

Fantasy Sports 4 Life Official 2015 Fantasy Football League Rules

Section 1. Schedule

Fantasy Football leagues will consist of 12 teams in each league. The regular season will last 12 weeks, with each team playing every team at least once. Schedules will randomly be created by Fantrax Fantasy Sports (“Fantrax”). The playoffs of each league will begin Week 13 and will consist of 4 teams.

Section 2. Playoffs

The top 3 teams with the best records will represent seeds 1-3, with the next team not finishing in the top 3 with the highest regular season point total representing the “Wild Card” and the 4th seed. The playoffs will last Week 13-16, with each playoff matchup lasting 1 week. Each team in the semifinals will begin with their Weeks 1-12 point average (For example, if Team A scores a total of 1200 points in the 12-week regular season, they will begin the playoffs with 100 points). The 1 seed will play the 4 seed/“Wild Card” and the 2 seed will play the 3 seed. Each winner will advance to the league championship starting Week 14, where they will begin with their Weeks 1-13 point average. Each league winner will then advance to the Fantasy Sports 4 Life Championship (“Championship”). The Championship will last Week 15-16. The winner will be determined by the team that scores the most total points (the sum of Week 1-14 average and points accumulated over Weeks 15-16).

Section 3. Rosters

Each roster will consist of 16 players from all teams in the National Football League, with 9 starters and 7 bench spots. Each starting lineup shall consist of 1 QB, 2 RBs, 2 WRs, 1 TE, 1 D/ST, 1 K, and 1 FLEX (reserved for an additional RB, WR, or TE of the team owner’s choice). All intra-roster moves (switching players between active and bench spots) can be made until one minute before the scheduled start time of each player's game.

All rosters shall not exceed a maximum of any of the following: 4 QB, 8 RB, 8 WR, 3 TE, 3 K, OR 3 D/ST.

Section 4. Scoring

The winner of each matchup shall be determined by the team with the most points scored in that week. Each starting lineup shall be assigned points as followed:

Passing	Every 25 passing yards	1	TD Pass	4
	2pt Passing Conversion	2	Interceptions Thrown	-2
Rushing	Every 10 rushing yards	1	TD Rush	6
	2 Pt Rushing Conversion	2		
Receiving	Every 10 receiving yards	1	TD Receiving	6
	2 PT Receiving Conversion	2		
Miscellaneous Offense	Kickoff Return TD	6	Fumbles lost	-2

	Punt Return TD	6		
Kicking	FG Made (0-39 yds)	3	FG Made (40-49 yds)	4
	FG Made (50+ yds)	5	FG Missed	-1
	PAT made	1		
Team Defense/ST	Kickoff/Punt Return TD	6	Fumble/INT Return TD	6
	Blocked FG/Punt Return TD	6	Interception	2
	Fumble Recovered	2	Blocked Punt, FG, PAT	2
	Safety	2	Sack	1
	0 points allowed	5	1-6 points allowed	4
	7-13 points allowed	3	14-20++ points allowed	1
	21-27 points allowed	0	28-34 points allowed	-1
	35+ points allowed	-3		
	0-99 yards allowed	5	100-199 yards allowed	3
	200-299 yards allowed	2	300-349 yards allowed	0
	350-399 yards allowed	-1	400-499 yards allowed	-3
	500+ yards allowed	-5		

Section 5. Free Agency

Teams will be able to drop and add players via a waiver wire process. Waiver claims are processed following the waiver priority order, which is determined by the reverse order of standings each week (non-serpentine).

The Waiver Wire order will reset every Tuesday at 3:00 AM EST. Each team that successfully makes a claim will be put to the end of the order. This order will remain until the Waiver Wire order gets reset.

Waiver Wire lists must be submitted by 2:59 AM EST each Wednesday. Once the waiver wire deadline has passed, owners will be able to view the awarded players and will be able to pick up and drop players at will. All unclaimed players will become free agents.

Once a player is dropped, that player will remain on waivers for two days up until 3:00 AM EST following the two days. For example, if a player goes on waivers on Monday at 6:00 PM, he will come off waivers (either becoming a free agent or awarded to another team) on Thursday at 3:00 AM.

Waivers are set to process every Wednesday at 3:00 AM EST. However, there will be a minimum 24-hour wait time between when a player goes on waivers and when that player comes off waivers. For example, if a player goes on waivers on Tuesday at 6:00 PM, he will not come off waivers until Wednesday 6:00 PM, since the drop occurred within 24 hours of the upcoming waiver process time.

All free agents are automatically placed on waivers at the start of their respective games. Owners may not acquire a player once the player's game has started.

There shall be an unlimited number of free agent acquisitions per fantasy week during the regular season and league playoffs. However, during the Championship, there shall be no free agent acquisitions or transactions.

Fantasy Sports 4 Life Leagues will observe and follow the Fantrax's "Can't Cut List" that prevents teams from cutting certain players to maintain fairness and balance to the league.

Section 6. Trades

Trading players between teams will be allowed, but commissioner approval is required.

Any participant that is unsatisfied with the commissioner's ruling on a trade may, for up to a 72 hour period, challenge the commissioner's decision to SportsJudge.com (an independent 3rd party fantasy sports arbitration and dispute resolution company owned by our counsel). This challenge may be made by paying a \$15 donation to Fantasy Sports 4 Life Foundation, Inc., to cover the cost of the appeal process services, and sending an email informing of the request to appeal to both commissioner@fantasysports4life.org and dispute@sportsjudge.com. An owner that fails to follow these steps for appeal, including the time requirement for appeal, waives the right to any such challenges. All decisions of SportsJudge.com are final.

Teams can make an unlimited number of trades up until **Wednesday, November 11th, 2015** at 11:59 PM EST. After that time, no further trades will be permitted. Trades currently under review at this time by either the commissioner or SportsJudge.com will be deemed to have been consummated within the scope of the permitted period.

Section 7. Draft

Each draft will be held before the start of the first game of the regular season. Each draft will have a snake style draft (1-N, N-1, 1-N, etc.) consisting of sixteen rounds. Each team will have exactly 90 seconds for each pick.

In the event one team is not present in the online draft room, the computer will immediately auto pick for that owner based on Fantrax's default rankings. The draft order will be randomly set by Fantrax. Trading draft picks will not be allowed. All undrafted players are placed on waivers with those left unclaimed then being treated as free agents.

Section 8. Tiebreakers

In the unlikely event of a tie between two teams going head to head in a regular season matchup, the result shall be recorded as a tie.

In the event of a tie in overall winning percentage at the end of the regular season, tiebreakers will be as follows:

- Total points scored for entire season (1st tie breaker)

- Head-to-head record (2nd tie breaker)
- Random coin flip (3rd tie breaker)

In the event of a tie for the fourth team as the “Wild Card” team, determined by total points scored for the entire season, tiebreakers will be as follows:

- Overall winning percentage (1st tie breaker)
- Head-to-Head record (2nd tie breaker)
- Random coin flip (3rd tie breaker)

In the event of a tie in the league playoffs, tiebreakers will be as follows:

- Point average over regular season (1st tie breaker)
- Overall winning percentage in regular season (2nd tie breaker)
- Highest seed wins (3rd tie breaker)

In the event of a tie in the Championship, tiebreakers will be as follows:

- Point average of regular season and playoff semifinals (1st tie breaker)
- Overall winning percentage in regular season (2nd tie breaker)
- Highest seed wins (3rd tie breaker)

Section 9. Miscellaneous

No official scoring changes will affect the league beyond each Wednesday at 8 PM EST. Before that time, official corrections will apply to each league. Corrections that come in after that time will not be reflected in each league’s stats/scores/standings.

Section 10. Contest Winner

The overall Fantasy Sports 4 Life Fantasy Football Champion will be determined by the league winner with the most total points as determined by the sum of the Week 1-14 average and the points accumulated over the Championship during Weeks 15-16.

Section 11. Questions

If you have any questions regarding the league rules, please contact us at info@fantasysports4life.org.