



Brooklyn Fantasy Football League Season Rules and Regulations 2003

1. The BFFL will consist of 8 teams.
2. Each team will have a owner or group of owners that will be named prior to the NFL season.
3. Any sale or partnership change of a BFFL team must be approved by the BFFL Commissioner.
4. The newspaper that will be used to check any computer discrepancies is the **Daily News**
5. Each BFFL team will consist of the following players:
1 Quarterback 2 Running Back 1 Tight End
3 Wide Receivers 1 Place Kicker 1 Defensive Team

****ANY ROSTER MOVES (DROPS, TRADES & I.R.) MUST BE MADE BY 8PM ON FRIDAY**

6. The object of the BFFL team owner is to draft a team using the entire NFL roster which will gain him the most points by the end of the NFL season. The point system is explained on the back page. There will also be a schedule of Team -vs- Team that will be given come draft night.

Tie breakers are as follows:

1) Total Points 2) Overall Record 3) Head to Head Points 4) Head to Head Record

7. The Money Award System is as follows: 1st Place = (50%) 2nd Place = (30%)
3rd Place = (20%)
8. The money for the BFFL is accumulated by **ONE** of the following Fee System ; which system will be determined during our yearly meeting:
 - a) \$50 On Draft Night / \$50 on Week #5 / \$50 on Week #10
 - b) \$10 fee for the loser of the Team -vs- Team competition each week
 - c) \$5 fee to put a player on the Injured Reserve
 - d) \$5 fee to replace a player on your roster (dropped player)
 - e) \$5 fee per team for trading players

The total accumulation of al the weeks fee's, and the initiation fee will equal the total pot (minus league expenses)

9. The draft and obtaining players:
 - a) Teams will select players from the NFL rosters by drafting. Draft day will be determined by the BFFL Commissioner. **(Tuesday, Before NFL League Starts - 6PM)**
 - b) The draft order will use a lotto type system (names from a hat).
 - c) ALL players from last years rosters will be recycled.
 - d) On draft day, the draft order will go forward one round and reverse on the next.
 - e) Team owners will draft one player per draft round until his roster is complete.

10. Replacing players during the regular season: There are 3 types of replacements that can occur.

a) Drafting Players: If a team owner decides to waive a player during the regular season, he must draft a player for that same position as the player who was released. The player that was dropped is on waivers for that week.

b) Injured Players: When a player is injured, he will be listed in the newspaper as either "I.R." "OUT" or "DOUBTFUL". a team owner may place that player on the Injured Reserve List. If a player is injured but is listed as "PROBABLE" or "QUESTIONABLE", that player is eligible to be put on the Injured Reserve List (replacement players for an injured player listed as probable or questionable will be selected in the dropped order for that particular week). If a player is obviously out with a severe injury and that player is not listed in the newspaper, the commissioner will make a ruling on the eligibility of the player. You may permanently keep a replacing player by dropping the injured player. *If a player on IR has a **BYE** week, you will receive **ZERO points** from the replacement player.*

c) Trading Players: Trades will be allowed up to week #14. Extra roster players must be put into the free agent pool immediately. If you make a trade for one player, YOU MUST keep that player for that week (or trade him to another team). If you trade consists of more than one player, YOU MUST keep at least ONE of the players, the remaining players can be dropped or traded.

Note: A team owner drafting a player for his injured reserve roster will take precedence over dropping a player. In the event that there is more than 1 team wishing to replace players the order of the draft will be decided by the current standings (lowest goes first). If a team has a player who is no longer eligible for the injured reserve that transaction must be made before all other weekly league transactions are made.

If a player is placed on the injured reserve list from the PROBABLE or QUESTIONABLE list, You MUST take the points for the player doing the replacing (even if your original player play's)