. The draft itself will be done in “serpentine order” (i.e. 1-12, 24 - 13, 25 - 36, etc) for picks.
- ◆ Players may be chosen in any order with the team consisting of players as follows:

Position	# Required to Draft per Team	# of Starters required in every game (per team)
<b>Quarterbacks</b>	<b>2</b>	<b>1</b>
<b>Running Backs</b>	<b>4</b>	<b>2</b>
<b>Receivers - Tight Ends or Wide Receivers</b>	<b>5</b>	<b>3</b>
<b>Kickers</b>	<b>2</b>	<b>1</b>
<b>Defense / Kick Returns Team</b>	<b>2</b>	<b>1</b>
<b>Tiebreaker Player</b>	<b>N/A</b>	<b>1 (used for ties only)</b>

- ◆ No two teams can draft the same player.
- ◆ Any position\player\defensive team may be drafted during any of the 15 rounds.
- ◆ Teams must field enough required starters per week but are not required to keep the same number of drafted players per position during the season. See section **II E** for further details.
- ◆ There is no additional draft pick for the “Tiebreaker Player”; this player will be used from the team’s normal roster. Use of this player is discussed later.
- ◆ In order to expedite the draft process, a time limit will be enforced. Each franchise will be allotted TWO (2) MINUTES to make their selections (four (4) minutes will be allotted for the franchise owners with consecutive “reverse order” picks). Enforcement will be done by “peer pressure” of other teams.

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## II. Game Rules and Player Transactions

- A.** The official reporting source will be the FFLM Software (www.fflm.com). Though usually identified and corrected by FFLM, in the case of a discrepancy in scoring, the franchise owner(s) must provide the commissioner with two (2) other backup sources to correct errors.
- B.** **SFFL official update and fax #: 847-277-9520.** This number will be available Monday-Friday, from 7:00 AM – 6:00 PM ONLY. Use this line to obtain current league updates and if necessary to fax in lineups.  
**SFFL official e-mail address: SFFL1997@AOL.COM** (same as last year).  
**Bryan's home phone number: 847-277-1660.** Work phone number: 847-949-3017.  
**The Official SFFL Website** is under construction – location to be confirmed later.  
Lineups should be e-mailed to the above e-mail address (use fax only if this is not possible). They will not be accepted by either voice message or phone conversation.
- C.** **Importat Information on WEEKLY LINEUP submissions:**
- ◆ **Weekly lineups that involve any player trades or transactions MUST be submitted by Wednesday at 9:00 PM** (requests FAXED are due by 6:00 PM). If the franchise owner does not submit the lineup with transactions before this time, the requested transaction will not be allowed.
  - ◆ **If no player transactions are being made, the lineup must be submitted no later than Thursday at 9:00 PM** (lineups FAXED are due by 6:00 PM). If the franchise owner does not submit any lineup by this time, the team will consist of the previous weeks lineup.
  - ◆ The Commissioner will organize the weeks roster and distribute via E-MAIL to franchise owners **no later than 7:00 AM on Friday.**
  - ◆ The only exception that will be allowed to the above deadlines will be “special weeks” (Thursday night games, vacations, etc.). The Commissioner will notify the league of these dates in advance and the amended deadlines for that week.
- D.** **SCORING** - the winning team in head-to-head competition is determined by the team with the most points after the end of the football week. The following point scoring system will be used throughout the season:

<b>Position: QUARTERBACK</b>	<b>Points</b>
Touchdown PASS thrown, 0 - 20 yards	<b>7</b>
Touchdown PASS thrown, 21 - 40 yards	<b>14</b>
Touchdown PASS thrown, 41+ yards	<b>21</b>
For each 20 yards thrown (negative yards = 0)	<b>1</b>
300 yards passing. (Bonus Points)	<b>5</b>
Two-Point conversion, throwing or rushing	<b>5</b>
Touchdown scored rushing or receiving a pass	<b>10</b>
Every 10 yards rushing (negative yards = 0)	<b>1</b>
Every 10 yards receiving (negative yards = 0)	<b>1</b>
Total 100 Yards COMBINED rushing and receiving	<b>5</b>
*Each additional 25 yards combined*	<b>1</b>
2-Point conversion: rushing, receiving or passing	<b>5</b>
Fumble or Interception	<b>-3</b>

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<b>Position: RUNNING BACKS</b>	<b>Points</b>
Touchdown (rushing or receiving) 0 - 10 yards	7
Touchdown (rushing or receiving) 11 - 20 yards	14
Touchdown (rushing or receiving) 21+ yards	21
Every 10 yards rushing (negative yardage = 0)	1
Every 10 yards receiving (negative yardage = 0)	1
Total 100 Yards COMBINED rushing and receiving *Each additional 25 yards combined*	5 1
2-Point conversion: rushing, receiving or passing	5
Touchdown pass thrown	5
Fumble or Interception	-3

<b>Position: RECEIVERS</b>	<b>Points</b>
Touchdown (rushing or receiving) 0 - 20 yards	7
Touchdown (rushing or receiving) 21 - 40 yards	14
Touchdown (rushing or receiving) 41+ yards	21
<b>***REMAINING SCORING SAME AS RUNNING BACK***</b>	<b>***See Running Back section***</b>

<b>Position: KICKER</b>	<b>Points</b>
Field goal:	
Under 30 yards	3
31 - 40 yards	6
41 - 50 yards	9
Every yard over 50	1
Extra Point	2
2-Point conversion: rushing, receiving or passing	5

<b>Position: DEFENSE/SPECIAL TEAMS</b>	<b>Points</b>
QB Sack	3
Fumble recovery or Interception	5
Touchdown scored on a blocked field goal/punt, fumble recovery or Interception: 0 - 30 yards	5
Touchdown scored on a blocked field goal/punt, fumble recovery or Interception: 31+ yards	10
Kick or punt return for a touchdown	10
Safety	10
SHUTOUT of opposing team	10

- .. **Every week it will be necessary for each team to select one of their non-starting (bench) players to act as the TIEBREAKER PLAYER.** In the event of a point TIE, the total points of this Tiebreaker Player will be used to determine the winner (higher total wins). If there is still a tie, the HOME TEAM will be the winner of that game. The home team will be noted on the weekly schedule. **If a tiebreaker player is not assigned, that team will be given a 0 (no points) to determine the outcome of a tie.**

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#### **E. TRANSACTIONS & LINEUPS**

- ◆ Players may be added and dropped from franchises throughout the season. *Franchise rosters may never exceed 15 players or be under 12 players.* Teams in violation after the last lineup submissions (9:00 PM Thursdays) will be assessed a league **fine of \$10.00 per player in violation per week.** In addition, teams over the 15-player mark will automatically have the most recent player(s) acquired removed to the free agent pool until the 15 player maximum mark is reached. Teams under 12 players will be required to pick up enough players to be at the minimum; failure to do so will result in random roster additions from the free agent pool by the commissioner's discretion as to what player(s) will best balance the team positions.
- ◆ Once a player has been dropped, he becomes a free agent and is eligible to be picked up by another franchise. The player that is dropped is "frozen" for one week (no player can be dropped and added in the same week). If two or more teams attempt to pick up the same player, the Commissioner will determine who gets that player with the roll of one regulation die per team, in this order:
  - a) **Player transactions are sorted & eligible based on level of choice**, i.e., a team submitting a player as their "first choice" supercedes all "second choice" or lower requests (this is what will be forever referred to as the "Holmes-Holcombe" rule on free agent transactions).
  - b) The high roll acquires the player, the losing roll(s) will be permitted to acquire another player (once again determined by level of choice). All die roll ties will require another roll-off until there is a high roll. This will be done until all requests are processed.
  - c) Participating franchise owners will be notified by the commissioner as to the outcome of the transaction requests **no later than 7:00 AM on Thursday morning.**
  - d) NOTE: Once an attempt is made to acquire a player, the franchise is committed to roll for settlement if there is more than one franchise interested.
- ◆ A \$3.00 per player fee will be charged for player transactions. **All teams that participate in a "roll off" as described above forfeit the \$3.00 transaction fee.** If the losing franchise(s) wish to do another transaction, there will be another \$3.00 transaction fee. Unlimited transactions are permitted. *Teams with player requests that are ineligible due to the "Holmes-Holcombe" rule will NOT be charged the \$3.00 fee.*
- ◆ Teams may **trade players** amongst each other through the Commissioner for a fee of **\$5.00 per player** per team. Unlimited players may be traded. *All trades are subject to approval by the Commissioner.*
- ◆ Two (2) FREE trades or transactions will be allowed for each team between draft day and the beginning of the season. Unused free trades/transactions will NOT carry over into the regular season.
- ◆ No trades are permitted after week #14.
- ◆ No player can be used in a position that differs from his draft day status. **A fine (fee) of \$3.00** will be incurred for each player being used in an incorrect position, and zero (0) points will be rewarded for that player/position that week.
- ◆ All transactions will be published with weekly rosters.

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#### **III. Fees** (with exception of entry fee, all will be collected at end of season)

- A.**     **\$150.00 Franchise fee per team** – payable on DRAFT DAY.
- B.**     Weekly losers pay \$10.00 per loss.
- C.**     “Free Agent” player transactions (including losing attempts) are \$3.00 each.
- D.**     Trades between teams are \$5.00 per player involved, paid by the team who owns the player before the trade.
- E.**     Points scored vs. points against: Each team pays/receives \$.15 per point according to regular season and playoff/tournament point totals.
- F.**     **“KICK IN THE DICK”** – a weekly fine of \$5.00 will be assessed to the team with the lowest total point output for that week. In the event of a tie, both (or all related) teams will be fined. These funds will not be added to the league pot; they will be used for the year-end party.
- G.**     All other listed fines and penalties as outlined in the previous stated rules.

#### **IV. Schedule and Playoffs**

- A.**     The league will be split into three (3) divisions of four (4) teams each. A 14-game regular season will be played. Teams will be RANDOMLY placed in each division at the draft.
- B.**     The first fourteen (14) weeks of the NFL is our regular season; each team will play the other three teams in its division TWICE and the eight teams in the other two divisions ONCE. Each team will play seven “home” games and seven “away” games. The full season schedule will be randomly determined after the draft and distributed with the opening day lineups.
- C.**     Weeks 15 and 16 of the NFL will be our *playoff tournament*, and week 17 will be our SFFL Superbowl. Six (6) teams will qualify for the playoffs:
  - ◆     The three (3) divisional winners
  - ◆     Three (3) wildcard teams based on the tie-breaker model.

##### **Tiebreaker Model (in this order):**

- (1)     Best win-loss record.
  - (2)     Head to head competition (most wins)
  - (3)     Most points scored during the regular season.
  - (4)     Best conference record.
  - (5)     Least points allowed during the regular season. The team that gave up the least points wins the tie breaker.
  - (6)     Coin flip.
- ◆     The **TOP TWO** teams (by Tiebreaker Model) divisional winners receive a bye in the first round.
  - ◆     In the first round, the third best divisional winner will play the #3 wildcard seed. The #1 wildcard seed plays the #2 wildcard seed.

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- ◆ After each round the teams will be re-seeded and made “home” team based on the tie-breaker model (divisional winners take precedence over wildcards). The Superbowl home team will be determined with a coin toss by the commissioner.
- ◆ For purposes of calculating end-of-year point totals (including points for-points against), *ALL TEAMS will continue to participate in league games throughout week 17 regardless of playoff status.* Non-playoff game matchups will be randomly picked by the commissioner by drawing team names from a “hat”. Note that wins and losses will not count for any non-playoff games after week #14.

#### V. Financial Contribution & Distribution Summary

*Note – per the request of all league participants, the franchise fee for the Commissioner’s team has been waived. However, all other fees for this team do apply.*

##### A. **League Pool Calculation** – *the following funds go directly into the league pot:*

- ◆ Each franchise pays a \$150.00 fee:  $\$150.00 \times 11 \text{ Franchises} = \mathbf{\$1650.00}$
- ◆ Weekly losers pay \$10.00:  $\$10.00 \times 6 \text{ per week} \times 14 \text{ weeks} = \mathbf{\$840.00}$
- ◆ Player transactions are \$3.00 each. Player trades are \$5.00 per player, paid by the team who owns the player before the trade.

##### B. **Distributions**

- ◆ Final pool will be adjusted to include all player transaction/trade fees plus all league costs. *Minimum* total pool of \$2,490.00 to be distributed as follows:

<u>AWARD</u>	<u>PCT</u>	<u>Minimum</u>
SFFL Superbowl Champion	25%	\$622.50
Overall total points winner	25%	\$622.50
SFFL Superbowl Runner up	10%	\$249.00
Runner up total points winner	10%	\$249.00
1st Place American Conference	10%	\$249.00
1st Place National Conference	10%	\$249.00
1st Place Federal Conference	10%	\$249.00

- ◆ Tracking of points scored vs. points against will be kept throughout the season; teams are charged or credited accordingly at \$.15 per point. These funds are separate from the league pool and payout %.
- ◆ Team with a starting 15th round draft choice to score the most points in the first week per SFL rules will receive \$55.00 (11 teams @ \$5.00 per team) from the other league teams. In the case of multiple 15th round winners, the final total prize will be divided equally. ALL teams participate in this payout regardless of their decision to start or bench their #15 pick.

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- ◆ Teams will be informed approximately one week in advance of monies earned or owed. All additional fees other than the League Entry Fee (which was paid at the beginning of the season) will be paid at our end of the year wrap-up party. The party will be set for sometime after our Superbowl (Week 17); date and location TBD by entire league consensus (very likely it will be Splinters Sports Club). **Distributions will be made only after all fees have been paid to the league.**
  
- ◆ The “Kick in the Dick” funds (see section **III F**) will be applied to the final cost of the year-end party; at that time each team will be responsible for a reasonable amount (for example, 1/12) of the remaining costs. A cutoff time/cost of this party will be set on that day by league consensus and commissioner approval.

***During the season there may be questions regarding rule interpretations  
Every effort will be made to resolve all disputes with consideration as  
to what is the most fair and reasonable for the LEAGUE.  
ALL FINAL DECISIONS will be made by the Commissioner.***

***This is the final update of the SFFL 1999 Rules Handbook – August 24, 1999***