

2024 FANTASY FOOTBALL - LEAGUE RULES

Last Update:
9/3/24

OFFENSIVE PLAYER SCORING

RUSHING

1-2 yds.	5 pts.
3-9 yds.	7 pts.
10-29 yds.	10 pts.
30-49 yds.	13 pts.
50-74 yds.	15 pts.
75-99 yds.	20 pts.
2-Pt. Conv	2 pts.

PASSING & RECEIVING

1-19 yds.	5 pts.
20-39 yds.	8 pts.
40-59 yds.	10 pts.
60-79 yds.	15 pts.
80-99 yds.	20 pts.
2-Pt. Conv	2 pts.

KICKING

17-35 yds. FG	3 pts.
36-45 yds. FG	5 pts.
46-55 yds. FG	10 pts.
56-UP yds. FG	15 pts.
Extra Point	1 pt.

OFFENSIVE BONUS POINTS

Yardage

Passing:

1 point for every 10 yards, starting at 260 yards=1 pt.

Rushing:

1 point for every 10 yards, starting at 60 yards=1 pt.

Receiving:

1 point for every 10 yards, starting at 60 yards=1 pt.

TE - 1 point for every 10 yards, starting at 35 yards=1 pt.

TDs / Catches

QB passes for 4 or more TDs 5 pts.

Any player scoring 3 or more TDs 5 pts.

Any player with 7 or more catches 5 pts.
for each additional 7 catches

Yardage Matrix Examples:

<u>Passing</u>		<u>Rushing & Receiving</u>		
Yards	Points	Yards		Points
			TE	
260	1	60	35	1
270	2	70	45	2
280	3	80	55	3
290	4	90	65	4
300	5	100	75	5
310	6	110	85	6
320	7	120	95	7
330	8	130	105	8
340	9	140	115	9
350	10	150	125	10
360	11	160	135	11
ETC.		ETC.		

DEFENSIVE / SPECIAL TEAMS SCORING

KICK / PUNT RETURN	15 pts.
DEFENSIVE TEAM SCORE	10 pts.
SAFETY	5 pts.
SHUT OUT by DEFENSIVE TEAM	15 pts.
Defensive 2pt Conversion Return	2 pts.

Quarterbacks, Running Backs, Receivers, TEs and Kickers can only score on offensive plays -
Runs, Passes, Receiving, Fake FG attempts and Fake punts. Laterals are considered a run.
(If on a pass play, Quarterback will be awarded TD pass.) (Offensive fumble recovery TD = 5pts)

Defensive teams can only score on defensive plays -

Interception returns, Fumble returns, Blocked punt returns, Blocked FG returns and Safeties.

Scoring on an unusual play will be determined using the same criteria as the NFL (or our Fantasy League website) uses to interpret the play.

PLAYER RULES

DRAFT

Draft 18 players and 2 Defensive teams. (20 rounds):

- 3 Quarterbacks (or 2 QB) *
- 5 Running Backs (or 6 RB) *
- 6 Receivers (or 7 WR) *
- 2 Tight Ends (or 3 TE) *
- 2 Kickers
- 2 Defensive Teams
- (* RB or WR or TE can replace a 3rd QB)

EACH WEEK PLAY

Weekly lineup consists of 10 players:

- 1 Quarterback
- 2 Running Back
- 3 Receivers
- 1 Tight End
- 1 Kicker
- 1 Defensive Team
- 1 Flex Player (RB or WR or TE)

WAIVER MOVES / TRADES

After Week # 1, each team is allowed to pick up 1 player per week, in reverse order of current standings. Each team is allowed unlimited moves for the entire year, at a cost of \$5 per move (the first move is free). When picking up a player on waivers, you must also cut 1 player. See our Fantasy League website Waiver Rules for details.

Trades can be made at any time, up until the start of the Week 14 games. No Trades can be made after the Week 14 Trading Deadline. Please notify the commissioner of the details of any trades if you are unable to see changes in your roster before lineups are turned in for that week.

MONEY

Each franchise cost \$130 + Waiver Move fees. Top points for each week receives \$20. Commissioner Fee \$50	Top 2 Division Winners Qualifies for Playoffs-Week 14 Most points scored breaks any ties. 1st Place vs. 2nd Place, in each division. (Week 15) Winners meet in Super Bowl (Week 16).
<u>Season (Total Points)</u> 1st Place 45% 2nd Place 25% 3rd Place 15% 4th Place 10% 5th Place 5%	<u>Super Bowl (Head-To-Head)</u> Winner \$100 Runner Up \$50

LINEUP

If your lineup is not turned in to the commissioner or our Fantasy League website by noon on Sunday, your last week's lineup will NOT be played. (You will have NO lineup.) You must input a lineup to indicate your intentions. (Using an online league, there can be no assumptions about last week's lineup vs. possible changes - it is your responsibility to indicate your lineup every week.)

Players playing on Thursday or Saturday must be turned in before game time on those days also.
This includes our Fantasy League website input or calling on a Thursday or Saturday to add someone to your lineup.

Failure to call or input players before game time on any day indicates no players are in your starting lineup.

NO EXCEPTIONS!!