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**Advent Fantasy Football League – 2024**

Commissioner: Kevin King

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5. **Objective**

Welcome to the Advent Fantasy Football League for 2024. This season, we have 7 owners with over 20 years in our league, some owners since the inception of the league in 1992. We will be following the similar scoring parameters as 2022 with only minor [rules changes](#ruleschanges) to the overall operation of the league. For [Division Pairings](#divisions), [Schedules](#schedules), [handling of trades](#Trades), [Weekly Scoring](#weekly), [League Fees](#fees), and [Playoff details](#playoff1), please see below.

Fantasy Football allows every football fan to be the owner, general manager, and coach of their very own franchise. The object is to draft and manage the best fantasy football team. Points are awarded based on real scores made by real NFL players during the regular NFL season. College players can be drafted but their scoring in College games does NOT count towards AFL scoring. There will be a Weekly Winner for the franchise with the highest number of points at the end of each week. There will also be a Grand Champion for the franchise with the highest number of points for the entire season.   
    
In addition to weekly and overall points, there will be weekly head-to-head match-ups leading to the AFL Bowl. The head-to-head competition will use the first 14 weeks of the NFL season as the AFL regular season and NFL weeks 15 thru 17 for the playoffs. There will be three divisions of four teams each. The teams will be assigned to the same divisions as the previous season. Starting in 2021, there will be a “Pro Bowl” in NFL Week 18.  
    
The following teams comprise the Division Matchups and will be participating in the league for the 2024 AFL Season:

|  |  |  |
| --- | --- | --- |
| **Eastern Division** | **Central Division** | **Western Division** |
| Marc Rarden \*\* | Rick Eng | Jimmy Lam |
| Dave Smigielski / Doug Spillane | Ryan Kerry / Todd Honderd \*\* | Steve Myers / Keith Wilson |
| Greg Clauss / Dave Mishoe \*\* | Kevin King \* | Christian Backe |
| Mike Chartier/ Ken Piper | Jeff Ramseyer / Mike Ramseyer | Casey Keller / Jeff Masterson |

\* League Commissioner: Kevin King - all league questions will be decided by the Commissioner.

\*\* Beer Buyers in 2024

The Head to Head Competition begins with NFL Week 1. The AFL Head to Head schedule is carried over from 2001 as well as the Division Matchups (see above). Stats are updated in real time on the Web site (<http://www.rtsports.com/>) throughout games and during the week when the NFL identifies scoring changes. NOTE: The software provider supplies Real Time Stats during the games but those are unofficial results. Score deductions for Free Agent moves will only be update on Tuesday.

League Fees are due to the Commissioner at the 2024 Draft. Failure to submit payment at the draft will result in a 20-point penalty assessed weekly and the requirement that the owner additionally contribute 25% of the next season's beer budget. The only exception will be those owners who make prior arrangement with the Commissioner.

All League roster moves, **trades or free agent activity** must be approved by the League Commissioner prior to being implemented in the weekly rosters. Free Agent updates are managed via the Website. Auto updates are performance automatically at 11p ET / 8p PT for "preferred trades" and as soon as possible for other changes. "Preferred Trades" are free agent maneuvers submitted prior to 745pm PT on Weds when the team with the lower point total has priority over free agent acquisition in case 2 teams select the same player. After 830pm PT, the free agent goes to the team who selects the player via the website tools first. These changes are performed in Real Time after the automatic Free Agent processing. It is recommended that IF you make a trade request after 3:00pm PT on Friday and plan to use the new player in your weekly lineup that you also submit a "backup" player from your roster in case the trade is negated for some reason. The "backup" player may be the person/team waived. The Commissioner will make every effort to notify owners prior to game time of any roster moves regardless of when they are posted on the Web site. The “backup” player notification can be done via the Web message board or via email to the Commissioner.

**Trades are not allowed after the kickoff of AFL Week 15 games. Free agent activity may take place through all AFL Weeks. At the conclusion of the AFL final week, rosters are frozen until the next draft order is published.** The lone exception to the roster lock is the “Gowen Exception” for teams that carry a single Kicker into the playoffs. The Gowen Exception: If you are carrying a single Kicker on your roster after they are frozen, if that player is injured and placed on IR, you can select a replacement Kicker from the free agent wire. Standard waiver wire processes and point deductions will be followed in case there are multiple teams qualifying for this rule in a given week.

Playoff details will be posted to the FFL Web Site when teams have either clinched a spot or teams have been eliminated from competition. Look for updates after Week 10 of the AFL Season.

**2. The****League**

The League will be comprised of three divisions with twelve total franchises. More than one person may own a franchise. There will be a League Commissioner whose responsibility will be to maintain all statistics and resolve any League disputes. The Commissioner will oversee the draft process, ensure that franchise rosters are maintained in accordance with League rules, and generally administer the League as necessary.   
    
**The franchise fee is $200, due via PayPal or check at the AFL Draft. The Commissioner owes a franchise fee of $100 when also a team owner. Any team not submitting payment by this date will be subject to a 20-point penalty, each week for late payments and required to pay 25% of the following season Beer Budget for the Draft. Penalties will be assessed unless prior arrangement has been made with the Commissioner.** If the commissioner is not a team owner, the commissioner will not owe a franchise fee.  
    
The AFL prizes will be divided as follows:   
   
**Overall Points: Head to Head**

|  |  |
| --- | --- |
| **Overall Points** | **Head to Head** |
| First place: $545 | First place: $435 |
| Second place: $345 | Second place: $235 |
| Third place: $215 |  |
| **Total** $1105 | **Total:** $670 |

Weekly Winner (18 @ 20) $360

Highest Weekly Win of the Season $25

Week 9 Overall Points Leader $40

Software Fee $90   
   
Engraving Fee $10

AFL Pro Bowl Winning Teams: 15 bonus points

**3. The****Team**

Each franchise must maintain a roster of 15 players and/or Defensive/Special Teams units at all times. Returning franchises may protect **one** franchise player between seasons. Franchise players may not be Defensive/Special Teams units.  

**4.****Lineups**

Each week every franchise must submit a lineup that contains 7-offensive players and 1 defensive/special teams unit. This lineup will be used to calculate scores that will determine the weekly and overall winners. The lineup must contain one of the following:

|  |  |  |
| --- | --- | --- |
| **Standard Lineup** | |  |
| **1** | **Kicker (K)** | |
| **1** | **Quarterback (QB)** | |
| **2** | **Running Backs (RB)** | |
| **3** | **Receivers (WR/TE)** | |
| **1** | **Defensive/Special Teams Unit (D)** | |

|  |  |  |
| --- | --- | --- |
| **Wishbone Lineup** | |  |
| **1** | **Kicker (K)** | |
| **1** | **Quarterback (QB)** | |
| **3** | **Running Backs (RB)** | |
| **2** | **Receivers (WR/TE)** | |
| **1** | **Defensive/Special Teams Unit (D)** | |

|  |  |  |
| --- | --- | --- |
| **Fun & Gun Lineup** | |  |
| **1** | **Kicker (K)** | |
| **1** | **Quarterback (QB)** | |
| **1** | **Running Backs (RB)** | |
| **4** | **Receivers (WR/TE)** | |
| **1** | **Defensive/Special Teams Unit (D)** | |

With the use of online tools for roster maintenance, it is each franchise’s responsibility to have their players “active” before the kickoff of their games. Due to travel or other issues, emails and v-mail to the Commissioner that are time stamped prior to kickoff will suffice for changes. Those updates will be made as soon as possible.

If no starting lineup is submitted, it will be assumed that a franchise is making no lineup changes. Changes to lineups are allowed until a player starts playing in his game. A team is allowed unlimited lineup changes until the players involved in the change start their game.

If you have a player who will be playing in a Thursday game, owners must activate the players before the game begins. Owners do not have to declare an entire lineup until the normal deadlines.

For multi-owners teams, there should be 1 majority owner (spokesperson) identified. If multiple rosters, changes, or free agent moves are submitted to the commissioner, the spokesperson’s changes will take precedence unless otherwise stated for a given week.  
    
**4.1** **Contingent Players**

An owner may designate a “contingent player” for a potential “inactive player.” This designation must be declared BEFORE the contingent player starts their game. The substitution is only performed when the original player is officially identified by the NFL as “inactive.” If multiple owner situation, if one owner identifies a potential inactive/contingent pair AND the other owner makes a roster change to bench the potential inactive player, the proposed inactive/contingent pair is invalid and will not be performed.  The inactive/contingent pair notification to the Commissioner can be via text message, email, website message board, or phone call. It is also a courtesy to inform your competition.

 Ex. Mon night WR is at risk. Before Thurs kickoff, Owner X identifies player X on Thurs night as the potential contingent player due to a player Y potential inactive status on Monday night. This is a valid proposal and will be performed if player Y is placed on the NFL Inactive List. The Commissioner will update the roster to swap the proposed contingent player for the inactive player. If Mon player Y is not on inactive list at kickoff, there is no change, even if player Y does not post any stats for the game.

**4.2** **Handcuff Option**

An extension of the Contingent Player scenario is the player handcuff. If a player in a game has the potential to become inactive in a late game and another owner has that player’s backup, aka handcuff, the handcuff can be identified as a Contingent Player provided the starting player is moved to Inactive Status prior to their game. The handcuff must be identified prior to the start of the game for the player that would be benched.

Ex. Player X is the Starter and Player Y is the backup. Player X is rostered on Team A and Player Y is rostered on Team B. Team B can identify Player Y as a Contingent Player (or Handcuff) to start if Player X goes Inactive. Team B must identify a starter on their active roster to bench before this starter begins their game. The Commissioner will update the roster to swap the proposed contingent player for the inactive player.

**5. The****Draft**

Prior to the start of the NFL season, the League members will get together and hold a draft. Each franchise will draft a roster of 15 players and/or defensive/ special teams unit from an NFL team. The entire pool of NFL players and College players is open to each franchise. A player may only be on 1 fantasy roster at a time. These positions may be filled in any order.   
    
The 2024 Draft will be held on Tuesday September 3, 2024 at 3:00pm PT. If a team fails to appear for the draft, their roster will be filled in the order listed above, as the **STANDARD** lineup for the starting team and backups will be selected in a similar manner until all roster positions are filled. Selections will be made by owners of other franchises and approved by the commissioner. The "owners" making selections for the failed team will not be permitted to trade players or picks with their own team.

**5.1. Draft****Order**

The draft will last for 15 rounds, including the Expansion Draft. The draft order for the first round will be a weighted random selection based on prior year order of finish. The draft order for all remaining rounds will alternate in an inverted manner (i.e. 1-12, 12-1) in odd and even rounds, also known as a “Snake Draft.” The weighted selection will be created by dividing the 12-teams from the previous season into 2 groups (Group A will be the top 6 teams; Group B will be bottom 6 teams). Group A teams will have one "ball" each placed into the lottery. Group B teams will have two "balls" each placed into the lottery. Balls will be drawn in random order until each team has a spot in the draft.

For franchises that attend the AFL Summer Owner’s Meeting, they will be awarded one additional “ball” in the weighted selection. The maximum “balls” that a franchise may have is 3 and the minimum number is 1.

The 2024 Draft Order will be selected at or right after the AFL Summer Owners Meeting.

Owners taking over a terminated franchise will inherit their slot in the draft selection process. They will **NOT** inherit the players from the terminated franchise and will be required to participate in the Expansion Draft. If there are two franchises terminated, the slots will be filled by coin flip. For three or more new franchises, the slots will be determined by random lottery style draw. The franchises will be assigned starting with the lowest number of "balls" in the lottery.   
  
Trading picks on Draft Day will be allowed. These trades can either be submitted to the commissioner prior to the Draft OR when the first pick involved in the trade is ‘on the clock.’ Trades are allowed after the Summer Owners Meeting and may include picks and players. Teams can still designate only 1 franchise player and final picks must still adhere to the roster creation structure.

**5.2.****Franchise Players**

Each franchise is permitted to "protect" up to one player from last year's roster. This player needs to be submitted to the Commissioner no later than Friday, August 30, 2024 at 5:00pm PT. Failure to do so will indicate to the league that no franchise player will be retained. A player may be designated a "franchise player" for two drafts by the same owner. That player will then return to the general draft in the third season regardless of who owns the player at the end of that season.

Franchise Players are no longer a ‘guaranteed’ first round draft fill. IF you drafted a player in the prior year draft AND elect to Franchise them at the next draft, they are locked in the Round that they were selected in. If you retain them for the next draft (ie. Hold them for the full duration of the current lock period), they will then count as a First Round Draft Selection. If you acquire a player thru Free Agency or Trade and franchise them, they will count as a First Round Draft Selection during the next draft, if franchised.

Examples: Julio Jones was franchised in 2016 by Team Proxy. If they elect to franchise him again in 2017, he is a First Round Lock. Killers drafted Derek Carr in the 8th Round in 2016’s draft. If they franchise him in 2017, he will be an “8th round” lock so Killers have 7 picks before getting to their franchise player. If Killers do franchise Carr in 2017 and want to franchise him in 2018, he will then be a First Round Lock in 2018.

The prior year draft and end of season rosters are available on our website, www.rtsports.com.

**5.3****Mid-Season Supplemental Draft**

Effective with the 2019 season, the Mid-Season Supplemental Draft has been retired.

**5.4****Beer and Food**

Rookie Owners will be tasked with supplying beer to all teams on Draft Day. In the event that there are no Rookie owners in a given season, the 3 lowest scoring teams from the prior season will purchase the beer and snacks and make the “Draft Day Beer Run.” If the only “Rookie” owners are those owners who are splitting from existing franchises to fill slots, they will not be considered true Rookie Owners. The owners making the Beer Run will also have the responsibility to supply chips, pretzels, or other convenient munchies for the draft event.

When the draft is held at a restaurant or other public establishment, the Rookie Owners or 3 lowest scoring teams will make a $200/team contribution to the initial bar bill and the remaining bill shared equally by all attendees. NOTE: The $200 team contributions are to be used for food and drinks. The money is not to be used for hats, shirts, or other merchandise.

If there is a Draft Day Beer Run, prior to the draft, a Pizza order will be determined (or other food items!). The order will be placed during the 3rd round of the draft. This will enable the food to be delivered at approximately the mid-point of the draft. If there is a food order, all owners will contribute equally to the food purchase based on the total bill.

The Draft will be held virtually over Zoom as well as in person at The Boardroom in San Francisco. Teams can also participate online thru our provider, RTSports.com.

**6.****Trades**

Franchise owners can trade one or more players from one franchise to another. Trades can be submitted via the Internet or via email to the League Commissioner. Trades must be finalized prior to submitting weekly lineups in order to be eligible for play that week. A franchise must have a legal roster after the completion of any trade. Team Rosters are frozen at the kickoff of NFL Week 15 games - *No trades are allowed for the remainder of the AFL season*. There is no cost to trade players. All trades must be approved and confirmed by the League Commissioner. No player may be traded to a new team and then traded back to the original owner within 4 weeks of the original trade. Trades performed after 3:00pm PT Friday are conditional until approved by the Commissioner. No guarantee is made that the trade will be approved prior to game time of the player involved in the trade. If the player in the trade is in the weekly lineup for that week, the owner should submit a "backup" player via email or the FFL Message Board (it can be the traded player) in case the Commissioner denies the trade.

**7.****Waivers**

Franchise owners can waive any number of players on their rosters and replace them with players chosen from the pool of undrafted players. Waivers must be finalized prior to submitting weekly lineups in order to be eligible for play that week. Through Wednesday of a given week, the franchise with the lowest total points has priority in picking up free agents. In case of a tie, the team with the worst record should have priority. If records are tied, then priority goes to Head to Head. If still tied, priority is determined by a coin flip. This should follow the playoff tie breaker rules. After 5:00pm PT Wednesday, undrafted players go to the first franchise that selects them. A franchise must have a legal roster after the completion of any waiver. **There will be a cost of 1 point to waive and replace a player.** The 1 point will be deducted the week the waiver transaction is made.

**AFL Injured Reserve**: Starting in 2021, the league will support a single IR slot per franchise. There is no fee to move a player to / from the IR. When the NFL removes the IR or COVID-IR designation from a player, owners have until the following Tuesday at 5p PT to return that player to their active roster and designate a player to release. Other IR related items below continue to apply.

**NFL Injured Reserve:** If an NFL player is placed on Injured Reserve, there will be no AFL Waiver Fee to replace them on an AFL roster. When a player is replaced, please notify the Commissioner that it is an “NFL Injured Reserve Move” for tracking purposes via the AFL Message Board once the move has been approved.

**COVID-IR:** We have established an “injured reserve” for players who are identified by the NFL as having tested positive for COVID. Players put on the COVID-IR will remain on the overall roster for their team but they will not be “active” or in a starting lineup. The NFL or Team Announcement will be the “source of truth” for COVID designations. If the player is identified at least the day before their game, the owner is responsible for making roster moves. Picking up a player to fill the roster spot vacated by the COVID player will NOT be charged a free agent deduction. When the COVID-IR player is removed from the COVID list, the owner will need to identify a player to cut so they have a proper roster. If the COVID designation is made on the “day of game,” if the player is active, the COVID Safety Net will be to use that player’s actual NFL backup as the replacement. If the backup player is already on a roster, the points earned will be applied to both teams. Owners are requested to make a note in the league forum when a player is flagged to go on COVID-IR and when they come off.

Waiver activity can be submitted via the Web or via email to the League Commissioner. All waivers must be approved and confirmed by the League Commissioner. As of the 2022 AFL Season, Free Agent moves are allowed through all AFL Weeks following standard priority protocols. Waiver moves performed after 3:00pm PT Friday are conditional until approved by the Commissioner. No guarantee is made that the waiver will be approved prior to game time of the player involved in the waiver. If the player in the waiver is in the weekly lineup for that week, the owner should submit a "backup" player via email or the FFL Message Board (it can be the waived player) in case the Commissioner denies the roster move.

**8.****Scoring**

Fantasy Football scoring is based on actual plays made by NFL players each week during the NFL season. College players do not score fantasy points. Only NFL players listed on a franchises weekly starting lineup receive points for the franchise in a given week. Points are awarded or deducted for rushing TD's, passing and receiving TD's, points after TD's, field goals, and any safeties, TD's scored by, or turnover recoveries by defensive or special teams. Points are awarded as described below.

**8.1.****Kickers**

Kickers are awarded points for points after touchdowns and field goals. Points for field goals increase in value according to distance. Points are deducted for missed kicks.

**Made Kicks**

|  |  |  |  |
| --- | --- | --- | --- |
| Point after TD | 1- 49 yd FG | 50 - 55 yd FG | 56+ yd FG |
| 1 point | 3 points | 4 points | 5 points |

**Missed Kicks**

|  |  |  |  |
| --- | --- | --- | --- |
| Point after TD | 1- 39 yd FG | 40 -44 yd FG | 45+ yd FG |
| -2 points | -2 points | -1 point | No penalty |

**8.2.****Quarterbacks, Running Backs, and Receivers**

Quarterbacks, running backs, and receivers are awarded points for touchdowns scored. Points differ for running versus receiving/passing touchdowns. Point values increase according to the distance of the scoring play. Points are awarded to both the passer and the receiver on passing touchdowns.   
    
**Interceptions**

Players throwing an interception will have one point per event deducted from their weekly score.

**Fumbles**

Players fumbling the ball will have one point per event deducted from their weekly score.

**Two Point Conversions**

        Two points will be awarded to individual players, NOT Special Teams involved in the conversion.

        Rushing Conversion - Two points for the offensive player.

        Passing Conversion - Two points for *each* the passer and the receiver.

        Interceptions – One point will be deducted from the person throwing the ball.   
 

**Running Touchdowns**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 - 15 yd | 16 - 30 yd | 31 - 45 yd | 46 – 60 yd | 61+ yd |
| 5 points | 10 points | 15 points | 20 points | 25 points |

**Rushing Yardage Bonus**

|  |  |
| --- | --- |
| 50 yard increments | 100 Yard Rushing Bonus |
| 3 points | 3 points |

**Examples**

A player rushes for 42 yards: no bonus.

A player rushes for 78 yards: 3 points

A player rushes for 125 yards: 9 points (3+3+3)

A player rushes for 210 yards: 11 points (3+3+3+3+3)

**Passing and Receiving Touchdowns**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 - 20 yd | 21 - 40 | 41 - 60 yd | 61 – 80 yd | 81+ yd |
| 5 points | 10 points | 15 points | 20 points | 25 points |

**Receiving Yardage Bonus**

|  |  |
| --- | --- |
| 50 yard increments | 100 Yard Rushing Bonus |
| 2 points | 3 points |

**Examples**

A player catches 42 yards: no bonus.

A player catches 78 yards: 2 points

A player catches 125 yards: 7 points (2+2+3)

A player catches 210 yards: 11 points (2+2+2+2+3)

**Passing Yardage Bonus**

|  |  |
| --- | --- |
| 300 Yards Passing | 400 yards Passing |
| 5 points | 10 points |

**8.3.****Offense Bonus Points**

There is a bonus of 35 points if all seven offensive players in a franchise's starting lineup score in the same week. **Special Note:** Every offensive player must have at least one positive event in order to count towards the Offensive Bonus. This positive event can be a TD Pass, Run, or Reception or as easy as a Two Pt. Conversion. The yardage bonus only counts towards Offensive Bonus Points IF the QB throws for over 300 yards or the receiver, running back rush exceed 100 yards in a single category. Ex: If the QB only throws interceptions, there is no positive event and therefore he does not qualify for the bonus. If the QB throws a 5 pt. TD pass as well as 6 interceptions for a net score of -1, the team is still eligible for the Offensive Bonus.

**8.4.****Defense and Special Teams**

Defense and special teams are awarded points for safeties and touchdowns scored. Touchdowns scored may occur as a result of interception returns, punt or kickoff returns, fumble recoveries, etc. For purposes of scoring, all touchdowns are treated equally (i.e. no differentiation of scoring from D or ST).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Safety | TD < 50 yds | TD > 50 yds | Interception | Fumble Recovery | Sacks |
| 2 points | 10 points | 15 points | 1 points | 1 points | 1/2 point |

**8.5.****Defensive Bonus Points**

Defensive Units start the week with 25 points. Any points scored against the defense (i.e. by the opposing team's offense) are subtracted from 25. The sum, but not less than zero, is added to the total the defense scores due to safeties, touchdowns, and turnovers as described above. If no Defensive Unit is started by a franchise or the starting Defense has a bye week in the NFL, no bonus points will be awarded. They must be on the field to earn the bonus.  
    
Blocked Punts are considered Special Teams plays. Extra points count against the Defense. Blocked Field Goals are considered Special Teams plays. Fake Field Goals are considered offensive scoring opportunities and will count against the defense should a TD be scored.

Beginning with 2019, if the Defensive Unit allows 40 or more points, there will be a deduction of 5 points.

Example: A Defense gives up 28 offensive points in a game. The special team unit returns the opening kickoff 65 yards for a TD while the Defense intercepts 1 pass. The Defensive Bonus is 16 points.

Example: A Defense gives up 49 offensive points in a game. The special team unit returns the opening kickoff 65 yards for a TD while the Defense intercepts 1 pass. The Defensive Bonus is 11 points.

Example: A Defense gives up 17 offensive points in a game. The Defense intercepts 1 pass and returns it 34 yards for a TD. The QA is sacked 3 times. The Defensive Bonus is 15.5 points.

**9.****Playoffs**

The top teams in each division will advance to the playoffs with the next 3 teams with the best records also qualifying as Wild Cards (6 teams total) for the playoffs. The two teams with the best records are awarded Byes in the first week. The playoffs will follow the format described in Appendix B. The two teams that make it to the AFL Super Bowl will play for the first and second prize money. In case of ties, the NFL Tie Breaker Rules apply.

Teams not involved in the Playoffs will continue to accumulate points towards the overall points race and getting their name on the AFL Trophy.

**9.1.****Playoff Lineups**

In the Playoffs, all teams will submit a complete lineup PLUS a Bonus Player. This Bonus Player will only be used as a tiebreaker if needed. Bonus Player points will NOT count toward overall team scoring calculations. Defense and Special Teams are **not** available as Bonus Players. If the teams are still tied after the Bonus Player, NFL Rules for eliminating ties will be used.

**10.****S****chedules**

Complete Head to Head Schedules will be posted on the Web. The Commissioner, after conferring with the software vendor, will communicate any change to the schedule due to extraordinary events. Playoff Schedules are described in Appendix B.

**11.****Important AFL Dates**

* 1. At the kickoff of NFL Week #15 games, AFL Team players are frozen. No trades or Free Agent acquisitions are allowed for the remainder of the season.
  2. NFL Week #15 is used for the AFL Wild Card Playoffs
  3. NFL Week #16 is used for the AFL Divisional Championships
  4. NFL Week #17 will be the AFL Super Bowl
  5. NFL Week #18 will be the AFL Pro Bowl

Note: All teams must submit full lineups through all 18 weeks of the NFL season. The Total Points Champion is determined after Week 18 of the NFL Season.

**12.****AFL Tie Breaker Rules**

The following procedures will be used to break standings ties for postseason playoffs and to determine regular-season schedules.

NOTE: Tie games count as one-half win and one-half loss for both clubs.

**TO BREAK A TIE WITHIN A DIVISION**

At the end of the regular season, if two or more clubs in the same division finish with identical won-lost-tied percentages, the following steps will be taken until a champion is determined.

**Two Clubs**

1. Head-to-head (best won-lost-tied percentage in games between the clubs).
2. Best won-lost-tied percentage in games played within the division.
3. Best won-lost-tied percentage in common games, if applicable.
4. Best net points in division games.
5. Best net points in all games.
6. Best net touchdowns in all games.
7. Coin toss.

**Three or More Clubs**

(Note: If two clubs remain tied after the third or other clubs are eliminated during any step, the tiebreaker reverts to step 1 of the two-club format).

1. Head-to-head (best won-lost-tied percentage in games among the clubs).
2. Best won-lost-tied percentage in games played within the division.
3. Best won-lost-tied percentage in common games.
4. Best net points in division games.
5. Best net points in all games.
6. Best net touchdowns in all games.
7. Coin toss.

**OTHER TIE-BREAKING PROCEDURES**

1. Only one club advances to the playoffs in any tie-breaking step. Remaining tied clubs revert to the first step of the applicable division or Wild-Card tiebreakers. As an example, if two clubs remain tied in any tie-breaker step after all other clubs have been eliminated, the procedure reverts to step one of the two-club format to determine the winner. When one club wins the tiebreaker, all other clubs revert to step 1 of the applicable two-club or three-club format.
2. In comparing division and conference records or records against common opponents among tied teams, the best won-lost-tied percentage is the deciding factor since teams may have played an unequal number of games.

**Weekly Scoring Details**

The commissioner will make every effort to review game scoring, especially for Offensive Bonus, Free Agent Deductions and unusual players. Team owners who have questions about game scores need to notify the commission before kickoff the following week. Once the games are kicked off, prior week scores are locked, unless there is an identified rule issue or a rule gap in our scoring system.

Owners have the ability to run their own reports and queries as needed. If there are additional reports needed, please send let the [commissioner](#commiss) know via e-mail at kking8965@hotmail.com.

**Appendix A: Rules Changes Resulting from Owners Meetings**

**Rules Changes for 2024**

1. Contingent Players: If there is a possibility that an NFL player may become “inactive” prior to a late kickoff, an owner may designate a “contingent” player from an earlier game to be a starter. This designation must be made prior to the “contingent” player kickoff. This rule is intended to be ‘same team’ backup.
2. Handcuff Option: If an NFL player may become “inactive” prior to kickoff, their backup (same team or other team) can be designated as the contingent player.

**Rules Changes for 2023**

1. None

**Rules Changes for 2022**

1. Approved: Defensive Safeties are worth 2 pt., reversing the 2015 reduction to 1 pt
2. Change the RB and WR yardage bonus from 2 pts to 3 pts for every 50-yard increment.
   1. Example: Travis Henry runs for 63 yards in a game. This is now worth 3 pts instead of 2 pts previously.
   2. Example: Davante Adams collects 125 receiving yards in a game. This is now worth 9 points (3+3+3: 3 pts for the first 50 yards, 3 pts for the second 50 yards, 3 pt bonus for getting to 100 yards), instead of 7 points (2+2+3).
3. Change Kicker scoring for long distance kicks such that 50-55 yards is 4 pts and 56+ yards are 5 pts.
4. Elimination of the Gowen Rule: Roster Lock remains in place at the start of Week 15 games for trades. However, Free Agent moves are now allowed through all AFL weeks. The commissioner will be on the lookout for collusion where a team out of contention releases a star player in a planned move to support a team in contention for playoff wins or Total Points payouts.

**Rules Changes for 2021**

1. Modified QB, WR, TE, RB scoring to eliminate the 25 point bracket.
2. Implemented the “Beer Buyer $200 contribution” for in person drafts.
3. Added the general AFL Injured Reserve designation and limited it to 1 slot per franchise. Removal of a player from the IR must be done by Tuesday 5p PT so all players are eligible for Waiver Wire activity on Wednesday.
4. AFL Pro Bowl created. This will be done in NFL Week 18. Scores will be aggregated by Division and the “winning” division will receive a 15 point bonus per franchise.
5. Subtracted $10 from 1st and 2nd place Head to Head winners to cover the Week 18 Weekly Winner.
6. NOTE: Commissioner expanded Free Agent priority order when there are 2 or more teams with the same point total. Priority follows playoff tie breaker scenarios. 09/20/2021.

**Rules Changes for 2020**

1. Modified Kicker Scoring: Missed Extra Point changed from -3 to -2; Made FG changed such that 0 to 49 yards is 3 pts, 50+ is 4 pts
2. Created a COVID IR for any player so they remain on the overall roster for their team but they will not be “active” or in a starting lineup. The NFL or Team Announcement will be the “source of truth” for COVID designations.

**Rules Changes for 2019**

1. To refine the Free Agent selection process in the event of multiple teams having the same point score, the priority order will be determined by 1) Total Points, 2) Head to Head W/L, 3) Overall Record, 4) Reverse draft order.
2. The Mid-Season Supplemental Draft after Week 9 has been eliminated.
3. The “Faulk Rule,” established in 2008, has been eliminated.
4. Modifications to Defensive Scoring. Raise the defense scoring bar to 25 points, counting down to 0 for points allowed. IF the Defense gives up 40 or more points, there is a 5-point deduction.

**Rules Changes for 2018**

1. The Gowen Rule: If you are carrying a single Kicker on your roster after they are frozen, if that player is injured and placed on IR, you can select a replacement Kicker from the free agent wire. Standard waiver wire processes and point deductions will be followed in case there are multiple teams qualifying for this rule in a given week.

**Rules Changes for 2017**

1. Franchise Player Change: If you franchise a player that was drafted by you the prior year, for 1 year, they are Round X lock, where X=round drafted. If you franchise them the second time, they are a first round lock. Players acquired via Free Agency or Trade will be first round locks if franchised. No change to number of years a player can be franchised.

**Rules Changes for 2016**

1. Roster Freeze Change: players are frozen on rosters with kickoff of their game in Week 15 rather than with the completion of Week 14 games.

**Rules Changes for 2015**

1. If the Defense/Special Teams returns an Extra Point try for a touchdown, it is a 2 pt score for the D/ST.
2. Defensive Safeties are worth 1 pt. (modified in 2022)

**Rules Changes for 2012**

1. Approved the Piper Rule: If you don’t bring the trophy to the draft, you buy the beer.
2. Approved a change to the Supplement Draft: if you miss the Supplemental Draft, you can make up to three free picks later in that same week. Selection is “first come, first served” for the post-Supplemental free picks and teams that participated in the supplemental are not eligible for the ‘free transactions.’

**Rules Changes for 2011**

1. Removed the $10 attendee contribution towards Draft Event Beer and Snacks. Bottom three teams are required to purchase these items and make the run. No change to “Rookie Owner” requirements.
2. Scoring Change: If the kicker misses from 45 yards or more, there will be NO point deduction.

**Rules Changes for 2010**

1. Changed D/ST scoring: <50 yd scores = 10, >50 yd scores = 15
2. Approved: Sack is a 0.5 pt deduction for QB.
3. League fees due at Draft. Failure to pay is a 20 pt per week penalty.
4. Added “Highest Weekly Score of Season” earns $25. Deducted $5 from Super Bowl participants and Top 3 Overall Score winners.

**Rules Changes for 2009**

1. Reduced draft by 2 rounds so a full roster is now 15 players.
2. Revise kicker scoring: 3 pts for <39, 5 pts for 40-50, and 8 pts for >50.
3. Eliminate Free Agent Fee IF NFL player is placed on Injured Reserve
4. Reduce Free Agent Fee for non-Injured Reserve to 1 pt.
5. Amendment for 2010: Select Draft Order at AFL Summer Owners Meeting.

**Rules Changes for 2008**

1. Relocated Draft to Advent HQ in San Francisco. Draft start time: 5:00p PT.
2. Adjusted Offensive Bonus to allow for The Faulk Rule.
3. Reduced Free Agent (aka Waiver) fees from 3 pts to 2 pts.
4. Tweaked Draft Order as follows:
   * 1. Draft Order is published BEFORE Franchise Players are announced.
     2. Franchise Players fill Round 1 selections.
     3. Draft order will snake based on single name selection for all 12 Round 1 slots.

**Rules Changes for 2007**

1. Relocated Draft from Advent to WoodyZips Sports Bar. Draft start time: 4:00p PT.
2. Added Lineup Option: 4 WR / 1 RB in addition to 3 WR / 2 RB and 2 WR / 3 RB.

**Rules Changes for 2006**

1. Eliminated the time gap between the Expansion Draft and the AFL Annual Draft.
2. Established that Round 1 and Round 2 would follow the same selection order. Round 1 will be used to fill all rosters to a single player. Teams holding over a player from the prior season will have their turn skipped in Round 1.
3. Draft Balls will be distributed between two 6-team pools – top 6, bottom 6 – based on prior year finish.
4. Increase league fees to $200 per franchise.

**Rules Changes for 2005**

1. Reduced Sacks from 1 point to ½ point.
2. Modified Defensive TD such that scores over 50 yards are 10 points while of 50 yards or less are only 5 points.
3. Modified Kicker scoring so that missed kicks are point deductions.
4. Modified the draft to a single snake order based on a weighted selection of prior year order of finish.
5. Refined rules for Franchise Players such that Expansion picks are considered “franchise players”
6. Increase league fees by $25 per franchise.

**Rules Changes for 2004**

1. Reduced rosters from 18 total spots to 16 total spots.
2. Eliminated the requirement for a full starting roster before filling backup positions.
3. Reduced interceptions, fumbles, and sacks to 1 pt for the offensive and defensive units.
4. Modified the draft to comprise 2 sections: first half is weighted based on prior season point totals, second half is equal weighted.
5. Expansion draft will be held 30 minutes prior to the full draft.

**Rules Changes for 2003**

1. Re-confirmed the rule established in 2002 that the ST will be merged back in with the D.
2. The new D will get +2 pts for sacks.
3. Yardage bonus was changed such that Rushing and Receiving is scored in 50 yard increments with a reduced bonus at 100 yards.
4. Reduced points for Safety and Defensive scoring.
5. Allowed for the draft or Free Agent pickup of college players even though their scoring will not count towards AFFL scoring.

**Rules Changes for 2002**

1. ST will be merged back in with the D. This will result in 2 fewer rounds in the draft and the points earned for Kickoff/Punt Returns, etc. by the ST will be counted for the "Defense".
2. The new D will get +2 pts for fumble recoveries and interceptions.
3. Free Agent Fee was reduced from a 5 pt deduction to a 2 pt deduction.
4. Super Bonus for rushing yards was dropped from 175 yards to 150 yds. Super Bonus for receiving yards was dropped from 200 yds to 175 yds. No change to the QB Super Bonus.

Note: the possibility of a 2 pt penalty against the D or ST for fumbles or interceptions was discussed but not finalized. Upon reviewing the AFL Software, there is no method for automatically scoring this so it will be tabled until further notice.

**Rules Changes for 2001**

1. Fumbles: In the event that an Offensive Player (QB, RB, WR, TE) fumbles, there will be a 2 pt penalty assessed against that player. The same logic applies as QB and interception when calculating the Offensive Bonus.

**Rules Changes for 2000**

1. In the event that there are no Rookie owners in a given season, the 3 lowest teams will collect $10 from all franchises and make the Draft Day Beer Run.
2. Playoffs: Effective with the 2000 season, the Division Winners and the next 3 teams based on record will advance to the playoffs. In case of ties, the NFL Tie Breaker system will be applied.
3. Off-Season Moves: Teams may trade Draft Picks and players after the Summer League Owners Meeting and the Freeze Data for franchise players.
4. League Fees: franchise fees were raised to $150 per franchise with the exception of the commissioner. If the commissioner is also a franchise owner, the dues for that franchise will be $100. All payouts were adjusted accordingly.

**Rules Changes for 1999**

1. We will implement, retroactive to the 1998 season, a 2 draft limit on Franchise Players. If you have nominated a player as your Franchise Player for two seasons in a row, that player will be back in the general AFL Draft the following season. This is regardless of whether the player is traded to another team during the last season of their "contract." If you acquire a player during the season, you may nominate him as your franchise player for the next two drafts unless he was the franchise player for another team last season. In the third draft, if you have the previous franchise player end up on your roster, you may designate him again for the next two drafts as your new "Franchise Player."
2. Clarified timing of free agent priority maneuvers and use of alternate player for late trade/free agent maneuvers.
3. At the end of the season, in case of ties, the [AFL Tie Breaker Rules](#tie) will apply to determine which teams go to the AFL Playoffs.

**Appendix B: Playoff Schedule**

**NFL Week 15: Wild Card Weekend**

Division Winner with the worst record will host the Wild Card Team with the worst record. The Wild Card team with the best record will host the remaining Wild Card team.

**NFL Week 16: Division Championships**

The Division Winner with the best record will host the winning team from the Wild Card weekend with the worst record. The remaining Division Winner will host the remaining Wild Card game winner.

**NFL Week 17: AFL Bowl Championship**

The Division Championship winner with the best record will host the other Division Championship winner. The losers from the Division Championship weekend will face each other to determine 3rd and 4th place (no bonus money is paid for this game).

**<< END OF FFL RULES BOOK >>**