MCC FANTASY FOOTBALL LEAGUE RULES
(AS AMENDED 9/15/2007)

1. Organization:
   A. The number of teams (maximum of 10) will be equally divided into two divisions as follows: Division 1 (Genesis) and Division 2 (Revelation).
   B. The league will be a keeper league, where each team is permitted to keep 4 players (franchise players) from their current roster. Every fourth year the league will forgo the keeper option and start over picking teams from scratch. The first year was 2004. The next year that we forgo keepers is following the 2007 season.
   C. In order to make any changes to rules, a vote must be taken and 70% of the owners must agree to the change. All changes to rules must take place before the beginning of the season.

2. Games:
   A. Schedule consists of 14 regular season games and playoff games, commencing with week #1 of the NFL play.
   B. Each team will play at least 2 games against teams in their own division and at least one game against teams in the other division.

3. Playoffs:
   A. 4 team playoffs consisting of the first and second place teams from each division. The top two teams from each division will compete head to head in a divisional playoff game.
   B. Tiebreakers to be determined based on the following (in order): head-to-head competition; divisional record; total offensive points; coin toss. See schedule for playoff brackets.
   C. The team that finishes in first place in each division will receive 4 points in the divisional playoff (home field advantage). This is a reward for finishing in first place.
   D. The two winning teams of the divisional playoff game will compete in the Super Bowl.
   E. The winning Super Bowl team would receive an extra 1st round pick in the following year’s draft.
   F. The winning Super Bowl team gets to rename the team of the loser of the Toilet Bowl.
   G. Additional Playoff games that will be played during the same time as the Super Bowl.
   1) XFL Championship Game – The two teams that lose the opening round of the playoff compete (Overall Ranked #3 vs. #4). The winner will get to pick one additional running back or wide receiver to be added to his initial Pro Bowl roster. Before midnight Monday of week one (the Monday following the wild card games) of the Pro Bowl, the winner of the XFL Championship game would then need to eliminate a wide receiver or running back so that he only has 3 of each for the rest of the Pro Bowl. Points earned during the first week by the player eliminated will NOT count towards the Pro Bowl total points. If the team has not eliminated an extra running back or wide receiver by the designated time, the additional running back or wide receiver that was listed last in the Pro Bowl roster will be eliminated.
   2) The “Kordell” Bowl – The two remaining teams who have not played in a bowl game (Overall Ranked #5 vs. #6) play in the “Kordell” Bowl. Scoring is match-up based (QB vs. QB, RB1 vs. RB1, RB2 vs. RB2, etc.) Whichever quarterback scores more points gets one point for his team and so on through all nine players. Most points win. If there is a tie between players neither receives a point. If there is a tie between teams most overall fantasy points wins and so on with the regular tiebreaking rules.
The losing team automatically receives a player, determined by the winner of the Kordell Bowl after hearing recommendations from the rest of the league at the following year’s draft, added to their roster. This player does not count as one of the keeper players. This player must be kept all year long and must start at least one game. The predetermined player may change from year to year, but must be a starter of some sort on any team.

3) **Toilet Bowl**
   a. The two teams with the worst records will compete against each other in a playoff game, which we will call the Toilet Bowl.
   b. The teams do not have to be in separate divisions. The tie breakers used for determining the playoff teams would also be used in determining the Toilet Bowl teams.
   c. Both teams will play every player on their active roster. If Team A has more active players than Team B, Team B may pick up as many players (that are not currently on a roster) to equal Team A. Scoring follows regular rules but there is no bonus player.
   d. The winning team in the Toilet Bowl will receive as a reward for winning the game, the first pick in the following years’ draft.
   e. Renaming Rule – The winner of the XFL Super Bowl may change the team name of the loser of the Toilet Bowl to whatever they so desire (within reason, of course). That team name would remain with the loser of the toilet bowl until the end of the following season.

4. **Draft:**
   A. The draft will be on a day or night in mid to late August and at a time that is convenient for as many owners as possible.
   B. The draft order will go team #1 through team #8 for each round.
   C. During the 1st round, the Super Bowl winner from the previous year would have an additional draft pick to make at the end of the round. The Pro Bowl winner would have an additional 2nd round pick to make at the end of the round.
   D. Draft order will be in the following order. Toilet Bowl Winner, Toilet Bowl Loser, Kordell Bowl Loser, Kordell Bowl Winner, XFL Bowl Loser, XFL Bowl Winner, Super Bowl Loser, Super Bowl Winner
   E. In years that there are no keeper players, this rule would supersede part c & d above. The draft order would be as follows: Super Bowl Winner, Super Bowl Loser, XFL Bowl Winner, XFL Bowl Loser, Kordell Bowl Winner, Kordell Bowl Loser, Toilet Bowl Winner, Toilet Bowl Loser. The only additional pick would be an additional 2nd round pick awarded to the winner of the Pro Bowl. The winner of the Super Bowl would not receive an extra pick.
   F. In order for a new owner to come in, he must purchase a team from a current owner or the league must vote to expand.
   G. If the new owner purchases a team from a previous owner, the new owner will then draft in the spot that the previous owner would have drafted.
   H. If the league votes to increase the number of teams, the league will also need to have a fair way for them to join the league. It would not be very fair for them to join if we all have 4 players to start with. Therefore, all current teams would submit 1 player from their current roster to keep. After that the remaining players would go back into the pool and the draft would begin. The new team(s) would choose first. We would then draft according to the previous years finish (see d. above).
   I. Each year we will have the number of rounds in the draft needed to fill rosters to 20 players.
   J. The time limit for draft picks will be 3 minutes.
K. If the draft is held prior to 10 days or more before the first game, the following stipulation applies. Any player drafted may be replaced on your FFL roster, by kickoff of week 1 of the NFL season, without using a transaction.

5. **Rosters:**
   A. Each team may select an active roster consisting of up to 20 players.
   B. At no time may the roster contain less than 17 players, excluding those on injured reserve.
   C. The following is a sample breakdown:

   - 3 Quarterbacks
   - 6 Running Backs
   - 5 Receivers
   - 2 Kickers
   - 2 Defensive teams
   - 2 Coaches
   - 2 Practice Squad Players (see below)
   - 22 Total Players

   D. Practice Squad: Each team may create an inactive player / practice squad list (up to 2 players) to allow for injuries to key players.

   E.  
      1. These players would be inactive players that may be kept on a practice squad.
      2. These players must be backups to players already on your roster. You can not place a starter or backup from another team on your practice squad.
      3. These players would not be able to be activated except under the following conditions.
      4. The starter gets hurt. The practice squad player for that starter would be able to be activated and the starter placed on IR.
      5. If the player becomes a starter and the original starter is not hurt, the player would have to be cut from the roster and resigned (using a transaction). If others would also like to pick him up, then he would have to go through that process, with the owner having the right to withdraw the player prior to the coin toss.
      6. If a starter on your team gets hurt and you do not have his backup signed as a practice squad player and his backup is not signed to another team, you may request to sign him. If there would be a coin toss for his services, the player losing the starter would receive an additional number in the coin toss process.
      7. Practice squad players are signed after the original draft and prior to the regular season start. After that time practice squad players may be signed but must go through the same process that any other player would. You may cut and sign different Practice Squad players, but you would need to use a transaction.

6. **Lineups:**
   A. Lineups are the players that you pick to play each week. A lineup will consist of the following players:

   - 1 Quarterback
   - 2 Running Back
   - 2 Receiver
   - 1 Kicker
   - 1 Defensive team
   - 1 Bonus Player (must be either a receiver or a running back).
   - 1 Coach
B. Each team **should** designate a standing lineup. Failure to submit a standing lineup to the league commissioner could result in forfeiture. If a player on the standing lineup is injured, cut or traded, the person picked to replace him on the roster will automatically become part of the standing lineup, unless a revised standing line up is submitted to the league commissioner. This line up will be used unless a different lineup is given to the commissioner and / or the opponent prior to kickoff of the first game of that week’s NFL Sunday schedule.

C. For weeks that have games that begin earlier in the week than Sunday (ie. Thursday or Saturday games), your need only to provide a list of players that you have playing in those games to the opponent and commissioner, prior to the opening kickoff of the first game.

7. Transactions:
   A. A transaction occurs with each acquisition of a player, e.g., by trade or by acquisition of a non-drafted or released player.
   B. Each team may make up to 10 transactions.
   C. The weekly transaction deadline is kickoff of the first game of the weekend.
   D. Transactions requested after the first game kickoff will not be approved until after midnight Tuesday, during which time other teams may also request the same player.
   E. If two or more teams give notice by midnight Tuesday of the intent to acquire the same player, the rights to that player will be decided by coin toss.
   F. The coin toss is only a term and not an actual event and as such will be performed in the following manner. The commissioner will inform all teams that have given notice to acquire a player that there has been multiple teams that have requested the player and that there will be a coin toss. The commissioner will then require that all teams submit a number, between 1 and 100, to the commissioner before a given time. The commissioner will make sure that ample time is given to each team to submit their number. The commissioner will pick the “magic” number and email a copy to the assistant commissioner. In the event that the assistant commissioner is one of the teams involved, the commissioner should email the “magic” number to another uninterested third party. The team closest to the “magic” number would win the services of the requested player.
   G. If the commissioner is involved in the possible acquisition, the co-commissioner would then take charge of the picking of the “magic” number. If the event that both the commissioner and the co-commissioner are involved, the commissioner would then ask one of the other teams to chose the “magic” number.
   H. After midnight Tuesday, through kickoff of the first game of the week, teams may acquire a player on a first come first serve basis.
   I. A player released by a team may not be acquired until all owners have been informed that the player is available. Players that are released (cut) are not available until 24 hours after the commissioner has confirmed the transaction (by email to all teams).
   J. A transaction is not official until the commissioner receives notification from the owner and the owner receives confirmation from the commissioner.
   K. Players that have been confirmed by the commissioner as acquired will be eligible for play that week.
   L. A trading deadline will begin at the kickoff of the first game of week #9 of the FFL season. This is to prevent lower teams in the standings from making outrageous trades with teams in playoff contention that would give unfair advantage.
   M. No transactions will be allowed after the start of the first NFL game during the final regular season FFL week.
   N. The signing of players not on any FFL roster will be permitted from the end of the NFL Regular season through kickoff of the NFL Super Bowl. Following the NFL Super Bowl, signing of players not on a FFL roster would be discontinued until after the FFL Draft in
August. For each player signed, a player must also be cut. Rosters must still remain at a maximum of 20 players.

O. Trading of players will be permitted from the end of the NFL regular season through kickoff of the NFL Super Bowl. Following the NFL Super Bowl, trading of players and signing of players not on a FFL roster would be discontinued until August 1st, when trading will once again be permitted, but only of the keeper players. Rosters must remain at a maximum of 20 players until August 1st when only 4 players are kept and on your roster.

P. As of January 1st, players signed to replace an injured player will be return to the unsigned player pool and the injured player will then be returned to your active roster. All Practice Squad players would be moved to the unsigned player pool as well. Signing practice squad or IR replacement players to your permanent roster would need to be done prior to the last week of the season and would require a transaction.

8. Injured Reserve:
   A. Each team may place players on its injured reserve list.
   B. The player that is acquired to replace the injured player must be of the same position as the player being placed on injured reserve (IR).
   C. In order to place a player on the injured reserve list, you must notify the Commissioner and the player must also be on either the NFL weekly injury report, as questionable or worse.
   D. The player may be reactivated at any time, but must be re-activated by the week following the week he comes off of the NFL weekly injury report.
   E. When a player is removed from the NFL weekly injury report, either he or the player acquired to replace him must be cut.
   F. If you wish to cut the injured player and keep the player acquired to replace him, you will be charged a transaction.
   G. A player on IR is protected from acquisition by another team so long as he remains on the NFL weekly injury report.
   H. Placement of a player on IR and reactivation of the same player from IR does not constitute a transaction.
   I. A Player picked up to replace an injured player cannot be placed on IR, without first doing something with the original player. Example: Player2 is picked up to replace player1. If player2 becomes injured, he cannot be placed on IR and replaced by player3 unless player1 is cut and player2 is signed (using a transaction). Player2, however can be cut from IR and player3 may be signed to replace an injured player1.

9. Results:
   A. The results of each game, including final score, are to be reported to the commissioner by each team. Every effort should be made to report results as soon as possible, or at the latest by the following Wednesday morning.
   B. The NFL statistics are final. The commissioner will resolve all discrepancies. The Commissioner will prepare and post weekly reports to the Internet following the games.

10. Keeper Players
    A. Each owner will designate the players he wishes to keep; up to a maximum of 4 before midnight on July 31st. Players not listed as keeper players by midnight July 31st would go back into the draft pool and available for draft. Keepers players injured prior to the draft may be replaced by another player on your roster at end of the previous season. Failure to designate the players you wish to keep will leave you four players short during the beginning of the following season. It could then cost you transactions to bring your roster up to 20.
B. Once you have turned them in, you may not change them except in the case of injuries, in which case you may replace an injured keeper player with a member of your last year roster. You may make these injury changes up until the beginning of the draft. After your keeper players have been established (turned in), your roster from the previous year goes into the poll of un-drafted players. The only exception to this rule if a keeper player is injured.

11. **Post Season / Pro Bowl** The post season is a bonus to the regular season and takes place during the NFL playoffs. Each team participating would pick 10 players from the stable of players in the NFL.

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<thead>
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<tbody>
<tr>
<td>1</td>
<td>Quarterback</td>
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<tr>
<td>3</td>
<td>Running Backs</td>
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<tr>
<td>3</td>
<td>Wide Receivers</td>
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<tr>
<td>1</td>
<td>Kicker</td>
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<tr>
<td>1</td>
<td>Defensive Team</td>
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<tr>
<td>1</td>
<td>Coach</td>
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A. The same rules and scoring system that was used during the regular season apply to the Pro Bowl with the following exceptions.
   1) Each team has an additional Wide Receiver and an additional Running Back.
   2) There is no bonus player.
   3) If your coach has a bye in the first week of the playoffs, you will not be penalized.
B. You are not limited in whom you place on your team. The same player may end up on more than one team.
C. The deadline to submit your team to the commissioner is 1 hour prior to kickoff of the first wildcard playoff game. Once this deadline passes, you cannot make any changes to your team.
D. Statistics will be collected and totaled for all post-season games through the Super Bowl. The stats should be available by Wednesday for the previous weekend. Please check your stats with those posted to make sure they match.
E. The team with the highest number of points at the end of the Super Bowl is the winner.
F. The winning Pro Bowl team would receive an extra 2nd round pick in the following year’s draft. The Pro Bowl winners pick in the following year's draft would fall as the last pick of the 2nd round.
12. **Scoring:** In the case of a tie game, the following tiebreaker will be used. Total yardage of offensive players playing, excluding kickers. If the game is still a tie, both teams will get credit for a win. Bonus Players should add their yards rushing, receiving and passing together before figuring out their points. An example is a running back that has 142 yards rushing and 124 yards receiving would get 12pts+9pts or 21pts. The same player, listed as the Bonus Player, rather than the running back, would get 50pts.

<table>
<thead>
<tr>
<th>All Players</th>
<th>Touchdown</th>
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<tr>
<th>Coaches</th>
<th>Kicking</th>
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<tr>
<td>Wins his Game</td>
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<td>All FG</td>
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<tr>
<td>Doesn’t win his Game</td>
<td>-5 points</td>
<td>Extra points</td>
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<tr>
<td>Missed FG</td>
<td>-2 points</td>
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<table>
<thead>
<tr>
<th>Rushing / Receiving / Bonus Player</th>
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<td>Every 10 yds over 200</td>
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<td>Fumbles Lost</td>
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<td>Fumbles Lost</td>
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<td>Interceptions</td>
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<table>
<thead>
<tr>
<th>Defensive Points (includes special team stats)</th>
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<tbody>
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<td>Defensive Team Yardage</td>
<td>Defensive Team Points Allowed</td>
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<td>Every 40 yards over 599</td>
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