



BABOONSPORTS  
FANTASY  
FOOTBALL  
RULEBOOK

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# I. League Summary

## **A. Purpose of this rulebook**

The purpose of this rulebook is to establish the guidelines to which the Baboonsports Fantasy Football League (BFFL) will be run. By no means does this book cover all possible scenarios that may occur during the season. If a scenario does arise during the season that is not covered by this rulebook, the matter will be brought up to the entire league with the Commissioner making the final decision.. The BFFL Commissioner has the final say in any and all decisions made in the league.

## **B. Head Offices**

Baboonsports Fantasy Football League will be run by a single Commissioner. The Commissioner will have the final say in any and all decisions for the league.

## **C. Rule Changes**

Rule changes will be considered by the Commissioner based on the end of the season survey that each team has the option to fill out or based on situations that arise during the season. No rule changes will be made after the start of the season unless deemed necessary by the Commissioner.

## **D. Teams**

BFFL must consist of an even number of teams but shall not exceed 12 teams.

## **E. Vacancies**

If there is a vacancy in the league, new teams are brought in on a first come first serve basis. New teams are on a probationary period the first season they are part of the league. During that probationary period, if a team does not follow the rules outlined in this rulebook, their status in the league for the following year will be decided by the Commissioner.

## **F. Divisions**

The league will consist of 2-3 divisions, based on the number of teams in the league. Assuming 12 teams in the league, the division layout will be as follows:

### **West**

Fuzzy Weasels  
Fighting Fish  
Fightin Donkeys  
L.A. Migra

### **Central**

Baying Beagles  
Blackjack  
Brickthrowers  
Crush

### **East**

Dawgs  
Rockets  
Jackals  
Hammerheads

## **G. League Costs**

Portions of the league kitty will be used to pay for required league needs including but not limited to website hosting, stats service(s), and Commissioner software.

## **H. Communications**

All league communications will be done via e-mail, the BFFL website, or by phone. Major league announcements will be made both by e-mail and on the BFFL website forum. It is the sole responsibility of each team to have a valid e-mail account that they check regularly or to visit the BFFL forum to check for updates.

## II. League Fees

### A. Fees

Each team shall be responsible for paying the following league fees each season:

|                                  |  |
|----------------------------------|--|
| <b>Entry Fee</b>                 | \$50.00 due on draft night + \$10 trade/free agent deposit |
| <b>Free Agent Acquisitions</b>   | \$1.00 per player  |
| <b>Trades</b>                    | \$1.00 per player from each team involved                  |
| <b>Injured Reserve</b>           | \$1.00 per player, per week                                |
| <b>Emergency Injured Reserve</b> | \$2.50 per player  |

The league entry fee must be paid on draft day. Any team that does not pay the entry fee on draft day will incur a \$5 penalty fee.

### B. Trade/Free Agent Deposit

The \$10 trade/free agent deposit does not have to be paid on draft day, however, a team will not be able to make any trades or pick up any free agents until they pay the \$10 deposit. This deposit is in place to help alleviate the problems with collecting money at the end of the season. If a team uses more than their \$10 deposit, that team is still responsible for paying the difference between the deposit and their total trade/free agent fees. Any team that does not use the full \$10 deposit will have the difference put towards their entry fee for the following season. If a team does not use their full \$10 and does not return the following season, the money will be refunded.

### C. Unpaid Fees

Any outstanding fees or trade/free agent money must be paid by the Sunday of the week before the Banana Bowl. Any team that does not pay their outstanding fees by that day will incur a \$1 per day penalty, with a maximum penalty of \$7. Any team that does not pay their outstanding fees prior to the Banana Bowl of the current year will be suspended from the league until they pay their fees. Any team that does not pay their outstanding fees by the start of the following season will be banned from the league.

# III. Draft Night

## **A. Date/Time**

The draft date and time will be determined each season by a general consensus of the best date and time for every team in the league. The Commissioner will be responsible for contacting every team in the league to determine the best date and time for the draft. Once the draft date and time have been set, if a team cannot attend the draft, they have the right to send a replacement to draft for them or they can ask another coach in the league to draft for them.

## **B. Draft Order**

The draft order will be determined by the outcome of the BFFL playoffs as well as the draft lottery. Teams are not allowed to trade draft positions. If a new team enters the league, they will draft in the same position of the team that left the league.

## **C. Format**

The draft will consist of 18 rounds that will progress in a serpentine order (1-12, 12-1, 1-12, etc.)

## **D. Time limit**

Each round will have a 2:00 minute time limit per draft pick. If a team does not draft a player within the 2:00 minute time limit, they will forfeit their pick for the round and the next team will get to draft a player. Once that team has drafted a player, the offending team will then have their chance to make up the pick.

## **E. Player requirements**

Each team must draft the following positions in any order:

- 3 Quarterbacks
- 4 Running Backs
- 4 Wide Receivers
- 2 Tight Ends
- 2 Kickers
- 2 Defensive Units/Special Team Units
- 1 Coach

When drafting quarterbacks, tight ends, kickers, and defenses, all of the players in any one of those categories must not have the same bye week. Should a team draft players with the same bye weeks, they can trade or pick up free agents on draft night after the draft at no cost. After draft night, they will have to pay the normal fees.

## **F. Draft night trades/pickups**

All draft night trades and free agent pick ups are free of charge. Teams that have not paid the required \$10 trade/free agent deposit will still be able to make draft night trades/pickups free of charge. Once draft night is complete, all normal charges will apply to all trades and free agent acquisitions.

# IV. Lineups

## A. Format

Each week prior to noon on Sunday, each coach must submit a line-up in one of the following formats:

|         |         |         |         |
|---------|---------|---------|---------|
| 1 QB    | 1 QB    | 1 QB    | 1 QB    |
| 1 RB    | 2 RB    | 3 RB    | 0 RB    |
| 3 WR    | 2 WR    | 1 WR    | 4 WR    |
| 1 TE    | 1 TE    | 1 TE    | 1 TE    |
| 1 K     | 1 K     | 1 K     | 1 K     |
| 1 D/ST  | 1 D/ST  | 1 D/ST  | 1 D/ST  |
| 1 Coach | 1 Coach | 1 Coach | 1 Coach |

**NO OTHER COMBINATIONS WILL BE ACCEPTED OR CONSIDERED!**

## B. Submissions

It is the sole responsibility of each coach to make sure they submit a valid lineup prior to noon on Sunday of the current week. A valid lineup is defined as one of the formats listed above. If a valid lineup is not submitted prior to noon on Sunday, the team's lineup from the previous week will be used. When submitting lineups via the BFFL website, a confirmation e-mail is sent to the coach for them to verify their lineup. An e-mail is also sent to the team's opponent for that week. If no lineup is submitted by kickoff of the noon game on Sunday of the current week, the previous week's lineup will be used. If a team submits multiple lineups during the week, the most recent submission will be used.

## C. Thursday Games

In the event of Thursday games, coaches must only submit players they want to start for those games by kickoff of the game. All other players can be submitted by noon on Sunday. For Thursday night games, if a team has a player that they started the week before, they must submit a lineup stating whether or not they want that player started for the current week's game. If they do not submit a lineup for the player(s) before kickoff of the Thursday night game, the player(s) WILL BE STARTED for the current week.

## D. Substitutions

Lineup substitutions will not be allowed anytime after noon on Sunday. Teams are not allowed to substitute players even if both players have not yet played.

## E. Injury Status

It is the sole responsibility of each coach to check the injury status of their players. Coaches will not be allowed to submit a lineup with the "if he plays, then start him otherwise start this guy" clause.

## F. Coaches

Since each team only draft one coach, that coach will be started every week. **There will be no carry over points for coaches. If your coach is on bye, he will receive 0 points for the week.**

## G. Bye weeks

If a coach submits a lineup with a player(s) who is on bye, they will receive 0 points for that player for the week. There are no carry over points for players.

# V. Trades/Free Agent Acquisitions

## **A. Trades**

Teams are allowed to propose trades to other teams in the league anytime prior to the trade deadline. Proposed trades will be voted on by all teams in the league during a 24-hour voting process. An e-mail will be sent to all members in the league with the option to vote "Yay" or "Nay" to the proposed trade. Majority vote will rule with the Commissioner making the final vote to break any ties. If the voting process has not completed within the required 24 hour time limit prior to noon on Sunday of the current week, the teams involved in the proposed trade will not be able to start the player(s) they were trying to acquire, however they may still start the player(s) that they were proposing to trade away. Once a trade has been accepted by the teams involved and the vote process has begun, the teams involved in the trade may not pull out of the trade. The terms of the trade are binding once the voting process has begun.

## **B. Trade Fees**

Each team involved in an accepted trade will be charged \$1.00 per player. Trade fees will be deducted from the \$10 trade/free agent deposit.

## **C. Trade Deadline**

The trade deadline will be noon of the 7th week of the NFL season. No trades can be made after that date.

## **D. Free Agent Acquisitions**

Teams are allowed to pick up free agents anytime throughout the season, including the playoffs. Teams will be charged \$1.00 for every free agent pick up they make. Free agent fees will be deducted from the \$10 trade/free agent deposit. Free agent pick ups are on a first come first serve basis.

## **E. Waiver Wire**

Starting from Tuesday mornings (8am) through Thursday night (8pm) teams are allowed to pick up free agents based on the waiver wire order. The team with the worst record in the league will have their first choice at free agent pickups, 2<sup>nd</sup> worst team will have 2<sup>nd</sup> choice and so on. Starting on Tuesday mornings, all teams may submit a list of players that they would like to acquire. Based on those lists and the current week's waiver wire order, players will be distributed accordingly. Waiver wire acquisitions are limited to two players. However, a team may submit a list of more than two players. If one of their top choices has already been acquired by a team with a higher waiver wire number, the next player on their list will be added to their roster.

The waiver wire order for the current week will be posted on the BFFL website on Tuesday mornings.

There will be no free agent acquisition made between 8pm and 9pm on Thursday nights to allow for the waiver wire acquisitions to get processed. After 9pm on Thursdays and running until noon on Sundays, there will be a "first come, first served" free agent acquisition period where any team can acquire any free agent. The waiver wire order does not apply to his period and there is no limit to the number of acquisitions a team can make.

On weeks when there is a Thursday game, the waiver wire period will run from Tuesday morning until Wednesday night at 8pm.

The waiver wire order will be determined by the overall league standings. The tie-breaker criteria for the waiver wire will be: head-to-head record, head-to-head points, league points

# VI. Injured Reserve

## **A. Fees**

Each team will have an injured reserve that they can use to hold injured players on their team or to pick up free agents and hold them. There is a \$1.00 fee each player put on IR and an additional \$1.00 for every week that the player is on IR. To avoid paying an extra \$1.00 for a player, a player on IR must be taken off IR by the end of the Monday night game of the current week.

## **B. Roster Limits**

Each team may only have an active roster of 18 players. If a player is put into active duty from the IR, a player who is currently on the active roster must be either placed on IR or dropped.

## **C. Restrictions**

If all the active roster players from a certain position are on bye or injured, but a team has eligible players on IR that could fill the position, they must either activate and start those players on IR or drop those players from their team and use their emergency IR.

# VII. League Schedule

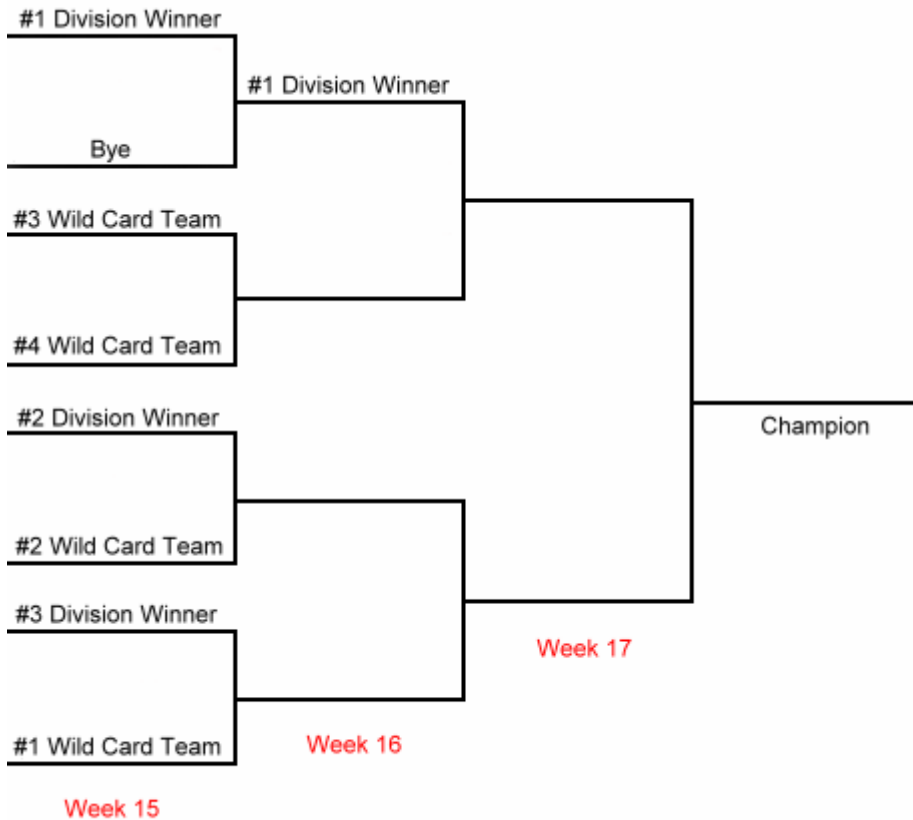
## A. Regular Season Schedule

The regular season consists of 14 weeks in which each team will play another team in the league in head to head competition. The team with the most points after the final NFL game of the current week has been played will be declared the winner for that week. Each team will play all other teams in their division twice and all other teams once.

## B. Playoffs Schedule

The 3 division winners as well as four wild card teams will get in to the playoffs. The four wild cards teams will be the four teams with the best league record behind the division winners.

The playoffs will start on Week 15 of the NFL season. The top team in the league will have a 1<sup>st</sup> round bye. The playoff bracket will be as follows:



## D. Tie-breaker Criteria

The tie-breaker criteria is as follows: Head-to-Head Record, Division Record, Head-to-Head Points, Non-Division Record, Division Points, League Points

## E. Draft Lottery

The 5 teams that do not make it into the playoffs will be eligible for the following season's draft lottery. The draft lottery will determine the draft order for the 5 teams that do not make the playoffs. The team with the worst record will get 5 entries into the lottery, the 2<sup>nd</sup> worst team 4 entries, 3<sup>rd</sup> worst team 3 entries, and so on with the 5<sup>th</sup> worst team receiving one entry into the lottery. The lottery will be held sometime after the Banana Bowl of the current season.

## VIII. Winnings

### **A. Payouts**

The top two teams will be awarded a portion of the league pot. The winner of the Banana Bowl will receive 60% of the pot with the runner up receiving 40% of the pot.

The pot consists of the league entry fee and all free agent and trade fees. minus the cost for the fantasy program used by the league and the weekly stats (~\$50).

### **B. Trophy**

The Banana Bowl winner will also be awarded the Banana Bowl Trophy that will have their name, team mascot, and year engraved on it. The trophy will be given to the champion along with their monetary winnings. The champion will retain possession of the trophy during the off-season and must return the trophy back to the Commissioner on draft day. The Commissioner will retain possession of the trophy during the BFFL season and will present the trophy to the champion at the end of the season after the trophy has been engraved.

# **IX. Scoring**

## **Touchdowns**

All touchdowns are worth 6 points.

Touchdown points apply for all positions including defense/special teams.

### **OFFENSE**

#### **Yardage**

|                    |         |
|--------------------|---------|
| 30 yards passing   | 1 point |
| 15 yards rushing   | 1 point |
| 15 yards receiving | 1 point |

#### **Passing**

|                    |                       |
|--------------------|-----------------------|
| 300+ yards passing | 3 points per instance |
| Interception       | -2 points each        |

#### **Rushing**

|                    |                       |
|--------------------|-----------------------|
| 100+ yards rushing | 3 points per instance |
| 10-14 carries      | 1 point *             |
| 15-19 carries      | 2 points *            |
| 20-24 carries      | 3 points *            |
| 25-29 carries      | 4 points *            |
| 30+ carries        | 5 points *            |

\* These points are NOT per carry

#### **Receiving**

|                      |                       |
|----------------------|-----------------------|
| 100+ yards receiving | 3 points per instance |
| Receptions           | 1 point each          |

#### **Kicking**

|                    |               |
|--------------------|---------------|
| Extra Point        | 1 point each  |
| Field Goals        | 3 points each |
| Missed FG          | -1 point      |
| Missed Extra Point | -2 points     |

#### **2-Point Conversions**

|                       |  |
|-----------------------|--|
| Successful conversion | 2 points to each player involved in play |
|-----------------------|--|

|             |               |
|-------------|---------------|
| Lost Fumble | -1 point each |
|-------------|---------------|

### **Defense**

|                            |               |
|----------------------------|---------------|
| Recovered Fumble           | 1 point each  |
| Sack                       | 1 point each  |
| Interception               | 2 points each |
| Safety                     | 2 points each |
| Blocked kick (PAT,FG,Punt) | 3 points each |

|                       |           |
|-----------------------|-----------|
| 0-100 yards allowed   | 10 points |
| 101-150 yards allowed | 9 points  |
| 151-200 yards allowed | 8 points  |
| 201-250 yards allowed | 7 points  |
| 251-300 yards allowed | 6 points  |
| 301-350 yards allowed | 4 points  |
| 351-400 yards allowed | 2 points  |
| 401-450 yards allowed | 0 points  |
| 450+ yards allowed    | -2 points |

|                      |           |
|----------------------|-----------|
| 0 points allowed     | 10 points |
| 2-6 points allowed   | 7 points  |
| 7-13 points allowed  | 5 points  |
| 14-20 points allowed | 3 points  |
| 21-27 points allowed | 1 point   |
| 28-34 points allowed | 0 points  |
| 35+ points allowed   | -2 points |

**Special teams points are awarded to the team only, not individual players**

**Offensive and Special Teams TDs are the only points counted against Points Against**