

SFL 2023 OFFICIAL RULEBOOK



OUR 27th SEASON!

Defending Champions:

BURN HARD LONGER

BACK to BACK Champs

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1.0 – THE LEAGUE

- 1.01** The SFL is comprised of 3 Divisions (West, Central, East) of 4 teams each, which compile a regular season record by playing each division rival twice & the other 8 teams in the league once in head-to-head matchups each week, through a 14-week Regular Season.
- 1.02** Divisions will be realigned by random drawing every 3 years (Next realignment in 2024.)
- 1.03** Entry Fee – There is a \$150 entry fee, **payable at the next year’s draft**, plus any transaction fees. (The Commissioner pays for the website (\$90) & the draft board (\$25) plus \$35 as his entry fee.)

2.0 – THE DRAFT

- 2.01** **The 27th SFL Draft will be held online via FanDraft at 1:00pm on Saturday, August 26th, 2023.**
- 2.02** **The Draft of the Draft:** The Draft of the Draft Order is determined by reverse order of Points Against from the previous season (**per 2021 vote, previous years’ playoff teams are no longer the last 4 choices. It is straight Points Against from the previous year.**)
- 2.03** The Draft of the Draft is a slow draft; a month before the draft, teams have a 3-day clock to choose their draft slot. If an Owner somehow manages to ignore emails, texts, carrier pigeon, smoke signals etc. for 3 days & do not choose their slot, then they will be moved to the **BOTTOM** of the picking order.
- 2.04** **KEEPERS:** Teams returning from the previous year have the option of keeping 1 player from last year’s team in the same round they were drafted, making that player the team’s Franchise Player. Owners electing to keep a player must report their keeper to the Office of the Commissioner by 8pm MST on Saturday, August 19th, 2023 (the Saturday before the Draft). **Per 2021 vote, a team can keep the player for 1 additional year, but they become their 1st round pick for that 2nd year. No 3rd year!!!**
- 2.04.01** Once announced, a Keeper may be changed up until the deadline.
- 2.04.02** After the deadline, if a team has announced a keeper, they are stuck with that player until **after the draft**; even if that player suffers a season-ending injury during the time between the Keeper Deadline

& the draft. This is just a risk Owners have to accept if they want to keep a player from last year.

- 2.04.03** If a team does not return from the previous year, ALL of his or her players are returned to the player pool for the draft; a new Owner may NOT 'take over' a team from last year and keep 1 player as if they were a returning Owner.
- 2.04.04** Only **DRAFTED** players can be Keepers; any free agents or players acquired in a trade are ineligible to be kept the following year.
- 2.04.05** Once the draft begins, a team can trade their Keeper player.
- 2.04.06** If teams are trading a Keeper for a Keeper, then they would just be switched in their respective draft slots for each team.
- 2.04.07** If teams are trading a Keeper for draft picks, then the team receiving the Keeper will place the acquired player in the draft slot that they dealt.
- 2.04.08** If the player is acquired for 2 or more draft picks, then the player will be placed in the HIGHEST draft pick that they traded away. If the player is acquired along with draft picks, the player will always be placed in the highest draft pick dealt for the player.
- 2.05** **The Amish Allowance:** Has been waived; league continuity is more important than trying to fill a spot every year.
- 2.06** **The Seahorn Selection:** If an owner, having lost track of who has been drafted, fills out & places a sticker on the draft board with the name of a player already selected, then they will lose that pick & be awarded former NYG CB **Jason Seahorn** for that draft pick. Don't ask why - it's tradition!

3.0 – THE SEASON

- 3.01** The SFL Preseason runs Monday, August 28th, 2023 up until the beginning of the Week 1 game on Thursday, September 7th, 2023.
- 3.02** The SFL Regular Season runs from NFL Week 1 through Week 14. Each team plays every team in their division twice, and every other team once.
- 3.03** The Playoffs begin in NFL Week 15.
- 3.04** **High Points for the Week:** Earns a \$10 prize.

3.05 Low Points for the Week: a \$10 fine applies & goes into the Super Bowl pot.

4.0 – TEAM ROSTERS

4.01 Each team must **maintain** a roster of 20 players; if a team trades 2 players for 1 player, they must pick up a Free Agent to fill the empty slot to get them up to the 20 player level; they cannot sit at 19 players and wait a couple weeks to see which free agent puts up the most points; every team must have 20 players on their roster at the start of the final game of the week.

40101 4.01.01 A team has up until the start of the last game of the week to correct any illegal roster; if, at the start of the final game of the week, you have an illegal roster, then the Commissioner will add a random scrub to the illegal roster to complete the ½ transaction, costing the owner \$5. It will then cost the owner another \$5 to drop him & add a relevant player.

4.02 Following are the ways to submit your Starting Lineups:

4.02.01 Using the SFL 2023 Website (rtsports.com), you can change your lineup up to **5 MINUTES** before that player's game.

4.02.02 If you can't get to a computer & need to call in, you can call or text the **Lineup Hotline - 702-807-1499**. Every effort will be made to accommodate any "emergencies" – however, once the games start, your lineup is set – if you don't call me in time, then your prior weeks' lineup stands.

4.02.03 A text is satisfactory as well – as long as the timestamp is before the start of any players involved start their games, then the Commish will notify the league of the lineup change & make the change as soon as the site allows.

4.02.04 The Kreider Doctrine: It is the **SOLE RESPONSIBILITY** of the Owner to check and make sure their lineup is correct; there will be no lineup revisions after the player in question's lineup deadline has passed (5 minutes prior to his game time.) **NO EXCEPTIONS.**

4.03 A team's Starting Lineup consists of the following: **1 Quarterback, 2 Running Backs, 2 Wide Receivers, 1 Tight End, 2 Flex (can be a RB, WR, or TE), 1 Kicker, and one Defense/Special Teams.**

4.04 Overtime Quarterback (OTQB)

4.04.01 Overtime QB: If your Scoring Lineup is tie, then your Overtime QB (the 2nd highest scoring QB on your roster) comes into play (You check the "Tie" box next to that QB when submitting your lineup). In the event that you and your opponent's Scoring Lineup score the same amount of points, then your OTQB will go head-to-head to determine the winner of the game. In the event that these players tie, then the game will be declared an Official Tie. (As far as Official Ties go in the playoffs, see **Rule 8.03 – Playoff Ties**).

5.0 – SCORING

5.01 Players accumulate points based on their performance in that week's NFL games. **Per 2021 vote, the SFL is now going to decimal scoring.** Points are scored as follows:

QB / RB / WR / TE / K

Thrown TD	6 points
Rushing TD	6 points
Receiving TD	6 points
Thrown / Rush / Rec 2pt conv.	2 points
Every 25yds passing	1 point
Every 10yds combined rush/rec.	1 point
Each reception	1 point
Fumble	-1 point
Thrown Interception	-1 point
Kicked Field Goal <50yds	3 points
Kicked Field Goal 50yds+	6 points
Kicked Extra Point	1 point

Defense/Special Teams

Allow 0 pts	15 points
Allow 2-7 points	12 points
Allow 8-14 points	9 points
Allow 15-21 points	6 points
Allow 22-28 points	3 points
Allow 29-34 points	0 points
Allow 35+ points	-6 points
Return TD	6 points
Interception	1 point
Fumble Recovery	1 point
Sack	1 point
Blocked Kick	1 point
Safety	2 points

NOTE: The Owners have voted to go to PPR scoring.

5.02 Crazy Play Rule: On any given Sunday, there are a number of crazy plays that result in touchdowns; and create untold scoring headaches for Yours Truly. Here is a breakdown for how to score these plays:

5.03

5.03.01 Anytime there is a **CHANGE OF POSSESSION** on a play, then both teams on the field **AUTOMATICALLY** become Special Teams. All players are now Special Teams players, and any TDs scored are credited to the D/ST of that team **only**. No individual points will be awarded for the guy who recovers a fumble and runs it in, **UNLESS** there was no CHANGE OF POSSESSION:

EXAMPLE A:

A WR receives a pass, gets about 10 yards and fumbles. The defense recovers the fumble and starts running it back. As soon as the WR fumbled the ball away to the defense, both teams are D/ST on the field. If the guy with the ball fumbles it again, and it is recovered by the other team, who then runs it in for a score, it is still a D/ST TD with no credit for yardage.

EXAMPLE B:

The team is in the red zone. The QB fumbles the snap, and the RB picks up the ball and runs it in for a TD. The RB would be individually credited with the yardage & TD since there was no change of possession.

5.03.02 If a **Placekicker** is involved in a TD-scoring play, then he IS credited with any yardage for passing, rushing, or receiving, and any TD that he scores, because he is an official SFL player, with a roster spot. (The D/ST involved **ALSO** gets the TD points.) However, if the **Punter** scores a TD in the same fashion, the TD points go to the Defense/Special Teams of that team, since the punter is a member of the D/ST and not an official SFL player. No credit for yardage gained will be awarded.

6.0 – TRADING

6.01 Teams may trade players at any point during the **Preseason** (August 28th through September 7th) and the **Regular Season** up until the **Trading Deadline**.

6.02 There are no restrictions on how many players may be involved in a trade except: Each team **MUST** have a roster of 20 players by kickoff of the last game of the week, otherwise the Commish will step in as outlined in Rule **4.01.01**.

EXAMPLE:

The Village Idiots send Chris Godwin to the Angry Eunuchs for Melvin Gordon, Mike Williams and Nick Folk. The Angry Eunuchs **MUST pick up** 2 free agents immediately to get their roster up to 20 players, and the Village Idiots must **drop** 2 players to get down to 20.

6.03 Each transaction is subject to a **Transaction Fee** of \$5. A transaction is defined as anytime you change a player in a roster slot on your team.

EXAMPLE:

In the above example, the Village Idiots acquired 3 players from the Angry Eunuchs for 1 player. The Village Idiots would have to **drop** 2 players from their roster immediately to get down to 20 players ($20-1+3=22$). So they really changed 3 slots on their roster, so they pay 3 transaction fees ($\$5 \times 3=\15). The Angry Eunuchs would pay 3 transaction fees also ($20-3+1=18$); they must pick up 2 free agents to get to 20 players, therefore they changed 3 roster slots).

All Transaction Fees are lumped on top of the Super Bowl pot for the Super Bowl Champion.

6.04 **TRADING DEADLINE:** The Trading Deadline is **Saturday, November 18th, 2023 at 8:00pm MT** (end of Week 10).

7.0 – FREE AGENTS & WAIVERS

7.01 **Transaction Fee:** There is a \$5 Transaction Fee for every time an Owner picks up a free agent & drops a player.

7.02 Between the Draft and each players' Week 1 game kickoff, teams can add/drop as many players as they want; there is **NO TRANSACTION FEE** for these preseason transactions.

PRESEASON FREE AGENCY: 8/28/2023 – kickoff of each players' Week 1 game

7.03 **Waiver Order:** From 9am Tuesday until 8pm Wednesday during the Regular Season, Owners may put in a waiver request for a free agent. If a team is requesting more than 1 player, then they must rank the players in order from the one they want the most through the one they want the least. The website has a tutorial on how the thing works. If 2 or more teams have requested the same player, then the team highest on the Waiver Order gets him, and then moves to the bottom of the list. This process is followed for all players requested until all moves are made.

EXAMPLE:

The Village Idiots (2-4) request Gus Edwards.

The Angry Eunuchs (5-1) request Zamir White and Mitch Trubisky.

Team Hopeless (3-3) requests Zamir White.

Hell's Angels (1-5) request Gus Edwards and Zamir White.

After getting all orders, here is how it would shape up:

The Village Idiots (2-4) and Hell's Angels (1-5) want Edwards; Hell's Angels get him (worst record) & they go to the bottom of the Waiver Order. The Angry

Eunuchs (5-1), Team Hopeless (3-3) and Hell's Angels (1-5) want White; Team Hopeless gets him since they have a worse record than The Angry Eunuchs AND Hell's Angels went to the bottom of the order. Team Hopeless goes to the bottom of the order. The Angry Eunuchs want Mitch Trubisky & get him since no one else wants him.

7.03.02 The SFL uses a **Rolling Waiver Order**: Once a team successfully claims a player, they are sent to the bottom of the Waiver order. If you wait a few weeks before submitting a claim, you climb up in the Waiver Order as other teams make claims.

7.03.04 The initial Waiver order will be set on Tuesday, Sept 12th, using the Week 1 Standings in reverse.

7.04 After Waivers run, free agents are available on a first-come, first-serve basis starting on Thursday at 8am MT. A **Transaction Fee** still applies to each move.

7.05 The **Free Agent Deadline** no longer applies. Free agents can be added through Week 18 (Non-playoff teams are locked after Week 14.)

8.0 – PLAYOFFS

8.01 **Playoff Teams:** At the conclusion of the Regular Season, the 3 Division Winners and 3 Wild Cards make the playoffs. The Division Winners are seeds # 1-3, and the Wild Cards are #4-6.

8.02 **Playoff Schedule:**

WEEK 15: **Seeds #1 & 2 – BYE**
 #6 @ #3
 #5 @ #4

WEEK 16: **Lowest Remaining Seed @ #1**
 Highest Remaining Seed @ #2

WEEKS 17-18: SUPER BOWL XXVII

8.03 **Tiebreakers:** The official SFL tiebreakers for making the playoffs & playoff seeding are as follows (break ties within divisions first):

- 1 – Head-to-Head record**
- 2 – Divisional Record**
- 3 – Points For**
- 4 – Points Differential in Divisional games**
- 5 – Points Differential in Non-Divisional Games**

8.04 **Playoff Ties:** In the event that a playoff game is tied after all NFL games are played, then the home-field team (seeds #1 & #2) **are awarded an extra point.** So, in the event that a playoff game results in tie scores by the Starting Lineups & Overtime lineups, essentially the home team (higher seed) wins by 1 point.

8.05 **Super Bowl XXVII:** Super Bowl XXVII is a **two-week** game. (The highest remaining seed is the "home team" and gets the 1-point tiebreaker advantage detailed in **Rule 8.02**) Owners submit a lineup for the 1st Half (NFL Week 17), and then they may make lineup changes at "halftime" for the 2nd Half (NFL Week 18).

NOTE: Overtime QBs do not come into play for the 1st Half, only for the 2nd Half. In the event of a tie after regulation, then we go to the Overtime QBs, if still tied after that, then the team with home field advantage wins by 1 point (see Rule 8.03).

9.0 - PRIZES

9.01 Each Owner settles up their entry & transaction fees for the previous season at the next years' Draft, and the winners are paid out at that time and the Trophy is handed off from the previous Champ to the new Champ.

Entry Fees	(\$150 x 11) + \$35	\$1,685
Weekly Hi Pts	\$10 x 14 weeks	-\$140
Weekly Low Points	\$10 x 14 weeks	\$140
Division Winners	\$150 x 3	-\$450
SB XXVII Loser	\$350	-\$350
SB XXVII Winner	\$810 (+ All Transaction Fees)	\$885+ Trans.

(Typical transaction fees are in the \$900 - \$1,000 range)