

## FANTASY FOOTBALL 1996

### Commissioners:

Mike Liston 545-9680  
Lee Prohovsky 560-4452

**Fees:** \$35 fee + a \$5 transaction deposit for a total check of \$40 to be paid prior to the draft. If you exceed \$5 worth of transactions you will need to pay for any pick-ups or trades before the player is officially yours. If you exceed \$5 worth of transactions and you have weekly winnings, these will be used towards your transactions.

**Standings:** Standings will be updated every week. There are 3 possibilities for receiving standings. The Gold Plan costs a total of \$5.00 and includes standings every week. The Silver (Fine) Plan costs \$1.80 and gets standings after weeks 1, 4, 7, 10, 13, and the championship. The Bronze plan is free and gets no standings.

**Draft:** Draft will start at 6:30 p.m. Thursday August 22, 1996 at the home of Mike Broude and Ann. The address is 2916 Quebec Avenue North in Crystal. Directions are enclosed. We will determine draft order by drawing at the draft. Order will be reversed on alternating rounds. For example, the person with the first choice in the first round will have last choice in the 2nd, first choice in the 3rd, and last again in the 4th, etc. We will begin the draft by discussing and voting on any rules change proposals.

**Rosters:** Rosters will consist of 17 players, there will be no injured reserve. There are 2 options for starting line-ups:

1 Quarterback	or	1 Quarterback
3 Running Backs		2 Running Backs
2 Wide Receivers		3 Wide Receivers
1 Tight End		1 Tight End
1 Kicker		1 Kicker
1 Team Defense		1 Team Defense

**Changes:** Starting line-ups must be called in to one of the commissioners by 6:00 p.m. on Friday. If you do not call by this time, your line-up will be the same as the previous week. Please call before week 1, or else we will have to determine your line-up by draft order. You may make a trade with another team any time until the 8th game. After a trade, your roster may not exceed 17 players, you must cut a player if you acquire more players than you trade away. All trades cost \$1.00 per team for each transaction. You may also acquire players by picking up players who are not on a team. This may be done after the 3rd, 6th, 9th, and 12th weeks at a cost of \$1 per player picked up. Priority for players goes to the team with the worst record, in the case of 2 teams with the same record, priority goes to the team with the lowest total points. If it is still tied, a coin flip will determine priority. No team will have priority on a 2nd player before another team has a chance for a 1st. It will be similar to a mini-draft being held every three weeks. You may also pick up players prior to game 1 at no charge.

**Scheduling:** The 12 teams will be put in 3 divisions determined by drawing. Each team will play a 14 game schedule, 2 games with each divisional foe and 1 game with all other teams.

**Playoffs:** Playoffs will begin in week 15. The 3 division winners and the 2<sup>nd</sup> place team with the best record qualify for the playoffs. Standings are determined in the following order.

1. Won-Loss Record
2. Total points scored
3. Head-to-head
4. Coin toss

The 4 teams that qualify for the playoffs will be seeded according to the above criteria, regardless of whether they won the division or qualified as a wild card. In week 15, the 1<sup>st</sup> seed will play the 4<sup>th</sup> seed and the 2<sup>nd</sup> seed will play the 3<sup>rd</sup> seed. The 2 winners will meet in week 16 in the Fantasy Bowl.

**Proceeds:** All money in the league will be divided as follows:

- \$5 Weekly high score.
- \$80 Team with most points for the 14 week season.
- \$40 Team with the 2<sup>nd</sup> most points for the 14 week season.
- 50% of remainder - Fantasy Bowl winner
- 25% of remainder - Fantasy Bowl loser
- 12.5% of remainder - Each 1st round loser

**Scoring:** Scoring will be determined by the scoring of your 9 starters each week. Double the score for any scoring play of 50 or more yards:

- 6 points - Scoring a touchdown
- 3 points - Throwing a touchdown pass
- 3 points - Kicking a field goal
- 1 point - Kicking an extra point
- 2 points - Scoring on a 2 point conversion.
- 1 point - Throwing a pass to score a 2 point conversion.
- 2 points - Safety

A defensive touchdown is a return of an interception, a fumble, a blocked field goal, or a blocked punt. If two teams have the same total with the starters, the tiebreaker will be the total of the non-starters. If it is still tied, it will remain a tie except for in the playoffs, when the higher seeded team will advance.

**Pre-season roster moves:** Roster moves made prior to the 1<sup>st</sup> regular season game will be allowed at no transaction charge.

**Directions to Mike's and Ann's:** Take 169 to Medicine Lake Road and go east on Medicine Lake Road. A couple of blocks past Winnetka is Lamphere. Take a left on Lamphere and then take the 1<sup>st</sup> right, which is Quebec. Follow Quebec a couple of blocks until you get to 2916 (on the right). If you have any difficulties finding it, their phone # is 542-8385.