

LORD STANLEY'S FANTASY FOOTBALL LEAGUE

2019 LSFFL Rules Change Summary

1. Scoring Rules “clean-up”
 2. Additional “D” scoring category
 3. Dropping to 10-teams and two divisions
 4. Dropping to a 13-game regular season
 5. Updates to Playoffs and introduction of “Best of the Rest”
 6. Free Agency Transactions & Costs
 7. Injured Reserve
 8. \$5 “on the side” for the “Pick ‘em Pool”
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1. Scoring Rules “clean-up”

- The scoring rules for all offensive players have been made uniform so that QBs, RBs, WRs and PKs all have the same scoring abilities and points
- Negative points have been re-verified to work for offensive categories that support it – not all were setup correctly previously upon review
- Made defensive rushing and passing yards allowed points scored easier to understand – 10 points maximum are awarded if a team Defense holds an opponent to either zero rushing or passing yards. For every 10 yards allowed rushing and/or every 25 yards passing allowed, the team Defense will lose one (-1) point. When a team Defense has allowed either or greater than 100 yards rushing or 250 yards passing, they will receive zero points

Most of these are “clean-up” that should make things easier to understand.

2. Additional “D” scoring category

An additional five (5) bonus points will be awarded to a team Defense that holds its opponent to either zero or one first down allowed for the entire game. The discussion at draft was whether this will actually ever happen. It was a new category they offered so I’m trying something.

3. Dropping to 10-teams and two divisions (for 2019)

The Commish failed in his efforts to find a *worthy* 12th team prior to draft SO it was agreed upon that the best thing to do was drop to a 10-team league for this year. We will have two divisions (Norris and Patrick) with five (5) teams each. Jeff (Thumb-Fu) is going on “*hiatus*” for 2019 season BUT will be involved in a Co-Commish roll and still around.

4. Dropping to a 13-game regular season

Effective for the 2019 season we are reducing our regular season from 14-games down to 13-games. The regular season will run from NFL weeks 1-13. With the reduction for this year down to 10-teams, this works out perfectly! There is no change to the divisional part – you will play each of your divisional opponents twice. You will also play all five (5) of the other divisions opponents once to make a 13-game schedule.

Playoffs will now run during NFL weeks 14-16. This should allow for all playoff teams to “continue to use what gotcha there”. Meaning that we’re hoping to not run into NFL teams beaching players due to locking up playoff spots.

5. Updates to Playoffs and introduction of “Best of the Rest”

Effective for the 2019 season the LSFFL will be making small changes to the playoff schedule and structure. We will be introducing a second playoff bracket, known as “Best of the Rest” (BotR) that will include (*for this year*) the four (4) teams that *do not* make it to the “Championship” bracket.

This means that ALL teams will be able to participate in a “tourney” after the regular season ends. Also, we will be adding a “consolation” game in both tourneys. We will be introducing both a “third place” and “fifth place” matchups to the schedules. If you lose your first playoff contest, depending on your ranking, you will get a second game against another losing team from either the first or second round. The winners of that matchup will get either “third” or “fifth” places with the losers getting either “fourth” or “sixth” places. The “BotR” bracket and that battle for either third or fourth place will now be known as our “Toilet Bowl Championship” with the loser being ranked #4 in the bracket (10th overall at the end of the tourney) and will be the official “TB Champ”. The “BotR” bracket will run NFL weeks 14 & 15 only while the “Championship” bracket remains the same and will run concurrently over the three-week period of NFL weeks 14-16. Attached to the “draft package” is an overview of how the matchups and schedule will work.

6. Free Agency Transactions & Costs

- All transaction that *acquire* a player will be charged \$5 per transaction – free agency, trade or injured reserve
- Transactions will be allowed during the *entire* season – including the playoffs
- No extra charges or limits during playoffs for transactions
- Teams are still allowed only TWO transactions per week - free agency, trade or injured reserve

Again, the intention was to simplify things. No more extra charges for playoff transactions and we’ll see if allowing ALL teams to make transactions through the entire “playoffs” doesn’t add additional transactions / revenue to the “pot”.

7. Injured Reserve (IR)

Teams will be allowed to move one (1) player from the active roster to injured reserve status if the NFL lists that player as “IR” or “OUT” on their injury reports. Once the player is upgraded to any other status better than “OUT”, the *system* (MFL.COM) will make the owner aware that they need to re-activate the player off injured reserve. The system will eventually force you to move the player back to active status at which point you can choose whether to drop the player you acquired or another player of the same position. This should also allow team owners to control when they IR a player themselves and then MFL.COM will let you know when you need to move them back. This means the “enforcement of IR violations” are in the owners’ hands and no longer dependent on the Commish’s. I will continue to receive reports and monitor players on IR just to ensure all is working as expected.

8. \$5 “on the side” for the “Pick ‘em Pool”

If you are participating in the “Pick ‘em Pool” this year, we are putting in \$5 per team to make it more interesting.

It is NOT a requirement for everyone to play but those that do will be charged an extra \$5. Most paid at draft and I will credit that on your MFL.COM team accounting report so we can keep track. Those that still want in can just start playing as of week #1 and I’ll “bill you”.