

1991 FANTASY FOOTBALL

Commissioners: Mike Liston 545-9680
Lee Prohofsky 546-7750

Draft day: Sunday, August 28 6:00 PM
Lee's house
1650 Utah Drive South (map enclosed)
St. Louis Park, MN

Fee will be the same again this year (\$25 fee + \$5 trans. deposit). If you will be participating this year, you must bring Greg Book a check for \$30 on draft day. If you are not going to play, please let Lee or Mike know as early as possible so that we may fill the spot.

If you want statistics mailed to you, please supply us with self-addressed, stamped envelopes with the weeks you want them sent. You are welcome to have them mailed as often as you wish.

1. Draft procedures. Choice of draft position will be determined by drawing. Draft order will be reversed on alternating rounds for fairness.

2. Rosters. Rosters will consist of 15 players. There will be no injured reserve. The starters consists of 2 running backs, 2 wide receivers, a choice of either a 3rd running back or a 3rd wide receiver, a quarterback, kicker, tight end and a team defense. Changes in the starting line-up must be made to either Mike or Lee by 6:00 Friday (6:00 Wednesday for weeks with Thursday games). Trades are permitted until the 8th game and cost \$1.00 per trade, per owner. Pick ups of unclaimed players will be allowed after the 3rd, 6th, 9th, and 12th games. Picking up a player costs \$1 per player. Your roster can never exceed 15 players, in the event of a multi-player trade, you must drop enough players to keep your roster at 15. If you trade away more players than you receive, it will cost you \$1 for each free agent picked up to bring your roster back to 15. Priority for picking up players will be based on record. The team with the worst record will have first priority, the team with the best record will have last priority. For teams with the same record, the team with the lower point total will have higher priority. A team will have priority over higher teams for only 1 player, all teams must have a chance at one player before another team can pick up a second. For example, if the team with the worst record wants to pick up 3 players, it will get the player it wants most, it will get the player it wants second most only if no other team wants that player for its first choice, if it gets its first 2 choices of players, it can only have the 3rd player if no other team wants that player as its first or second choice.

3. Scheduling, playoffs, etc. The 12 teams will be put in three divisions determined by drawing. Each team will play a 14 game regular season, two games with each divisional foe, one game with

the rest of the league. Two wild card teams will play in week 15, the winner advancing to the play-offs in weeks 16 and 17. Tie-breakers and playoff seedings will be determined as follows:

1. Record
2. Points scored
3. Head-to-head
4. Coin flip

The league proceeds will be divided as follows:

- \$5 Weekly high score
- \$2 Weekly second high score
- 50% of remainder - Fantasy Bowl winner
- 25% of remainder - Fantasy Bowl loser
- 20% of remainder - Divided between the two first round losers.
- 5% of remainder to wild card loser.

4. Scoring Scoring will be whatever your player or defense scores. A defensive score is a safety or touchdown by the defensive team. Specifically, a defensive touchdown is an interception return or fumble return by the regular defensive team. It also counts for a touchdown scored on a blocked punt or field goal. A fumble by a team returning a kick that is returned for a touchdown by the other team will count as a defensive touchdown by the kicking team. Additionally, touchdown passes are worth 3 points and any scoring play 50 yards and over is worth double. If a player on a roster scores a defensive touchdown (safety, blocked kick, fumble or interception return), both the player and the defense will be given credit for the score. If a game ends in a tie, the tie breaker will be the best bench score. If the score still remains the same, the game will finish as a tie. Should this happen in a playoff situation, the higher seeded team will advance.

5. Pre-season roster moves Roster moves made prior the first regular season game will be allowed at no transaction charge.