

2017-2018 CLARK COUNTY ASSOCIATION OF ARMCHAIR COACHES LEAGUE RULES

I. FANTASY LEAGUE.

A. NUMBER OF FRANCHISES.

1. 16 Teams.

B. ENTRY FEES.

1. \$35.00 Existing Franchises.

2. \$45.00 New Franchises.

- a. An existing franchise that changes his name and/or helmet will be required to pay the new franchise fee, in order to cover costs associated with the additional magnets, etc.

3. A returning Franchise has until July 1<sup>st</sup> to declare whether or not he is going to play for the year.

- a. A returning Franchise has until June 1<sup>st</sup> to declare whether or not he is going to change their team name and/or helmet.

- b. Fees due by Draft Day.

1. Franchise Fee & New Franchise Fee.

2. Keeper Fees.

3. A \$10 refundable deposit for transaction fees.

- c. If all fees due by Draft are not paid on Draft Day the franchise owner forfeits the team to the next available team on the Waiting List unless the team has a co-owner willing to pay the fees and take over the team.

II. THE LEAGUE OFFICERS.

A. THE LEAGUE COMMISSIONER.

1. Responsibilities.

- a. Administering draft day.

- b. Administers Transactions.

- c. Administers Lineups.

- d. Logs Draft Picks.

- e. Takes minutes or notes at all meetings.

- f. Keeping league standings and statistics.

- g. Assigns League Officers.

1. Treasurer.

2. Social Director.

- h. Administers Web Page.

- i. Manages League Database.

- j. Assigns Rule Committee Members.

2. Term of Office.

- a. Lifetime (or until resignation) - voted on August 21, 1994.

B. TREASURER.

1. Responsibilities.

- a. Track League Fees.

- b. Track League Expenses.

- c. Track League Payments.

2. Term of Office.

- a. 1 year.

1. Commissioner must rechoose each year.

2. Can be the same owner as the previous year.

C. SOCIAL DIRECTOR.

1. Responsibilities.

- a. Schedules and organizes all Meetings.

1. Draft Day

- a. Will receive \$125 for food and supplies at Draft Day.

- b. All owners will be required to stay after the draft and help with cleanup.

2. Rules Committee Meeting (Week before Super Bowl).

a.

b. Purchase Trophy and engraving.

c. Purchase Supplies for all Meetings.

2. Term of Office.

a. 1 year.

1. Commissioner must rechoose each year.

2. Can be the same owner as the previous year.

III. LEAGUE SCHEDULING.

A. NUMBER OF GAMES AND DIVISIONS.

1. Number of Conferences.

a. 2 Conferences.

2. Number of Divisions.

a. 4 Divisions.

3. Number of Games.

a. 14.

B. SCHEDULING.

1. Regular Season.

\* = Home game

Team #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Wk# 1:	2*	1	4*	3	6*	5	8*	7	10*	9	12*	11	14*	13	16*	15
Wk# 2:	3	4*	1*	2	7	8*	5*	6	11	12*	9*	10	15	16*	13*	14
Wk# 3:	4*	3*	2	1	8	7*	6	5*	12	11*	10	9*	16	15*	14	13*
Wk# 4:	5	6*	8	7*	1*	2	4	3*	14*	16	13	15*	11*	9	12	10*
Wk# 5:	8*	7	6*	5	4*	3	2*	1	16*	15	14*	13	12*	11	10*	9
Wk# 6:	9*	10	11*	12	13*	14	15*	16	1	2*	3	4*	5	6*	7	8*
Wk# 7:	16*	14	13*	15	10	9*	12*	11	6	5*	8*	7	3	2*	4*	1
Wk# 8:	13	16*	15	14*	9	10*	11	12*	5*	6	7*	8	1*	4	3*	2
Wk# 9:	10	9*	12	11*	16	15*	14	13*	2	1*	4	3*	8	7*	6	5*
Wk#10:	7*	8*	5*	6*	3	4	1	2	15*	13*	16*	14*	10	12	9	11
Wk#11:	6	5	7	8	2*	1*	3*	4*	13	14	15	16	9*	10*	11*	12*
Wk#12:	2	1*	4	3*	6	5*	8	7*	10	9*	12	11*	14	13*	16	15*
Wk#13:	3*	4	1	2*	7*	8	5	6*	11*	12	9	10*	15*	16	13	14*
Wk#14:	4	3	2*	1*	8*	7	6*	5	12*	11	10*	9	16*	15	14*	13

2. Playoffs.

a. First Week (Week 15 of NFL Regular Season) (loser to Toilet Bowl Tournament).

b. Black Conference Division Champs are seeded #1 to #2 and Black Conference Wildcards are seeded #1 to #2.

1. Black Wildcard #2 at Black Division Champ #1 (Black Playoff Game #1).

2. Black Wildcard #1 at Black Division Champ #2 (Black Playoff Game #2).

c. Red Conference Division Champs are seed #1 to #2 and Black Conference Wildcards are seeded #1 to #2.

1. Red Wildcard #2 at Red Division Champ #1 (Red Playoff Game #1).

2. Red Wildcard #1 at Red Division Champ #2 (Red Playoff Game #2).

d. Second Week (Week 16 of NFL Regular Season).

1. Black Playoff Game #1 Winner vs. Black Playoff Game #2 Winner (Black Conference Championship).

2. Red Playoff Game #1 Winner vs. Red Playoff Game #2 Winner (Red Conference Championship).

e. Fantasy Bowl & Third Place game (Week 17 of NFL Regular Season).

1. Winners from Second Week play in CCAAC Fantasy Bowl
2. Losers from Second Week play in CCAAC Third Place Game.
3. Toilet Bowl Tournament
  - a. First Week of Tournament (Week 15 of NFL Regular Season).
    1. Black Conference Teams are seeded #1 to #4 and Red Conference Teams are seeded #1 to #4.
      - a. Black Seed #4 at Black Seed #1 (Black Toilet Bowl Tournament Game #1).
      - b. Black Seed #3 at Black Seed #2 (Black Toilet Bowl Tournament Game #2).
      - c. Red Seed #4 at Seed #1 (Red Toilet Bowl Tournament Game #1).
      - d. Red Seed #3 at Seed #2 (Red Toilet Bowl Tournament Game #2).
  - b. Second Week of Tournament (Week 16 of NFL Regular Season).
    1. Loser Black Playoff Game #1 vs. Loser Black Playoff Game #2 (Black Third Place Game).
    2. Loser Red Playoff Game #1 vs. Red Playoff Game #2 (Red Third Place Game).
    3. Winner Black Toilet Bowl Tournament Game #1 vs. Winner Black Toilet Bowl Tournament Game #2 (Black Fifth Place Game).
    4. Winner Red Toilet Bowl Tournament Game #1 vs. Winner Red Toilet Bowl Tournament Game #2 (Red Fifth Place Game).
    5. Loser Black Toilet Bowl Tournament Game #1 vs. Loser Black Toilet Bowl Tournament Game #2 (Black Seventh Place Game).
    6. Loser Red Toilet Bowl Tournament Game #1 vs. Loser Red Toilet Bowl Tournament Game #2 (Red Seventh Place Game).
  - c. Third Week of Tournament (Week 17 of NFL Regular Season).
    1. Winner Black Third Place Game vs. Winner Red Third Place Game (CCAAC Fifth Place Game)
    2. Loser Black Third Place Game vs. Loser Red Third Place Game (CCAAC Seventh Place Game)
    3. Winner Black Fifth Place Game vs. Winner Red Fifth Place Game (CCAAC Ninth Place Game).
    4. Loser Black Fifth Place Game vs. Loser Red Fifth Place Game (CCAAC Eleventh Place Game).
    5. Winner Black Seventh Place Game vs. Winner Red Seventh Place Game (CCAAC Thirteenth Place Game).
    6. Loser Black Seventh Place Game vs. Loser Red Seventh Place Game (CCAAC Toilet Bowl).

#### IV. PLAYOFFS & PAYOFFS.

##### A. PLAYOFFS - WHO SHOULD ADVANCE?

1. Division Champions plus 2 Wildcard team from each conference.
  - a. The Remainder of teams advances to Toilet Bowl Tournament.
2. Tiebreakers (same division).
  - a. Best Win-Loss Record.
  - b. Head-to Head Competition.

1. If more than two teams are tied, Head-to-Head is defined as best win-loss record in games between all teams tied.
- c. Best Divisional Record.
- d. Best Conference Record.
- e. Most Points Scored.
- f. Least Points Allowed.
- g. Coin Flip (with best Draft Pick calling).
3. For the Wildcard teams, they will first be broken by division.
  - a. Once their division placements have been set then break the Ties across division
    1. Best Win-Loss Record
    2. Head-to Head Competition
    3. Best Conference Record
    4. Most Points Scored
    5. Least Points Allowed
    6. Coin Flip (with best Draft Pick calling).

B. LEAGUE PAYOFFS.

1. Trophy.
  - a. Initial Trophy purchased rotated every year (engraved with each year's Champ) (CCAACY Cup).
  - b. Toilet Bowl Trophy given to Toilet Bowl Loser (CCAAC Sixteenth).
    1. Rotated every year.
  - c. A Trophy will be purchased and rotated every year to the team who records the highest combined point total in all weeks (1-17) (Total Points Trophy)
    1. Tiebreakers
      - a. Highest Point Total in Regular Season
      - b. Most Wins
      - c. Highest Single Game Point Total
      - d. Point Differential
      - e. Coin Flip
  - d. A Trophy will be purchased and rotated every year to the team who records the highest single game point total. (Lombardi Trophy)
    1. All Regular Season, Playoff, and Toilet Bowl games will be eligible for the Single Game Point Champ Trophy.
  - e. A Trophy will be purchased and rotated every year to the team who wins the ProBowl (ProBowl Trophy)
    1. ProBowl Coaches are determined by the team with the best record in each conference.
    2. ProBowl is played during the playoffs, with each week representing a quarter of play.
    3. Lineups are turned in each quarter, and are from the teams in the conference in which the Coach represents.
    4. All other rules apply.
  - f. A Trophy will be purchased and rotated every year to the team who wins the Spade Division (Spade Trophy).
  - g. A Trophy will be purchased and rotated every year to the team who wins the Club Division (Club Trophy).
  - h. A Trophy will be purchased and rotated every year to the team who wins the Diamond Division (Diamond Trophy).
  - i. A Trophy will be purchased and rotated every year to the team who wins the Heart Division (Heart Trophy).
  - j. A Trophy will be purchased and rotated every year to the league runner up (second place) (Skittles Trophy).

- k. A Trophy will be purchased and rotated every year to the Owner of the Year (M&M Trophy).
  - 1. League Owner of the year will be voted on by the owners of every team.
    - a. A League owner may not vote for themselves as Owner of the Year.
- 1. All trophies will be presented on Draft Day before Draft begins
- 2. Purse.
  - a. 1st place 40% of remaining funds.
  - b. 2nd place 25% of remaining funds.
  - c. 3rd place 20% of remaining funds.
  - d. 4th place 15% of remaining funds.
  - e. Total Points Champion \$35

V. THE DRAFT.

A. DETERMINING DRAFT DAY.

- 1. Draft shall be at least two Sundays prior to the start of the NFL's regular season.
- 2. The preseason Draft packet shall be available on the website by August 1<sup>st</sup>.
  - a. All owners are required to print their own preseason packet.

B. DRAFT SIGHT.

- 1. The Social Director will predetermine draft sight.

C. TEAM REPRESENTATION.

- 1. All Franchise owners will be notified of draft day two weeks in advance.
- 2. No Shows.
  - a. Teams Co-Owner chooses draft.
    - 1. A Co-Owner cannot be another member of the league.
  - b. Draft is chosen by player's Total scores of the Prior two-year statistics.
    - 1. Retired Players are included in Stats.
  - c. Emergency No Show
    - 1. Upon draft day, if an Owner can not show due to an Emergency he may submit a draft cheat sheet to the Commissioner
    - 2. At the Draft, the league must vote on whether to accept his excuse as an Emergency
      - a. If it is accepted, the Commissioner will draft his team based on the cheat sheet
        - i. Acceptance means a majority of the league's owners, not a majority of attendees
      - b. If it is not accepted, that team will be drafted as to Section V.C.2.b.
  - d. Should an owner miss two consecutive drafts, he will forfeit his team to the next available team on the Waiting List.
    - 1. The new team is required to pay the old owner all his fees he has paid up to the date the new owner took over.
  - e. Teams may use Facetime or Skype to draft their teams
    - 1. Advance notice to the Commissioner must be given
    - 2. Must be available to be online for entire draft

D. DETERMINING TEAM NUMBERS AND DIVISIONS.

- 1. Team Numbers and Divisions will be determined by the previous year's finish.

2. The 16 teams are interpreted as follows, 5<sup>th</sup> through 16<sup>th</sup> place teams are based upon their regular season finish, not toilet bowl:

BLACK CONFERENCE		
Spade Division	CCAAC Champion	Team #1.
	CCAAC 2 <sup>nd</sup> Place	Team #2.
	CCAAC 3 <sup>rd</sup> Place	Team #3.
	CCAAC 4 <sup>th</sup> Place	Team #4.
Club Division	CCAAC 5 <sup>th</sup> Place	Team #5.
	CCAAC 6 <sup>th</sup> Place	Team #6.
	CCAAC 7 <sup>th</sup> Place	Team #7.
	CCAAC 8 <sup>th</sup> Place	Team #8.
RED CONFERENCE		
Diamond Division	CCAAC 9 <sup>th</sup> Place	Team #9.
	CCAAC 10 <sup>th</sup> Place	Team #10.
	CCAAC 11 <sup>th</sup> Place	Team #11.
	CCAAC 12 <sup>th</sup> Place	Team #12.
Heart Division	CCAAC 13 <sup>th</sup> Place	Team #13.
	CCAAC 14 <sup>th</sup> Place	Team #14.
	CCAAC 15 <sup>th</sup> Place	Team #15.
	CCAAC 16 <sup>th</sup> Place	Team #16.

E. 14 Rounds / 8 Starters.

1. First 8 Picks you must select Starters.
  - a. 1 QB, 1 RBs, 1 WRs, 1 TE, 1 K, 1 DT.
    1. The remaining two picks may be from an combination of RB, WR, or TE.
2. On Proceeding picks, your allowed to select from whatever position available with the following roster limits:
  - a. 2 QB.
  - b. 2 K.
  - c. 2 DT.
3. A Player may be drafted at either position that his NFL team lists him as, provided that the franchise that drafts him must state the position that he is to be drafted at.
  - a. That player must remain at that position for the remainder of the year regardless of what team he ends up on.
  - b. The same rule as above applies to a player who wasn't drafted, where the franchise that first acquires the player must state the position he is to be used as.

F. DRAFTING ORDER.

1. Draft Order will be drawn on August 15<sup>th</sup> of each year
  - a. The Commissioner will determine the computerized method in which the lottery will be drawn
  - b. The entire draft order will be emailed to the league after completion of the draw
2. First Two Rounds.
  - a. Worst to First Record of Previous Year Lottery.
 

The teams who did make the playoffs will get the following picks.

    1. 8<sup>th</sup> Place = Pick 12.
    2. 4<sup>th</sup> Place = Pick 13.
    3. 3<sup>rd</sup> Place = Pick 14.
    4. 2<sup>nd</sup> Place = Pick 15.
    5. 1<sup>st</sup> Place = Pick 16.

- b. 7<sup>th</sup>, 6<sup>th</sup>, & 5<sup>th</sup> place teams are included in the lottery based upon the number of wins they receive during the toilet bowl tournament.
  - 1. 16<sup>th</sup> Place = 8 chances per round.
  - 2. 15<sup>th</sup> Place = 7 chances per round.
  - 3. 14<sup>th</sup> Place = 6 chances per round.
  - 4. 13<sup>th</sup> Place = 5 chances per round.
  - 5. 12<sup>th</sup> Place = 4 chances per round.
  - 6. 11<sup>th</sup> Place = 3 chances per round.
  - 7. 10<sup>th</sup> Place = 2 chances per round.
  - 8. 9<sup>th</sup> Place = 1 chances per round.
  - 9. 8<sup>th</sup> Place = 0 chances per round.
  - 10. 7<sup>th</sup> Place = 0 chances per round.
  - 11. 6<sup>th</sup> Place = 0 chances per round.
  - 12. 5<sup>th</sup> Place = 0 chances per round.
  - 13. 4<sup>th</sup> Place = 0 chances per round.
  - 14. 3<sup>rd</sup> Place = 0 chances per round.
  - 15. 2<sup>nd</sup> Place = 0 chances per round.
  - 16. 1<sup>st</sup> Place = 0 chances per round.
- c. Teams are determined based upon their previous year's regular season record.
  - 1. If during an expansion year, the expansion teams will get the most chances per round.
    - a. If more than one expansion team, the team with the worst expansion draft position will get the most chance per round.
  - 2. In addition, for each win in the Toilet Bowl tournament a team will gain an additional chance in the lottery.
- d. A Team may only have one Pick per round during the lottery.
  - 1. If a team wishes to trade a pick, a team may have more than one pick in a round, provided that each team remains with 14 players drafted and kept.
- 3. Third through Fourteenth Rounds.
  - a. Each team gets one chance per round.
    - 1. Draw order for Third round.
    - 2. The Fourth round will be reverse of the Third.
    - 3. Each remaining ODD round will be the same as the Third round.
    - 4. Each remaining EVEN round will be the same as the Fourth round.

G. DRAFT TIME LIMIT.

- 1. 2 min. Time Limit (per pick).
  - a. The Commissioner will be allowed an additional one minute to conduct their picks.
  - b. If time limit has been exceeded, the next team in line will then be able to pick. Following that choice, the team that was skipped can now pick.
  - c. The Commissioner will use a stopwatch or Computer Timer, and a warning will be given to the team that is selecting when there are 30 seconds to go.
- 2. A Franchise Draft pick must be given to the commissioner before the 2 min. Time Limit is up.
  - a. The Commissioner or Computer Software will then announce the pick to the rest of the league.

VI. ROSTER CHANGES/TRANSACTIONS.

A. PICKUPS AND TRADES.

- 1. Roster can never exceed 14 players and must follow the following maximums per position

- a. 2 QB.
- b. 2 K.
- c. 2 DT.

1. Players on injured reserve and in the protected pool do not count toward the roster limits.
2. Once a FFL team drops a player he is placed on the waiver wire, until Wednesday at 8:00pm and may be picked up off waivers.
3. Pickup is when a team decides to pick up a player from the waiver wire or from the free agent pool. Remember that for every additional player picked up, a player from your current roster must be dropped to keep it at 14.
4. No limit on pickups.
5. Trade is a move by one team in the league to trade a player to another team in the league. A limit of eight trades allowed per year per team.
6. A trade can involve more than one player. Two for two trades, for instance, will only deduct one trade from the allotment for the year.
7. The commissioner has veto power to cancel any trade he feels is not in the best interest of the league.
  - a. A two for one trade are legal as long as both teams remain at the 14-man roster.
8. A team may place an INJURED player on the injured reserve roster, provided that the player is required to be on the IR roster for at least two weeks and a reliable source of the injury is provided to the commissioner during that week.
  - a. A team must use one of its transactions to replace that player on the week he is placed on IR.
  - b. A player taken off of Injured Reserve is not counted toward the team's transaction for the week.
  - c. When a player is taken off of IR, any player who must be removed from the team's roster and placed on the waiver wire.
  - d. A player on IR at the conclusion of the season is reactivated and may be kept the preceding year.
  - e. A Defensive Team may not be placed in IR.
  - f. If a player wishes to keep the IR replacement player on his roster, he must pay the difference in fees (\$1.00) and drop the player on IR.
  - g. A player who is on the NFL's IR list and who is also on the CCAAC IR may not be removed from CCAAC IR until the following year.
9. A team may place a player on its Protected Pool provided that the player is required to be on the Protected Pool for at least two weeks.
  - a. A team must use one of its transactions to pick up a player to replace the protected player.
  - b. A player taken off of its Protected Pool is counted toward the team's transaction for the week.
10. Three Transactions (pickups, trades, or IR Replacements) per franchise per week is allowed.

B. COMMISSIONER RESPONSIBILITIES.

1. Weekly Transaction deadline will be on Sundays at 9:30am.
  - a. Any player who played prior to the deadline are ineligible to be picked up once the game they are in starts and they will be placed in the waiver pool for the next week.
2. Must post all transactions on the web as soon as they are received.

3. Must keep good records to avoid the possibility of two teams picking up the same player.

C. TRANSACTION FEES.

1. A team will be charged \$4.00 for every player placed on their protected pool.
2. A team will be charged \$3.00 for every trade.
3. A team will be charged \$2.00 for every player picked up.
4. A team will be charged \$1.00 for every player used to replace an injured player.
5. Drops and players put on injured reserve shall be free.
6. All kitty Accounts must be paid in full by the Super Bowl he will forfeit his team to the next available team on the Waiting List unless the team has a co-owner willing to pay the fees and take over the team.
  - a. The new team owner is required to pay the old owner all his fees he has paid up to the date the new owner took over.
  - b. The new owner team is also required to pay the kitty fees now due.
    1. The new team owner will not be required to pay the \$10 new franchise fee.

D. LEAGUE HANDLING OF PICKUPS AND TRADES.

1. Free Agent Pool.
  - a. First Come First Serve.
2. Waiver Wire.
  - a. Worst goes first.
    1. The Worst Record each week is allowed to make the first transaction from the waiver wire.
    2. If a weekly transaction deadline shall be in the weeks preceding the start of the season, transactions should take place in reverse order of the previous year's regular season records.
      - a. All players not drafted will be place on the waiver wire.
    3. If two teams are interested in the same player the team with the worst record will be able to complete the transaction and the other team's transaction will be bumped.
      - a. Tiebreakers.
        - i. Worst Records.
        - ii. Fewest points scored.
        - iii. Most points allowed.
        - iv. Coin Flip.
    4. Each Franchise is responsible for contacting the Commissioner with his trades/transactions each week.
      - a. Ways to contact Commissioner.
        - i. By phone.
        - ii. By Internet E-mail.
        - iii. By League's Web Page.
    5. Once a waiver wire transaction is completed, the Franchise will go to the bottom of the waiver wire list.
  - b. If a player on the waiver wire is still on the waiver wire after Wednesday at 8:00pm, he will be bumped to the Free Agent Pool.
  - c. After the weekly Transaction deadline all players left in the Free Agent Pool are then bumped back into the Waiver Wire pool.
3. Three transactions per week:

- a. A 2-for-1 trade is considered only one transaction for either team.
4. Draft position trading.
  - a. Two teams may desire to trade their draft position as a trade condition.
    1. The two teams are allowed the trade on the condition that both teams must make the same number of draft picks during the draft.
    2. The Commissioner must be assured that this condition has been met before the transaction-position trading is allowed.
    3. This type of trading is only allowed prior to the trade/pickup deadline for the season.

#### VI.LINEUPS.

##### A. COMMISSIONER FAVORITISM.

1. Each Franchise should be able to contact the Commissioner and list their lineup without any other conversations.
2. No lineup will be logged in the books unless the team is ready to give the full lineup without guidance from the Commissioner.
3. The Commissioner shall not give any guidance to any team during the lineups.

##### B. LINEUP DEADLINE.

1. The weekly lineup shall be called in, E-mailed in, or left on the Web Page before 10:00am Pacific Standard Time on every Sunday.
  - a. Early Game Lineups (Thursday, Friday, or Saturday)
    1. Lineups for Early Games must be entered by Kickoff on the day before the first game of the week for just those players playing in the early game.
    2. Once a game has been played a players team that player is either locked in as a starter or reserve for that week.

##### C. RIDING THE SAME LINEUP

1. If a team fails to contact the Commissioner, in any of the ways listed above, and give him a lineup, its previous week's lineup will automatically be used.
  - a. If on the first lineup deadline, a team forgets to enter in its lineup, the starting lineup will be listed in the order they were drafted.
  - b. If a team had done a transaction during the week in which they forgot to turn in a lineup, and that transaction results in the team having an invalid lineup from the previous week. That team will be required to play the invalid lineup.
    1. In addition, the team will be penalized 3 points for each invalid and/or missing player.
2. If a team rides the same lineup for Five weeks in a row and has made no pickups or trades he is required to contact the Commissioner to let him know his lineup.
  - a. Failure means forfeiture of team.
    1. The new team owner is required to pay the old owner all his fees he has paid up to the date the new owner took over.
      - a. The new team owner will not be required to pay the \$10 new franchise fee.
    2. The new team owner is responsible for any kitty amounts not yet paid.
    3. If the team has a co-owner willing to take over full responsibilities, as above, they may do so.

D. LINEUP CHANGE.

1. After the original starting lineup is entered in, each FFL team is allowed one lineup change.
2. This must be done prior to the National Football League games that both the player being exchanged for and the player replacing that player are playing in that week.
3. The lineup change is legitimate if the Commissioner is contacted in person prior to the start of the first NFL game that either player is playing in.
4. If, for some reason, an owner cannot reach the Commissioner to confirm a lineup change, that owner should contact two other franchise owners, notifying them of the intended change.
5. Leaving a lineup change on an answering machine is unacceptable, because the time of the call cannot be confirmed.
6. Contacting just your opponent to confirm a lineup change is not acceptable, unless your opponent is also the Commissioner.
  - a. If you cannot reach the Commissioner, your opponent can be one of the two teams you contact, but a second team must be notified as well.
7. Either the Commissioner or the opposing team should be notified as soon as possible after the decision has been made.
8. In the event that you replace one of your starters by using this one lineup change, the replaced player then automatically takes the spot of the reserve.
9. A \$2.00 fee will be charged for each such lineup change.

VIII. SCORING METHOD.

A. OFFENSIVE PLAYERS.

1. Number of players.
  - a. At the fantasy draft, each franchise will draft 14 Players.
  - b. Of the 14 NFL players selected on draft day, eight will be used in your starting lineup.
  - c. Of the starting eight players, the following positions will make up the starting lineup.
    1. 1 Quarterback.
    2. 1 Running Back.
    3. 1 Wide Receiver.
    4. 1 Tight End.
    5. 1 Kicker.
    6. 1 Defensive Team.
      - a. The remaining two players can be any combination of RB, WR, or TE.

B. THE SCORING METHOD.

1. Scoring tabulation by position.
  - a. Quarterbacks, Running backs, Wide Receivers, Tight Ends, and Kickers.

1. The following points are awarded for touchdowns scored by rushing or receiving:

Distance of TD	Points
0 - 39 yards	6
40 - 49 yards	7
50 - 59 yards	8
60 - 69 yards	9
70 - 79 yards	10
80 - 89 yards	11
90 - 99 yards	12

2. The following points are awarded for touchdown passes thrown:

Distance of TD	Points
0 - 19 yards	3
20 - 39 yards	5
40 - 59 yards	7
60 - 79 yards	9
80 - 99 yards	11

3. The following points are awarded for each field goal:

Distance of Field Goal	Points
0- 39 yards	3
40-49 yards	4
50-59 yards	5
60 yards & over	10

4. A player is awarded one point for each extra point.
5. Two point conversions are 2 points if rushed in, 1 point if received from a pass, and 1 point if thrown.

2. Additional Scoring Possibilities.

- a. If a player should rush or receive for a total of 25 yards he shall receive a bonus 1 point with an additional 1 point for every 25 yards over 25.
- b. If a player should pass for 200 or more yards he shall receive a bonus 1 point and 1 point for every 50 yards over 200.
- c. A player will LOSE 1 point for every interception thrown, fumble lost, field goal missed, or PAT missed.
- d. A team will LOSE 3 points for every PLAYER who is on their starting lineup and who are on BYE for that week.
- e. A team will LOSE 3 points for every PLAYER who is on their starting lineup and who is also listed on the Official NFL Injury Report for that week as either OUT, on the IR list, suspended for the week, or on the Physically Unable to Perform (PUP) list.
  1. If a player's status changes after the lineup deadline, the team will not be penalized the -3 points.
- f. A Team can not score less than 0 points for a week.
  1. A Player can score less than 0 points.
- g. A player will score 1 point for every 3 receptions he receives during the week.

C. DEFENSIVE PLAYERS.

1. Draft a NFL Defense.
  - a. Defense teams would be drafted as an entire team.
  - b. If any member of a defense should score a touchdown from a fumble recovery, Interception Return, Punt Return, Kickoff Return, Block Punt Return, or Block Field Goal Return, that fantasy team is awarded points based on the following table:

Distance of TD	Points
0 - 69 yards	6
70 - 79 yards	7
80 - 89 yards	8
90 - 99 yards	9
100+ yards	10

- c. If a team scores by means of a safety, two points are awarded.
- d. Defensive points and points are not awarded to individuals, they are only awarded to teams the exception is Punt Returns and Kickoff Returns they are awarded to both the Team Defense and the individual player.
- e. For every Interception a Defense has a point is awarded.
- f. For every Fumble recovery a Defense has a point is awarded.
- g. For every Sack a Defense Team has a point is awarded.
- h. For every Kicked blocked (field goal, PAT, or Punt) by a defense team a point is awarded.
- i. A defense will score the following bonus points for points scored against:

Points Allowed	Bonus Points
0	10
1 - 6	6
7 - 12	3
13 - 18	0
19 - 24	-1
25 - 30	-3
31+	-5

- a. Points Against does not include interceptions returned for touchdowns, fumble recoveries returned for touchdowns, or safeties. All other scores count against the defense.
2. If a Defensive team should hold their opponent to less than 200 yards total offensive that Defensive team is awarded a bonus of 1 point if the Defensive team should allow their opponent to gain more than 500 yards' total offense, than that Defensive team is penalized 1 point.
  3. If a Defensive team should hold their opponent to under 100 yards passing offensive that Defensive team is awarded a bonus of 1 point if the Defensive team should allow their opponent to gain more than 300 yards passing offense, than that Defensive team is penalized 1 point.
  4. If a Defensive team should hold their opponent to less than 100 yards Rushing offensive that Defensive team is awarded a bonus of 1 point if the Defensive team should allow their opponent to gain more than 200 yards rushing offense, than that Defensive team is penalized 1 point

5. A team will LOSE 3 points for every DEFENSIVE TEAM who is on their starting lineup and who is on BYE for that week.
6. The Player who scored the Punt or Kickoff Return Touchdown is awarded points based on the following table:

Distance of TD	Points
0 - 50 yards	6
51 - 80 yards	7
80 -100 yards	8
100+ yards	9

IX. TIEBREAKERS.

- A. Points used to break the tie will be added to the teams score for purposes of records and season point totals.
- B. REGULAR SEASON.
  1. Potential Score.
  2. Total Bench Score
  3. Home Field
    - a. One pt. added to Home Team.
- C. PLAYOFFS.
  1. Potential Score.
  2. Total Bench Score.
  3. Home Field (1 pt. Added to Home team).
    - a. Regular Season Record.
    - b. Head-To-Head Record.
    - c. Divisional Record.
    - d. Conference Record.
    - e. Non-Conference Record.
    - f. Most Points for.
    - g. Least Points Against.
    - h. Coin Flip.

X. NFL STAT CHANGES

- A. Occasionally the NFL makes mistakes in their Stats. When this occurs they issue stat changes. These could be several weeks after the fact. When these occur, they should be applied immediately and all scores and standings should change.
  1. Exceptions would be after the fantasy playoffs have begun. If a stat change would cause a change in who advances and/or how the seeding is, then the stat change shall be applied, but the scores will not change.

XI. LIFE-LONG FRANCHISES.

- A. A TEAM MAY KEEP TWO PLAYERS FROM THEIR PREVIOUS YEARS SQUAD.
  1. If they choose to keep more than one player, they are not allowed to be players from the same position.
  2. Kept Players will take away your first draft pick where lottery rounds (1<sup>st</sup> & 2<sup>nd</sup>) are ineligible.
  3. Kept Players will cost a Franchise \$5.00 due at Draft Lottery.
  4. Kept Players will be designated one week before draft day.
  5. Players are determined to be on a team until Keepers are declared. Once Keepers are declared then any non-kept players are then placed in the draft pool.
  6. Any players kept after the Keeper declaration are then eligible to be Traded, Dropped, etc.
- B. NEW FRANCHISES IN THE LEAGUE WILL BE GIVEN A VACANT TEAM, THUS GIVING THEM THE OPTION OF PROTECTING A PLAYER.
  1. A waiting list will be created to fill vacant teams.
  2. A prior Owner who wishes to rejoin the league will be placed at the top of the waiting list
    - a. A co-owner of the vacated team has first option of taking over the team before reverting to the waiting list to fill the vacancy.

- b. If more than one prior owner wished to rejoin then they will be placed on the list in the order of Total years played in league
- c. An Owner may pass on returning to the league and still keep his spot on the Waiting List.
  - 1. If the owner passes on three teams, he shall be put at the bottom of the list and can not return to the league until the list reaches his name.
- d. A prior Co-owner who wishes to join the league will be placed after the Prior Owners on the list.
  - 1. If the Co-owner passes on three teams, he shall be put at the bottom of the list and can not join the league as an owner until the list reaches his name.
- e. Tiebreakers on the list shall be broken by however the Commissioner seems to be the fairest.
- f. If a prior owner lost their team by forfeit, and they wish to be placed on the waiting list, then they must go at the bottom.
- 3. Additional consideration will be placed on Owners from sister leagues (Baseball and Basketball) who are not members of CCAAC.

XII. LEAGUE WEB PAGE.

- A. A LEAGUE WEB PAGE WILL BE MAINTAINED THROUGHOUT THE YEAR.
  - 1. Web Page Advantages.
    - a. Log Lineups faster.
    - b. Log Transactions faster.
    - c. Access Packets and Reports faster.
    - d. Contact other Franchise Owners regarding Trades.
    - e. See NFL weekly News.
  - 2. Access to the Web Page will not be required.

XIII. RULE CHANGES.

- A. RULES COMMITTEE.
  - 1. The Commissioner will appoint a Rules Committee.
    - a. Committee members will be all officers plus one other team owner from each division.
  - 2. The Rule Committee will draft Changes or additions to the league rules that will be voted.
    - a. All League members must return the ballot before any rule is to be passed and take effect.
    - b. On any vote where it ends up a tie, the commissioner has the power to break the tie.
  - 3. The Rules Committee meeting will take place on the Weekend prior to the Super Bowl.
  - 4. All rule changes take effect immediately after they are passed.
  - 5. Any rule that fails on two consecutive ballots may not be placed on any preceding ballot unless the entire Rules Committee agrees it.
- B. EMERGENCY MID SEASON RULES.
  - 1. All members must vote before the Emergency Rule is to be passed.
    - a. Majority still wins.
      - 1. Commissioner's vote breaks ties.