

2002 LORD STANLEY'S FANTASY FOOTBALL LEAGUE

RULES AND REGULATIONS

Overview:

This league will consist of twelve (12) teams in three (3) divisions playing a head-to-head type of fantasy football. The regular season will be fourteen (14) weeks long with three (3) weeks of playoffs concluding with the two best teams playing each other for the Superbowl. The two worst placing teams will also play each other for the rights to the "Toilet bowl" championship.

Commissioner:

The commissioner for this league is Steve Gurewitz. The commissioner will be assisted by Kyle Buffington acting as co-commissioner for the league. The commissioner's responsibilities are to manage the league in a fair and honest way. There will be no bribes! The commissioner prepares reports, tracks transactions and standings, collects and tracks the money and things of this nature. He is also the last and final word on decisions for the league.

The commissioner can be reached at:

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Business: 214.859.1897
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Website: <http://www.bigiron.com/lffl-2002>

Costs:

The fee per team is \$100.00 for the season. This will be payable in two installments. The first payment will be due at the draft. The second will be due before the last four weeks of the regular season. It will be up to the commissioner to wave either payment at his discretion. If at the end of the regular season, a team has not paid their total fee, any winnings from the season will be held as payment toward the team's balance. The wrath of the entire league will also be levied against you, scumbag!

Teams:

Each team will consist of the following players:

- 2 ea. Quarterbacks
- 4 ea. Running Backs
- 6 ea. Wide Receivers / Tight ends
- 2 ea. Kickers
- 2 ea. Defense
- 2 ea. Special Teams

Each week you will select half of your team as your starting lineup. You may not start more than one (1) of your quarterbacks, kickers, defenses and special teams. You may not start more than two (2) running backs and three (3) wide receivers / tight ends.

League, Season and Schedule:

The regular season will consist of a fourteen-week schedule of head-to-head competition. Each team will play the other three (3) teams in their division twice and the remaining eight (8) teams in the other divisions once. In each week's head-to-head matchups, if there is a tie after totaling all starters' total points, a win will be awarded to the team with the highest "potential points" total. There will be no ties in weekly head-to-head competition. The tiebreakers for the league that determine division rankings are:

1. Overall Record
2. Division Record
3. Total Points

The top two teams in each of the three divisions will go to the playoffs. Just like the NFL, the two highest ranked division-winning teams will get a bye the first week of the playoffs. They will meet the winners of the "wild card" games in the second week. From there, the two teams that win the second week of playoffs will meet for the Superbowl championship.

Playoffs:

The post season will consist of three (3) weeks of total playoffs. The first week of playoffs (NFL week #15) will be the "wild card" round. The two top division runners up will play each other for the first wild card position. The weakest division winner and the weakest division runner up will meet in the other wild card game. The winners of those games will meet the top two division winners in the second week of the playoffs (NFL week #16). The winners of the second week's playoff games will meet each other in the third week of the playoffs for the Superbowl championship (NFL week #17).

The league also has what is known as a "Toilet Bowl" champion and a "Toilet Bowl Championship Game". This will be played on week three of the playoffs (NFL week #17) along with the league's Superbowl Championship game. The two weakest teams in the entire league will meet each other for the right to be called the "Toilet Bowl" champion. This will be the team losing the "Toilet Bowl Championship Game". The loser (champion) is required to bring refreshments to the next year's LSFFL draft party.

Scoring:

Scoring of starting player positions will be six (6) points for any rushing, passing or receiving touchdown. There will be points given for total yardage gained either on the ground or through the air also. Kicking will be either rewarded or penalized for accuracy and distance. Teams will play a combination Defense/Special Teams system by which you are given or taken points for both for a particular team you start. No player or combination team players may score less than zero (0) points. There are no negative point totals.

The attached sheet breaks down each category and point system for all positions in detail.

Trades and Free Agency:

Teams will be allowed to make transactions during the entire regular season, but not for the playoffs. Transactions consist of trades amongst other teams and picking players up from free agency. A free agent is considered any player that is currently available from the pool of NFL players not on any other fantasy team. The last day for free agent pickups is Saturday, December 8th at 6:00P. Teams may make a total of two (2) transactions per week with each transaction costing \$5.00. No more than two (2) transactions will be allowed per week!

The commissioner either before or after the transaction will collect the fee for the extra transaction. It is the commissioner's right to wave the payment, but not the fee. If the commissioner waves payment, the fee will be added to the team's final balance at the end of the season. The distribution of the fees collected from the extra transactions will be included in the end of the year winners' distributions. These will be explained later in more detail.

Picking up Free Agents:

Free agency player pickups are players that are not currently on any fantasy team's rosters at the start of the week. Once a player is dropped from a fantasy team, he is not available to be picked up off via free agency until the following week. In order to pickup a free agent, you must first drop a player from your current roster. You must contact the commissioner with both the player to be dropped and the player to be picked up. In the event that two teams try to pickup the same player at the same time, the following system will be used to decide which team will get that player:

- Worst Record
- Worst "Points For" total
- Commissioner's decision

You have not been officially awarded a player until you receive conformation from the commissioner! Free agent pickups will be allowed only from Tuesday noon (following Monday Night Football and the stats being available) until Saturday at 6:00P. From Thursday noon until Saturday at 6:00P, free agent pickups will be on a first come, first served basis. This means that the "Worst Team Record" rule only applies until Thursday at noon.

Restated, the first 48 hours after Monday Night Football, it is an ordered alignment for free agent pickups. The next 48 hours any team may pickup any free agent on a first come, first served basis. You may make only one free agent pickup in the first 48 hours. Again, you have not been awarded a free agent until you have confirmation from the commissioner. You can either e-mail or call me to put in for a free agent pickup. In the case of later in the season where we have Saturday or Thursday games, you must be given confirmation that you have received the free agent prior to the games being started for him to be eligible for that game.

Trades amongst teams:

Trades amongst teams are handled in the same fashion as picking up free agents. Both teams must contact the commissioner or the co-commissioner with the players they are trading. The commissioner has the final say on whether the trade will be allowed or not. **It is not to be used as a tool for building up one team and not the other.** If teams trade for unlike positions, the teams are required to adjust their teams back to the league rule normals (see section Teams for details of allowed number of players). Team owners should have all players being traded as well as dropped when contacting the commissioner with the transaction.

Clarifying, you may make trades between teams for both alike and un-alike positions. Alike positions make everything easy. It's one for one. Un-alike positions mean you will wind up with an unbalanced team. An unbalanced team would be a team with more and less than the allowed number of players for certain positions. You may carry LESS than the number of players, but not more. A team with more players than allowed in a certain position is required to drop a player immediately to get back to the allowed amount. This is mandatory! But you are allowed to go as long as you wish with less than the allowed number of players. Here's an example:

Team Hammer Heads trades Emmitt Smith to Team Bottom Feeders for Steve Young. Team Hammer Heads now has too many QBs and must immediately drop one QB. Team Bottom Feeders now has too many RBs and must immediately drop one RB. This is considered to be the first transaction. Now, Team Hammer Heads is short one RB and Team Bottom Feeders is short one QB. If both teams want, they can pick up a free agent (or make another trade) to fill in the respective player positions. If they do, this will be considered the second transaction, which will be their last for this week and will also cost \$5.00. If both teams decide not to make another transaction, they can continue being short a player. You may be short players as long as you like. It doesn't make any sense to, but you can do that. RBs and WRs are the only thing I would play short with if I were you. You never know when someone is going to be injured.

Injured Reserve:

Each team will be allowed to put one (1) player on Injured Reserve status. This is a player who is listed as OUT for this week's play by the NFL. The team will then be allowed to pick up a free agent player of the same position as the player that they are putting on Injured Reserve. As long as the player is on Injured Reserve, you may not start that player. When the Injured Reserve player's status has been upgraded by the NFL to anything other than OUT, you are required to immediately drop the player you picked up off of free agency and "reactivate" the original player off of Injured Reserve. When you "reactivate" the player on Injured Reserve, you must first drop the original player that you picked up. You may not drop another player on your roster of the same position. If you want to keep the player you have picked up using the Injured Reserve rule, you will be required to use one of your weekly transactions instead. You may never have more than one player on Injured Reserve. Putting a player on or taking a player off of Injured Reserve this year DOES count as a transaction for the week. It does not cost you \$5.00 but it does count against your two available transactions for the week.

All transactions will be posted on the League's web site. This will be updated after each transaction. This will be the place for the most up-to-date information.

Turning in Weekly Lineups:

Weekly lineups may be turned in either of two (2) ways, either by a message on the commissioner's v-mail or by e-mail to the commissioner (directions are below). Both of these means have timestamps for accuracy.

A team's lineup must be in prior to the start of the first game on Sunday (noon Dallas time). If the NFL schedule for the week has a game on either Thursday or Saturday and you want to make a change in the previous week's lineup status, you are only required to call or e-mail in that player. But, again, you must have the rest of your lineup in before the start of the rest of the games. Bottom line, if the game starts and you haven't made any attempt to contact the commish, you will not get to start that player!

Voice Mail:

You can call you lineup in at anytime 24x7 to my voice mail. The number is **(972) 960-8730**. When the message plays, press #3 for the fantasy line. After the message, you will have one minute to leave your lineup. If you can't finish in a minute, then you'll just have to call back a second time. If for some reason there happens to be something wrong with my voice mail, I'll contact each team owner and give you an alternate voice mailbox to call the lineups into.

E-mail:

You can e-mail your lineup in at anytime 24x7. The e-mail address is gurewitz@teleteam.net. If for some reason there would happen to be a problem with my e-mail, I'll contact everyone to give you a different address.

These are your two choices for getting in your lineups. Whichever is easiest for you is fine. Either one is easy for me, so its your choice. But, remember, it is your responsibility to get in

your lineups, not mine. If necessary, I will setup a fax line as well. The commissioner will also be using one of the above methods for verification by the co-commish.

Standings and Statistics:

Monday morning the results from the previous week's play will be available on the league's web site. These will be considered preliminary results. Until the completion of the Monday night game, the results will not be final. Any adjustments needing to be made to the results will be completed by Tuesday morning. On Tuesday morning, the commissioner will post the final results on the league's web site. He will also e-mail the results to your supplied e-mail address.

The weekly report (printout) will include a breakdown of all players on each team's roster. This allows you to see whom you *did* and whom you *should have* started. The printout will also have the head-to-head results of the week, the divisional standings with statistics of each team, schedule for the upcoming week (both Fantasy and NFL) and the transactions of the previous week.

Disbursement of Funds:

There will be a weekly *credit* for the teams finishing with the three (3) highest "total points" for the week. The payouts will be as follows:

1 st Place	\$15.00
2 nd Place	\$10.00
3 rd Place	\$5.00

These credits will be used against your remaining balances for your team. If at the end of the regular season your balance is still negative, you will be expected to pay the remaining balance. If at the end of the season your balance is positive, you will be paid the difference at the end of the Superbowl with the other disbursements.

With the cost of ownership for each team being \$100.00, and there being 12 teams, total receivables for the league without the \$5.00 extra transaction fees will be \$1,200.00. With the above weekly credits for 1st, 2nd and 3rd place points per week, there will be \$420.00 paid off. The software to run the league costs \$40.00, which I must be reimbursed for. This will leave \$740.00 left without including any money collected from the extra transaction fees. The transaction fees will be put in with the total remaining money **LESS** a 20% cut for the commissioner's other expenses. SO, the more you trade, the more goes into the total winnings and also, into my pocket. Since there will be records of every transaction fee, I will be updating the total money to be won on a weekly basis (along with my cut, just to be on the up and up). The actual numbers are 70% of the total disbursement will go to the Superbowl winner and 30% will go to the runner up. Attached you will find a spreadsheet of the percentages to be divided amongst the winners.

These are the official rules for the 2002 Lord Stanley's Fantasy Football League. These rules will be adhered to at all times. As necessary during the season, these rules will be either amended or supplemented. A majority of team owners along with the agreement of the commissioner are required before the league rules will be amended or supplemented. As stated prior, the commissioner is and has the final say on all matters pertaining to the league.

STEVE GUREWITZ
LORD STANLEY'S FANTASY FOOTBALL LEAGUE COMMISSIONER