

WAYZATA FANTASY FOOTBALL LEAGUE - 2020 RULES

LEAGUE

The Wayzata Fantasy Football League enters its 26th season and 38th overall including the original TWrights League years. The 2019 draft is set for 6 pm on Sept. 3 at the Woodhill barn. Any rules or policy changes will be discussed before the draft. The league consists of 16 franchises. 2019 franchise fees are \$200. The official draft order's determined at a pre-draft event at the Wayzata American Legion.

DRAFT

16 franchises will select players from the National Football League. Two minutes intervals for Round 1. One minute intervals for Rounds 2-12. If a team fails to make pick at buzzer, 10 extra seconds is allowed to name a player then the next franchise up in the draft can make a pick. A player may be added at anytime during the draft to fill missed pick.

COMMISSIONER

The Commissioner's duties include overseeing the draft, recording league transactions and making sound decisions about league matters. The Commissioner also will produce a weekly, updated roster sheet available to all franchises. For his services, the Commissioner receives a complimentary fantasy franchise. The fantasy transaction dollars cover expenses incurred by the fantasy league office during the fantasy season.

RULES COMMITTEE

The 2019 Rules Committee consists of Dudley Whiteley, Jim Wahl and John Samuelson. The function of the Rules Committee is to review all appeals of any decision made by the commissioner. The Rules Committee may veto a decision made by the Commissioner by a 2/3 majority unless committee members are involved in the decision.

ROSTERS

Team rosters consist of 10 position players, 1 Team Quarterback, 1 Team Kicker and an Injured Reserve spot. Team Quarterbacks and Team Kickers available in the player pool picked up for "bye week" games are available for pick-up the following Tuesday at 7 pm.

STARTING LINEUPS

Starting lineups consist of 7 players selected from your roster to play each week. The seven players shall be as follows with no exceptions. One Quarterback, 1 Kicker, 1-3 Running Backs and 2-4 Receivers. Player positions are determined by NFL.com. Players listed at more than one position may be played at desired position. Starting lineups must be declared before gametime on Sunday games, Thursday games and Saturday games. Partial lineups may be turned in as the week progresses. Sunday lineups carry over unless Changed. A previous Sunday's player does not carry over to a Thursday or Saturday game. Thursday and Saturday players must be inserted before gametime that week.

TEXTING AND CALLING IN LINEUPS

Lineups must be turned in by texting or calling the Commissioner at 612-210-5796 before the first NFL game of the day or night.

SCORING

Quarterbacks are awarded 3 points for a touchdown pass, 6 points for a touchdown run or

catch and a -3 points for an interception returned for a touchdown. Kickers are awarded 3 points for a field goal and 1 or 2 points for an extra point. Kicking teams are defined as the 11 players who line up for the point after attempt or field goal. Touchdowns made out of kicking formation are awarded to the individual player. Team Quarterbacks can not be credited with any points from a play out of kicking formation. Running Backs/Receivers are awarded 6 points for a touchdown run, 6 points for a touchdown reception, 3 points for a touchdown pass and a -3 points for an interception by the RB/R returned for a TD.

WILDCAT RULE

If a RB, WR, TE takes the direct snap; points will be credited to the positional player. If 2 QBs are on the field, the one that takes the direct snap is considered the QB. If a RB, WR, TE throws to the NFL.com listed QB and scores, the QB gets 6 and the RB, WR, TE gets 3. If 2 QB's on the field and a RB, WR, TE throws to one of the QB's, the QB that has taken the most snaps throughout the game will be considered the on-field QB.

INJURED RESERVE

Franchises may put one player on Injured Reserve if the NFL lists the player as "out." Players must stay on Injured Reserve for 4 weeks. Injured Reserve transaction cost is \$1.

TRADES

Trades may be made at any time with any Team. Once a player is traded, he may not be directly traded back to the original franchise for two weeks of NFL games. If that player gets traded to a third team, he may then be traded back to its original franchise within the two week span. There is no limit on the number of players involved in a trade. The trading deadline is the Tuesday following Week 15 games. Trades are official once the Commissioner is notified and is deemed equitable. Trades cost \$1 per player.

PLAYER PICK-UPS

A team may make roster additions by claiming a player from the player pool. A new Covid-19 rule will be in effect for this season only. Team owners do not have to be present for the first round of pickups. Owners will submit a list of pickups to the Commissioner by noon on Tuesday. So, for example, if you have the third pick, you should submit 3 player. Same thing with 4th pick by submitting four players, etc. The players will be distributed to the WFFL teams in order of worst to first of the current standings. We will still be meeting on Tuesdays at the Red Rooster. Those in attendance will get to go first in the 2nd round of pickups and the non-attendees will go next from their lists to complete the 2nd round in a worst to first order. Bye week quarterbacks and kickers may be added on Sunday if there happens to be a Thursday game. Franchises may add as many players per week as desired. If more than one team claims the same player on Tuesday, the team with the worst record will be awarded the player. If those teams are tied in the standings, the tie will be broken by fewest points. A coin flip will follow if still tied. Trading of player pickups is o.k. Players dropped between Wednesday and Saturday remain on the waiver wire until 9:00 am the following day before being available for pick-up.

REGULAR SEASON TIE-BREAKERS

If two teams are tied at the end of the regular season, the tie will be broken as follows:

- 1) Head-to-head competition (win all games)
- 2) Total points scored
- 3) Most Touchdowns
- 4) Paper, Rock, Scissors

If more than two teams are tied:

- 1) If one team is unbeaten against all others its tied with (win games, no ties).
- 2) Total points scored
- 3) Most touchdowns
- 4) Paper, Rock, Scissors

REGULAR SEASON PAYOFF

1st Place: \$600
2nd Place: \$500
3rd Place: \$400
4th Place: \$300
5th Place: \$250
6th Place: \$200

PLAYOFFS

The top 10 teams make the playoffs and are seeded 1 through 10. The top 6 receive a first round bye. Only 7 players are rostered in the playoffs. Excess players are dropped before the playoff draft and/or during the draft. Teams are ranked by overall record and continually re-seeded. Low seed always plays high seed.

WILD-CARD DRAFT

Seeds 7 through 10 participate in Wild-Card weekend. Rostered players are carried over from Week 17. All players on franchises not involved in the Wild Card games become available. The draft order is 7, 8, 9, 10 for every round. At the conclusion of the Wild Card games, "borrowed" players go back to original franchises. Wild Card winners revert back to their Week 17 roster.

QUARTERFINALS DRAFT

The remaining 8 teams participate in this draft. Players from the 8 franchises that did not make it this far are available in this draft. From this point on, players remain rostered until eliminated or dropped. The draft order is 1, 2, 3, 4, 5, 6, 7, 8 for every round.

SEMIFINALS DRAFT

The remaining four teams participate in this draft. Players from the franchises that did not make it this far are available in this draft. The draft order is 1-2-3-4 for every round.

SUPER BOWL DRAFT

The remaining two teams participate in this draft. All other players available. Draft order is 1, 2 for every round.

PLAYOFF GAME TIE-BREAKERS

- 1) Most touchdowns
- 2) All points scored except for the Kicker
- 3) All points scored except for Quarterback
- 4) All points scored except for Receivers
- 5) All points scored except for Running Backs
- 6) Highest seeded finish in Regular Season

PLAYOFF PAYOFF

Super Bowl Winner: \$400
Super Bowl Loser: \$200
Semifinalist: \$75
Semifinalist: \$75