

KILLER KEEPER LEAGUE RULES

Cost of team ownership is \$35.00 per year.

The league is limited to eight teams.

A team's roster is limited to twenty three players.

Each team is allowed to have a rookie only taxi squad. This taxi squad will have a maximum of two players. Rookie players must be added to the taxi squad before the season starts. Taxi squad players may be promoted to the active roster during the season but players cannot be added to the taxi squad after the season begins. So, if you promote a taxi squad player during the season, you cannot fill the open taxi squad spot left by that player's promotion.

Rosters will be determined by draft. There will be one draft each year. The annual draft will be held late in August each year.

Players and draft picks may be traded. The Commissioner must be notified of and approve all trades. Trades can be made until the first game of the 2KL playoffs. Trades may resume after week 18 of the NFL season has concluded.

Players may be waived. The Commissioner must be notified of all waivers via the Message Board on the league's web site. The Commissioner will notify all other owners which players are placed on waivers via the Player Transactions report found on the league's web site.

Free agents are acquired by utilizing the Blind Bidding Waiver Wire process available on the league's web site. Waiver wire bids will be processed twice per week at 11:59 PM ET on Wednesday and Saturday nights. Each owner will have a \$3 free agent acquisition budget (FAAB). The minimum bid is \$1. Remember, free agents must fit under your roster limitation.

When a new owner takes over a team, additional money to the free agent acquisition budget may be awarded under the following conditions:

- One extra dollar will be awarded if the team had a losing prior year record (including playoff games).
- One extra dollar will be awarded if the team missed the playoffs in the prior year.
- There is a maximum of 2 extra dollars awarded.
- Extra dollars are awarded only in the first season of ownership and cannot be carried over to future years. Use them or lose them.

THE ANNUAL DRAFTS

The annual draft will be held each year (except the first year) in late August. The draft will consist of five rounds. The order of the draft will be in inverse order of the prior year's playoff results. The loser of the Toilet Bowl will select first and the winner of the Super Bowl will select last in each round. The tie between the losers of the first and the second round of the playoffs will be broken first by regular season records (worst record selecting first). If the regular season records are identical the team with the lower total points scored in the prior year will select first. If the total points scored are identical the order of selection will be determined by a coin toss. Each team must waive enough players so that their rosters consist of twenty three players by the Wednesday before the first game on the NFL schedule.

In the inaugural year, there will be an establishment draft which will be held in early August. This draft will consist of eighteen rounds. Sixteen players and two defensive teams will be selected in any order. The order of the draft will be determined by a random drawing. The draft will be run in serpentine order. The team that selects first in the first round will select last in the second round and the team that selects last in the first round will select first in the second round and so on through all eighteen rounds.

Any unrepresented teams at any draft can supply a list of the players they wish to draft in the order they wish those players to be drafted. When the unrepresented team's turn to select comes, the highest rated player on their list will be selected. If no list is available or a list becomes insufficient, selections will be made by a proxy, another owner or a committee of the owners that are present.

HOW TO PLAY

Each week you will select the following number of players from your roster to be your active players for that week:

- 2 Quarterbacks
- 2 Running backs
- 2 Wide receivers
- 1 Tight end
- 3 Flex players (must be running backs, wide receivers or tight ends)

You must select your starters prior to the beginning of their game. Players may not be started or benched once their game begins. Players selected that are or become unable to play are your loss. If an owner does not turn in his roster by the appointed time, he will be given his roster from the prior week. Since there is no prior week roster in week one, no roster in week one means no score in week one.

The league's week runs from Tuesday to Tuesday.

The Commissioner will provide a schedule for head-to-head competition each week for the first 14 weeks. Playoffs are held during weeks 15-17. Playoff seedings will be determined by regular season records. In week 15, the two teams with the best regular season records will receive a bye. The third-place team will play the sixth-place team while the fourth-place team plays the fifth-place team. The seventh and eighth place teams will compete for the coveted Toilet Bowl Championship. In week 16, the first-place team plays the winner of 4 vs 5 while the second-place team plays the winner of 3 vs 6. In week 17, the two surviving teams play for the Super Bowl.

In the case of tied regular season records, playoff seeding will be determined by:

1. Total points scored
2. Head to head records against all tied teams
3. Head to head points scored against all tied teams
4. Coin toss

There will also be a weekly competition in weeks 1-17 for highest points scored between all teams.

HOW TO SCORE

<u>POINTS</u>	<u>PERFORMANCE</u>
3	Touchdown pass
6	Touchdown reception
6	Touchdown rushing - includes kickoff and punt returns
2	Rushing or receiving 2 point conversion
1	For each 20 yards passing
1	For each 10 yards receiving
1	For each 10 yards rushing
1	For each reception for tight ends only (new 2008)

The Commissioner will tabulate the scores and furnish weekly and cumulative results to the owners via the league's web site.

In the event that an NFL game is not finalized (cancelled, postponed, never played, etc.) in the NFL week in which it was scheduled, the players in those games that were in an owner's starting lineup, will have any points earned (including zero) during the unfinalized game replaced with their average weekly year-to-date points as of the prior week.

HOW TO WIN

HEAD - TO - HEAD. The team with the highest score in each game will be the winner. In case of a tie score, the following tie-breakers will be applied in order:

- 1 - Most points scored by quarterbacks
- 2 - Total number of touchdowns by quarterbacks
- 3 - Coin toss

WEEKLY HIGH SCORE. The team with the highest score between all teams will win the weekly contest. In case of a tie score, the tie-breakers listed above will be applied in order. There is no weekly high score winner for week 18.

PAYOFFS

Payoffs will be made as follows:

\$ 5	Weeks 1-17 to the winner of the Weekly High Score
\$10	To the winners in the first round of the playoffs & byes
\$ 5	To the winner of the Toilet Bowl
\$15	To the winners in the second round of the playoffs
\$10	To the loser of the Super Bowl
\$30	To the winner of the Super Bowl

THE WISE AND BENEVOLENT COMMISSIONER WILL SETTLE ALL DISPUTES AND CHANGE OR ESTABLISH RULES AS DEEMED NECESSARY.