

BEFL Rules & Guidelines

League Settings

- Roster Settings: 11 players
 - Starters: 3 Guards, 3 Forwards, 2 Centers
 - Bench: 3
 - IR: 2
- Scoring Format: $\text{Pts} + (1.2 * \text{Rebs}) + 2 * (\text{Ast} - \text{TOs}) + 3 * (\text{Stls} + \text{Blks})$
 - Additional categories such as FG%, FT%, and 3PT will be considered for the 2026 season.
- Waiver Type: FAAB (\$100 budget)

Weekly Scoring:

- Each GM must lock in 1 game per starting player.
- Starters who are not locked in can be modified daily throughout the week.
- Once a player's score is locked in, it cannot be changed.
- The sum of all locked-in games makes up the total weekly pts.
- See the [video](#) for more details.

Keepers & Auction Draft

- Before the auction draft, each GM must select 2 players (min/max) to retain from the previous season.
- Players can be retained no more than twice (total of 3 seasons after they are drafted), regardless if they are traded.
- Each keeper's salary will be increased by 5% + \$5 (rounded), which will go against the salary cap (\$150).
 - Example: Player X was drafted for \$50, next season the player's salary will increase to $(\$50 \times 1.05) + \$5 = \$58$.
- Salaries for free agent keepers will be the FAAB value for the previous season (minimum salary = \$5).
- The salary cap is \$150 for 11 players.

League Conferences

- The physical locations of GMs will determine conference placement (Eastern & Western).
- This will allow for potential league rivalries.

League Payouts

- Total Pot: \$550
- Champ: \$275 - 50%
- 2nd Place: \$192.50 - 35%
- 3rd Place: \$82.50 - 15%
- Consolation Winner: Waived entry fee for next season (\$50 value)

Updated: 9/24/2025