

American Association of Fantasy Football Fanatics (In Memory of Jim Gardner)

Est. 1991

OFFICIAL RULES

Overview

The American Association of Fantasy Football Fanatics (AAFFF) was founded in 1991 in Cheektowaga, New York. The AAFFF predates fantasy football magazines, automatic scoring websites and online drafts. It is not an exaggeration to suggest that this league is one of the longest continuous-running fantasy football leagues in the U.S. The 2022 season is the league's 32nd season!

The name of the league was amended in 2010 to honor and remember Jim Gardner, a longtime friend and AAFFF owner (G-Men), who passed away on February 19, 2010 at age 64. A die-hard New York Giants fan, Jim was an active owner in this league. He won the AAFFF championship in 2007, but more importantly made many contributions to the AAFFF. He is missed.

Notes for 2022

- Keeping the 2-player COVID/IR reserve from 2020-2021.
- Keeping the expanded +1 roster of 14 from 2020-2021 but adding a third FLEX position to the starting lineup (10 active/4 bench players instead of 9 starters/5 bench players).
- QBs were getting too dominating, so dropping TD Pass value from 5 points to 4 points.
- Keeping the two post-season bracket system implemented in 2021. Championship "Money" Bracket (seeds 1-6) and Hall of Bracket (seeds 7-12) featuring bye weeks.
- Franchise fee remains \$60. Only \$6 per team goes toward website cost!
- \$640 in total prize money. \$323 for 1st place.
- 14-round draft is Tuesday, September 6 at 9:01 PM ET.

Article I. Rosters

Rosters consist of 14 total players from any position: 10 active and 4 inactive. The positions are: QB, RB, combined WR/TE, FLEX (RB or WR/TE), kicker, combined Team Defense/Special Teams units (DEF/ST), and Team Offense (OFF).

Starting Lineup: 1 QB, 1 RB, 2 WR/TEs, 3 FLEX (RBs and/or WR/TEs), 1 K, 1 Team Offense (OFF), 1 Team Defense/Special Teams (DEF/ST).

Bench: 4 players any position.

COVID/IR Reserve: 2 players. Must remove player off the reserve list no later than 10 days after he's removed from NFL reserve list. Commissioner will place the player on waivers if not done so.

Article II. Draft & Keepers

Online Draft: The 2022 AAFFF Annual Draft will be held **Tuesday, September 6, 2022 at 9:01 PM ET**. The draft will be 14 rounds. The draft is "S-style" (snakes in the opposite direction each round).

The 2022 draft order was determined via results of the three 2021 postseason brackets. The draft order snakes in the opposite direction each round. New teams, if any, would be considered expansion teams and would draft at the end of Round 1. The 2022 draft order is listed on the Real Time Sports website's AAFFF Draft Room [<http://www.rtsports.com>].

Managers will have a firm 75 seconds to make a draft selection. If time expires, managers are skipped. They will be back on the clock after the next successful pick is made. If you are having a technical issue while you're on the clock, contact the Commissioner immediately for assistance at 703-638-9206.

Franchise Players: Managers can keep one "Franchise Player" from last season's roster in lieu of their first-round draft choice. Franchise Players must be announced one week prior to the draft. However, managers may change their franchise player designation up until the draft begins.

Diamond in the Rough: In addition, managers may keep 1 player (QB, RB, WR/TE only) from their previous year's draft IF he was selected in the 11th, 12th, 13th, or 14th round of the 2021 draft AND he was not released or traded during the season he was drafted. The Diamond in the Rough player would be in lieu of the team's 2022 14th round draft pick. A Diamond in the Rough player can only be protected for 1 season as a Diamond player. The Commissioner will make available the list of eligible Diamond in the Rough Players well before the draft.

Article III. Scoring

- TD Rush, Reception, Return = 7 points
- TD Pass = 4 Points
- Length of TD Rush, Pass, Reception: 1 bonus point for every 10 Yards
- Length of TD Return: 1 bonus point for every 20 Yards
- 2-Point Conversion Rush, Pass, Reception = 2 points

- Total Yards from Scrimmage: 1 point for every 10 Yards
- Total Yards Passing: 250-299 Yards = 4 points
- Total Yards Passing: 300-349 Yards = 6 points
- Total Yards Passing: 350-399 Yards = 8 points
- Total Yards Passing: 400+ Yards = 12 points

- Every 1 Reception, starting with 3rd reception = 1 point

- FG = 3 points
 - PAT = 1 point
 - Length of FG: 30-39 yards = 1 bonus point
 - Length of FG: 40-49 yards = 2 bonus points
 - Length of FG: 50+ yards = 3 bonus points
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- Team OFF: Total Points Scored: 1 point for every 10 points
 - Team OFF: 1 point for every 10 first downs
 - Team OFF: Time of Possession: 1 point for every 7 minutes
 - Team OFF: Margin of Victory: 1 point for every 3 points
 - Team OFF: Win = 7 points
 - Team OFF: Tie = 3 points
 - Team OFF: Loss (-3 points)
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- Team DEF/ST: Blocked FG, PAT, Punt = 1 point
 - Team DEF/ST: INT, Fumble Recovery, Sack = 1 point
 - Team DEF/ST: Shutout = 21 points
 - Team DEF/ST: 2-7 Points Allowed = 17 points
 - Team DEF/ST: 8-14 Points Allowed = 10 points
 - Team DEF/ST: 15-24 Points Allowed = 3 points
 - Team DEF/ST: Safety = 4 points

Note: Individual offensive players are eligible for return TDs. i.e., a RB returns a kickoff for a TD or a WR playing defense intercepts a pass for a TD. The owner with DEF/ST gets points as does the owner with the individual offensive player.

Article IV. Divisions and Schedule

Divisions: The AAFFF has three divisions: the American Division, the National Division, and the Colonial Division. The top 4 teams of the previous season are placed in the American Division; the next 4 best teams are placed in the National Division; and the bottom 4 teams are placed in the Colonial Division.

Schedule: The regular season schedule is a balanced, double-header format. Each team will play divisional opponents twice (6 games) and all other non-division teams once (8 games) over Weeks 1-14. Additionally, each team each week will play a double-header game versus League Average. This means that teams that score more points than the average points scored of all 12 teams that week will earn a “win” in the standings. The teams who score below League Average get a “loss” in the standings.

Article V. Postseason

All 12 teams will play in 2 separate 6-team postseason brackets over Week 15, 16, and 17 to determine prize money and draft positions for the following season. There are no games Week 18. The 3 division winners, plus 3 wildcard teams will play in the Championship “Money” Bracket. The other 6 teams will play in the Hall of Fame Bracket. The top 2 seeds seed in each bracket (#1 & #2 and #7 & #8) earn byes in Week 15.

Championship “Money” Bracket

Week 15: The 1-6 seeds, which are the 3 division winners plus wildcard teams (non-division winners regardless of division with the best winning percentage), qualify for the Championship “Money” Bracket. #3 v #6 and #4 v #5 play head-to-head in Week 15. Seed #1 and #2 earn a bye.

Week 16: #1 v lowest remaining seed and #2 v next lowest remaining seed. Also, the 2 losing teams from Week 15 play head-to-head for draft position.

Week 17: AAFFF Championship Game. Also, the 2 bracket “semi-final” losers from Week 16 play head-to-head for draft position. The champion will draft 7th overall in 2022, the runner-up drafts 8th, and so on.

Hall of Fame Bracket

Week 15: The 7-12 seeds based on winning percentage compete in the Hall of Fame Bracket for the top 6 picks in the 2022 draft. #9 v #12 and #10 v #11 play head-to-head in Week 15. Seed #7 and #8 earn a bye.

Week 16: #7 v lowest remaining seed and #8 v next lowest remaining seed. Also, the 2 losing teams from Week 15 play head-to-head for draft position.

Week 17: Hall of Fame Bracket Title Game. Also, the 2 bracket “semi-final” losers from Week 16 play head-to-head for draft position. The winner will draft 1st overall in 2022, the runner-up drafts 2nd, and so on.

Article VI. Tiebreakers

Regular season games that end in a tie will remain a tie, or a 1/2 win. Standings will be determined by overall winning percentage. If 2 or more teams are tied in the standings, the tie will be broken by: (1) Total Points Scored and (2) Total Points Scored Head-to-Head.

In the playoffs, the tiebreaker is total points head-to-head between those 2 teams during the regular season. This ensures that the better of the two teams versus each other advances.

Article VII. Waiver Wire, Free Agency, and Trades

The AAFFF uses a weekly waiver wire then first-come, first-served free agency system each week.

Waiver wire: Owners may submit 1 to 4 players to waive and claim via waiver wire between 6 AM ET Tuesday and 11 PM ET Wednesday each week. Players are awarded automatically via the website based on reverse order of total points scored. This process enables teams at or near the bottom of the standings the first opportunity to acquire the best available free agents each week.

Free Agency: Beginning 6 AM ET Thursday mornings after the waiver wire players have been awarded, managers may waive and acquire an unlimited number of free agent players. Released players will be placed on the “protected free agent” list. This means

they are unavailable for pickup by another team for 24 hours. There is no limit to the number of free agents an owner can acquire.

Trades: Trades may be negotiated among owners using the Trades section of the website. Once a trade agreement is reached between two or more owners, the trade is subject to Commissioner approval. The Commissioner must have a compelling reason to reject a trade agreement (i.e., it's overtly lopsided). A trade that is rejected by the Commissioner may be appealed. If the Commissioner does not reverse his decision, he will put the matter up to vote by the other managers. If a majority of the managers indicate the trade is okay to them, the Commissioner's decision will be overridden. Trading is suspended following Week 8.

Article VIII. Money

The annual Franchise Fee is \$60 per team (\$720 total revenue). The Commissioner uses \$6 per team to cover the cost of the Real Time Sports website (\$72). Total prize purse is \$648. The preferred transaction method is via PayPal. Send payments via PayPal to jimandkellyp@msn.com.

The top 5 teams will win prize money as follows:

- 1st place: \$323 (up from \$315)
- 2nd place: \$150
- 3rd place: \$75
- 4th place: \$50
- 5th place: \$25
- Most Total Points Regular Season: \$25

Appendix A. Past Champions and Historical Notes

32 consecutive seasons and going strong!

Year	AAFFF Champion	Historical Notes
2022		
2021	TigerSharks (4th)	First franchise ever to win 4 AAFFF championships.
2020	Brewskies	AAFFF's 30 th season! Commemorative t-shirts distributed. Jason Hoag takes over G-Men.

2019	Evil Twin	Steve Ratzel's first season in the league and he wins it!
2018	G-Men (3rd)	Only the second-ever back-to-back AAFFF Champion. TigerSharks set league record for most total points in one season (2,222).
2017	G-Men (2nd)	Diamond in the Rough rule implemented.
2016	Gang Green (3rd)	
2015	Un-Natural Disasters (3rd)	AAFFF's 25 th season! SteelRazor (Vigilantes) set league record for most points in one week (226).
2014	TigerSharks (3rd)	
2013	Geminis (2nd)	
2012	New Start Neff	Double-header schedule implemented. AAFFF expands to 12 teams.
2011	Gang Green (2nd)	
2010	Un-Natural Disasters (2nd)	AAFFF's 20 th season. Jeanette Spero, Jim Gardner's daughter, assumes control of G-Men.
2009	Dirty Ratz (2nd)	
2008	Guido's Gang (3rd)	
2007	G-Men (Jim Gardner)	

2006	Dirty Ratz	
2005	TigerSharks (2nd)	AAFFF's 15 th season
2004	Guido's Gang (2nd)	First online draft.
2003	TigerSharks	
2002	Terminators (Joe Florczak)	First season managers were able to set own rosters via website. First season with automated free agency system.
2001	George Orlando	The only season George was in the league – and he won it.
2000	Geminis	AAFFF's 10 th season.
1999	Gang Green	
1998	Keith Morgan	
1997	Taylor Made (Un-Natural Disasters)	
1996	Guido's Gang	
1995	Maximum Ice (2nd) (The FN Men)	
1994	Terry Tabbs	
1993	Home Town Terminators (2nd) (Bill Golibersuch)	Keeper rule implemented.

1992	Home Town Terminators (Bill Golibersuch)	The only season where all 15 players were active.
1991	Labatt's Dry (The FN Men)	Franchise fee was \$17.

*The number in () is total AAFFF Championships to date for that team.