

# THE OFFICIAL OFFL RULES

## I. General

The Other Fantasy Football League (“OFFL”) was formed in 1999 to promote entertainment and competition among its participants. For the 2023 season, there will be a maximum of 10 franchises. Each franchise will pay a \$205 fee to participate in the league. PAYMENT OF THE \$205 FRANCHISE FEE IS DUE TO THE LEAGUE OFFICE BY THE DRAFT!!! During the season, the franchise fees will be redistributed on a basis agreed to by the current season participants. (See Appendix A for current agreement) The league office is made up of the current and previous commissioner.

## II. Rules of Play

### A. ROSTER SIZE

Rosters can't exceed 18 players. If you are at 18 players you cannot pick up another player without waiving one. If you have 17 or fewer players, you can do a waiver without cutting another player. There is no minimum roster size. A roster may not be greater than 18 players.

### B. ACQUISITION OF PLAYERS

Players can be added to a franchise's roster in the following 3 ways:

**(1) The Draft.** Each team will select 18 players. Draft order will be determined prior to the draft in a random fashion via lottery. The draft will be held on **before the first game.**

Round 1 will occur in ascending order, round 2 in descending order, round 3 in ascending order, and so forth. Draft will be done on the websites draft room. There is no time limit to make selections.

## II. Rules of Play (cont.)

**(2) Trades.** Trades can be made at any time up to the line-up submission deadline for the week following the last NFL regular season scheduled “bye”. Franchises are limited to a maximum of 4 trade transactions. Notification of trades must be presented to the league office along with the current week’s lineup submission. All trades must meet the test of being “in the league’s best interest”, that is, they must not pool risk or be intended to reduce the genuine competition of the league. **PLAYERS INVOLVED IN TRADES ARE ELIGIBLE FOR COMPETITION IN THE WEEK OF THE TRANSACTION**, as long as it occurs before any lineup submissions are due. Trade transactions are not transferable to other franchises under any circumstances. A 2 for 1 trade is not allowed.

**(3) Waivers.** Each team may use the waiver process up to 10 times commencing with Week 1 of the OFFL season and ending with week 17 lineups. A “waiver use” is defined as (a) waiving a player and claiming another, (b) waiving a player without attempting to claim another, or (c) claiming a player without waiving another.

To utilize the waiver process, a franchise should use the websites waiver wire to drop and request players. The waiver wire will close at Midnight central time on Tuesday. After waivers are processed you can use the add/drop to pick up a player anytime until Noon central time on Sunday. A team may only use one waiver or add/drop per week.

The website will process waivers beginning with the franchise with the lowest cumulative point total. If there is a tie for cumulative points, the websites software will determine priority. For week one waivers the order will be the reverse of the draft order. If a franchise lists at least 1 desired waiver pickup choices and none remain available, due to prior selections by franchises with lower cumulative points, then they will retain the player they designated as waived and they will not be charged with a “waiver use”.

Players can be claimed on waivers in the same week they are waived by another franchise. Players selected on waivers are eligible for play in the same week they are acquired. A waived player cannot be played by the waiving franchise in the week he is waived. Waiver uses are not transferable to other franchises under any circumstances.

## II Rules of Play (cont.)

### C. SUBMISSION OF LINEUPS, WAIVERS AND TRADES

All waiver submissions must be made by midnight central time on Tuesday. All lineup submissions must be made via the Internet website or to the commissioner by 1:00 PM Eastern Standard Time (EST) Sunday morning. Lineups will be played as submitted. A player can only be played at his designated position. A tight end (TE) is considered a wide receiver (WR). If a lineup is not submitted by the deadline, the previous week's lineup will be used. For game(s) prior to Sunday, the deadline for the players involved in those games will be the kickoff of their respective game. Once the deadline has passed, no changes will be allowed by the software or the league office.

## II Rules of Play (cont.)

Examples - If you do not make any changes for the early games, the status of your players from the previous week will carry over. Therefore, if your player in the early game was not starting in the previous week and you do nothing, they will not be able to start during that current week and if you played a player in the previous week and his team has an early game, if you do nothing he will automatically start during the current week. If you do not turn in your lineup for the week and you had a player from the prior week's starting lineup that has a bye week during the current week, you will not be allowed a substitution for that player even if the choice is obvious. This will result in a lineup of less than 8 players.

Lineups will consist of the following:

- 1 - Quarterback (QB)
- 3 - Running backs (B)
- 3 - Receivers (R)
- 1 - Kicker (K)

### D. AWARDING OF POINTS

Only players in the current week OFFL lineup earn OFFL points for their franchise. Players receive OFFL points for yards rushing, receiving and passing in NFL games. THIS DOES NOT INCLUDE PUNT OR KICKOFFRETURN YARDS. See Below for the yardage-scoring table.

Additionally, OFFL points are awarded for the following scoring plays in NFL games.

TDs rushing (INCLUDING PUNT AND KICKOFF RETURNS) - 6pts  
TDs receiving - 6pts                      two pt. conversion rush or receiving - 2pts  
TDs passing - 4pts                        two pt. conversion passing - 1pt  
Field goals - 3pts  
Extra point - 1pt

Rushing and receiving yards (not combined) – 2 points for 50, 4 points for 80, 6 points for 100 and 1 additional point for every 20 additional yards.

Passing yards – 2 points for 200, 4 points for 240 and 1 additional point for every 30 additional yards.

REMEMBER, ONLY PLAYERS IN THE OFFL LINEUP FOR THE CURRENT WEEK EARN OFFL POINTS

Damar Hamlin Provision: Any game that kicks off and is then stopped for any reason such as injuries, weather, crowd interference, etc. and then ultimately cancelled then any stats accumulated to that point will be counted in weekly point totals. If the stats are removed by the NFL and our website the commissioner will use stats from an alternate web service and manually enter them.

## II Rules of Play (cont.)

### E. SOURCE OF SCORING DATA

The Fantasy Commissioner Internet web site program is the official scoring source for the OFFL. Suspected omissions/errors by this web site should be brought to the attention of the League Office PRIOR TO THE FOLLOWING WEEK'S LINEUP SUBMISSION DEADLINE. For the purpose of conflict settlement, stats on NFL.com shall be the ruling authority. All disputes will be decided prior to the following week's lineup deadline.

### F. INTERNET SYSTEM

To access the Internet based system, go to [www.rtsports.com](http://www.rtsports.com). Select "Team Login". Unless otherwise informed by the league office, your username is the first letter of your first name and then your last name. Passwords for new franchises are the same as the username by default. After login, the first screen you come to is the home page. You will be able to see commissioner notes here and if league members want to talk to each other or trash talk you can select "Message Board" under the "League News" section of this page.

At the top of the page you can select "Manage Team", "reports", "options", or "help". GO TO HELP TO SELECT THE MANUAL TO FIND OUT HOW TO USE THIS SITE IF YOU HAVE ANY QUESTIONS. "Manage Team" is where you go to select your starting line-ups, do waivers via the add/drop choice and enter trades.

Starting line-ups - Go to Manage Team then starting line-ups and then check the boxes for the players you want to start each week or changes you want to make from the previous week and then hit save at the bottom of the page.

Waivers – Use the waiver wire option until midnight Tuesday. Then use the add/drop until kickoff on Sunday

Trades – Go to Manage Team then select "trades" to enter any trades or to make trade offers to other teams. Pick the team you are or want to trade with, select their players you want to receive and the players from your roster that you want to trade and hit save. The other team will then be notified via the web site that another owner has requested a trade. That owner should either accept or decline the trade via the web and if he declines the other owner will be notified of such, if he accepts the players will automatically be traded.

## II Rules of Play (cont.)

Reports – Select “Reports” at the top of the page to go to all the reports you will want. These include among other things the reports you are used to such as: Fantasy standings, starting lineups, weekly results, team rankings, top player reports, fantasy schedule, NFL schedule and other reports.

Options – This is where you go to change your username or password and enter your specific team personal information.

## III. Redistribution of Franchise Fees

Franchise fees will be redistributed based on the breakdown in Appendix A. These include:

- A. A weekly prize to the franchise scoring the most points (ties for weekly high score result in an even split of that week’s prize)
- B. Prize money for the 6 team playoff. The playoffs will be conducted during NFL week 15 (OFFL wild card week), NFL week 16 (semifinals) and NFL week 17 (OFFL Bowl and consolation game). The six highest scoring teams during the regular season will be eligible for the single elimination head-to-head playoff tournament. See Attachment 4 for the playoff structure. Ties will be broken in the following manner:

Ties in regular season cumulative scores (i.e. to determine which 6 teams are eligible for the playoffs) will be broken by selecting the team with the best record had they been playing head-to-head competition during the regular season against each other.

Tie scores in wild card playoff games will be broken by selecting the team with the highest total score of all 18 players on the roster; if this does not break the tie, a winner will be determined by the team with the higher seed.

Tie scores in the OFFL Bowl and consolation games will be broken by selecting the team with the highest total score of all 18 players on the roster. If this fails to break the tie the prize money will be split evenly (e.g. a tie in the consolation game will result in the two participating teams splitting 3rd and 4th place playoff money equally.)

### **III. Redistribution of Franchise Fees (cont.)**

- D. Prize money for the best three head to head records for the first 17 weeks. Each team will play another team every week in a head to head contest. If there is a tie at the end of the year for one of the top three records, the tie will be broken by the head to head record that the respective teams had against each other. If a further tiebreaker is needed, we will look to the total points for the games the teams played each other. The head to head schedule is determined randomly by the Internet system.

### **IV Settlement of Disputes & Rule Changes**

The league office will resolve all disputes. All disputes will be settled prior to the following week's deadline. If a member of the league office is involved in the dispute the remaining impartial member will resolve it. If both members of the league office are involved in the dispute, it will be settled by an impartial agreed upon team.

Proposed rule changes will be discussed at the draft. A two-thirds vote of the league is needed to change any rules. If a rule is changed at the draft, it will become effective for the next season. It may become effective for the current season you are drafting if it is unanimously agreed.

### **V Additional Rules**

The team with the lowest total points at the end of the season shall have their team name for the following year chosen by a vote of the other nine teams. To have your naming rights restored you must make the playoffs in a subsequent year. Team with lowest point total will also go to JC Penny and get pictures taken. They must purchase wallet photos to distribute to the entire league at the following year draft. They must wear an outfit as determined by the league champion.

The draft can be held at a location selected by and voted upon by the league for every 3<sup>rd</sup> year starting with 2009.

**APPENDIX A  
FEE DISTRIBUTION SCHEDULE**

	<b>10 Team League</b>	
	<u>\$</u>	<u>%</u>
<b>1 - 17 Week Season</b>		
Weekly High Score (\$50 per week)	\$ 850.00	41.46%
<b>3 - Week Playoff Tournament Prizes</b>		
OFFL Bowl Winner	\$ 300.00	14.63%
OFFL Bowl Runner Up	\$ 180.00	8.78%
Consolation Game Winner	\$ 135.00	6.59%
Consolation Game Runner Up	\$ 75.00	3.66%
Wild Card Loser	\$ 55.00	2.68%
Wild Card Loser	\$ 55.00	2.68%
Total 3 - Week Playoff Prizes	<u>\$ 800.00</u>	<u>39.02%</u>
<b>Head to Head Record</b>		
Best Record	\$ 150.00	7.32%
2nd Best Record	\$ 100.00	4.88%
3rd Best Record	\$ 50.00	2.44%
Total Head to Head Payout	<u>\$ 300.00</u>	<u>14.63%</u>
<b>Expenses</b>	\$ 100.00	4.88%
<b>Total Redistribution</b>	\$ 2,050.00	100.00%



**Attachment #4  
Playoff Structure**

Teams are seeded #1 through #6 based on cumulative OFFL points for Weeks 1 through 14

