2022 AFSN Fantasy Football League Rulebook

▮ = Changed from last year

Format

Regular Season

NFL weeks 1-14

Each week, the top-scoring 50% of teams earn a win. **Example:** If there are 10 teams, the 5 highest scoring teams earn a win.

If there are an odd number of teams, the middle team earns a win too. **Example:** If there are 9 teams, the 5 highest scoring teams earn a win.

Website Note

In a 9-team league, it would be best if the 5th-highest scoring team earned a tie instead of a win. But the website doesn't work that way, and it's great to have a website that can track our unconventional league, so we'll roll with it.

Playoffs

NFL weeks 15-17

Qualification

If there are **10 total teams**, the 8 best regular season records make the playoffs:

- The 3 best regular season records are in the **Championship** round
- The 5 other teams are in the **Consolation** round

If there are **8 total teams**, the 6 best regular season records make the playoffs:

- The 2 best regular season records are in the **Championship** round
- The 4 other teams are in the **Consolation** round

All other teams are out – their season is over.

Scoring

There are no weekly wins earned during the playoffs. Instead, teams accumulate points and the highest scorer for all playoff weeks combined wins.

Ties

Regular Season

There are no tie-breakers. If there are teams tied at the bottom of the top-scoring 50%, each of the tied teams earns a <mark>win</mark>. **Example:** If there are 10 teams and there are 2 teams tied for 5th place, those 2 teams each earn a <mark>win</mark>. If 3 teams are tied for 5th place, all 3 teams earn a <mark>win</mark>.

Website Note

In a 10-team league, it would be best if teams tied for the 5th-highest score earned a tie instead of a win. But the website doesn't work that way, and it's great to have a website that can track our unconventional league, so we'll roll with it.

Qualifying for the Playoffs

Qualifying for the playoffs, including which round to be placed in, uses the following tie-breakers, in this order:

1. Regular season total points scored
2. Regular season head-to-head record as if the teams only played each other during the regular season
3. Playoff round score
   - The teams' placement in the playoffs isn't determined until the playoffs are complete
4. Coin flip or dice roll

Final Standings

Final standings use the following tie-breakers, in this order:

1. Regular season record
2. Regular season total points scored
3. Regular season head-to-head record as if the teams only played each other during the regular season

Money

Buy-in is $60:

- $50 for prize money
- $10 for the website (which costs $100)

Place / No. of Teams	8	10
1st	175	195
2nd	125	145
3rd	80	100
	Consolation round winner	
4th		60
		Consolation round winner
Total Prizes	380	500

Rosters

2 Team QBs

1 RB

1 WR

1 Team TE

3 Flex (RB/WR/TE)

7 Bench

Total: 15

No kicker

No defense

No keepers

Roster Limits

Teams may not have more than 3 Team QBs on their roster (active + bench).

Teams may not have more than 3 Team TEs on their roster (active + bench).

There are no other roster limits other than teams must be able to field a starting lineup.

Team QB

Rostering "team QB" means you have every QB on that NFL team's roster. **Example:** You have a starting QB and he gets hurt. You automatically get that NFL team's backup QB, including any points he scores during the game the starting QB left (for injury or any other reason).

If a QB on that NFL team's roster scores points while lined up at a non-QB position, you still get those points. He is listed as a QB and he scored points -- that's the only criteria. This is true even if multiple

QBs are on the field at the same time -- even if a QB throws a pass to another QB, you get the passing *and* the receiving statistics.

Team QB does *not* extend to any non-QB on that NFL team's roster. If a non-QB lines up under center or throws a pass, you do *not* get those points. It does *not* extend to that NFL team's emergency QB either. (Emergency QB is a non-QB that plays QB when all other QBs are injured in a game.)

You own an NFL team's roster of QBs. If an individual QB is released or traded off that team, you lose that individual QB. If that individual QB ends up with another NFL team, the fantasy team that owns that NFL team's roster of QBs gets that individual QB.

Website Note

The website keeps track of team QB for us. My understanding of team QB scoring is above. However, **if the website scores it differently, the website rules**.

Scoring (Points)

Passing yard: 0.04 (1 point per 25 yards scored per yard)
Passing TD: 5
Interception: -2

Rushing/receiving yard: 0.1 (1 point per 10 yards scored per yard)
Reception: 0.5 (PPR but a 1/2 point instead of a full point per reception)
Non-passing TD: 6

Two-point conversion: 2 (passing, rushing, receiving, returning… whatever)
Lost fumble: -2

Trading

There is no trading of any kind (players, auction money, snake draft position, FAAB money, etc.) at any time.

The Draft

Team Order

Well before the draft, a single random draw will determine the order of the first round of player nominations during the auction and, in reverse, the order of the first round of the snake draft. For example, the first team to nominate a player during the auction will be the last team to draft a player in round 1 of the snake draft.

Auction (Players 1-10)

The [Auction Procedures](#) section at the end of this rulebook describes how the auction works.

Well before the draft, a random draw will determine the order of the first round of player nominations during the auction.

Each team must acquire 10 players (no more, no less) at a total cost not to exceed $300 (not real money). A team need not spend the maximum.

Each team must be able to field a legal lineup using the players they obtain via the auction.

Snake Draft (Players 11-14)

Immediately after the auction, a snake draft will take place to fill the remaining bench spots.

Snake draft rounds:

1. teams 1-10 (top down)
2. teams 10-1 (bottom up)
3. teams 1-10 (top down)
4. teams 10-1 (bottom up)

Teams are not required to draft all or any players -- for example, if they choose to leave early. Teams that do not snake-draft the maximum number of players can add players via free agency. They do *not* get to pick up players before they are available to the rest of the league via free agency.

Undrafted Free Agents

Once the commissioner has entered the draft results into the website, all undrafted free agents are available to pick up. (See the [Player Transactions](#) section for details.)

Teams draft 14 players but have 15 roster spots, so will have an open spot to fill. Filling the spot is optional.

Player Transactions
Free Agents

Free agents are players not on a fantasy roster.

Free Agent Acquisition Budget (FAAB)

Each team has a **Free Agent Acquisition Budget (FAAB)** of $150 (not real money) for the season. Money left over from the auction draft is *not* added to FAAB.

Teams use their FAAB money to *blindly* bid on free agents.

Minimum bid is $0.

The highest bid wins the free agent and that amount is deducted from the winning team's FAAB. **Example:** If Team A bids $20 for Fred Fumbler and Team B bids $5, Team A wins Fred Fumbler and $20 is deducted from their FAAB. Nothing is deducted from Team B's FAAB.

Free Agent Bid Tie-Breaker

If multiple teams bid the same amount for the same free agent, the website awards the free agent to a team based on these tie-breakers, in this order:

1. lowest in standings
2. fewest total points
3. placed bid first

Schedule

Preseason

All free agents are *always* on **waivers**. Teams bid on free agents. The website processes bids at 11pm Central Time every:

- Tuesday
- Wednesday
- Thursday
- Friday

Regular Season & Playoffs

All free agents are on **waivers** when their NFL game starts through the next NFL week's Friday at 11pm. The website processes bids at 11pm Central Time every:

- Tuesday
- Wednesday
- Thursday
- Friday

Players dropped Friday night are *not* available to be picked up until Tuesday night's bid processing. They are *protected* **free agents**.

All other free agents are available first-come-first-served – no bidding required – **Saturday 3am through Monday 11pm** or until their NFL game starts. They are *unrestricted* **free agents**.

Team > Waiver Wire > Make Claim: There is a **Hide my waiver claims from the commissioner** checkbox. Check the box when you make your first waiver claim and it will remain checked forever. It affects not just the claim you are about to make, but all claims you've made and will ever make.

The commissioner has two logins to the league website, one as a team owner and one as commissioner. If they log in as commissioner, they can indeed navigate to a page that shows a team's current waiver claims if that team's box is *not* checked. Not that the commissioner has reason to login as commissioner after the league is set up and the draft is complete, and not that they'd look at waiver claims anyway, but **check the box so there can be no question about it**.

Have Fun. Be Nice.

The purpose of the league is to have fun. The commissioner reserves the right to intervene if anything gets in the way of that purpose. So be nice – no collusion, transaction funny business, roster dumping, etc. – because the commissioner doesn't need the stress.

Auction Procedures

Each team nominates a player to be placed on the auction board. Each player's name is preceded by the nominator's name. **Example:**

Nom.	Player	Winner	Salary
Aaron	Andrew Luck		
Bob	Eddie Lacy		
Carl	Antonio Brown		
Doug	Odell Beckham Jr		
Eugene	Demarco Murray		
Frank	Lamar Miller		
Geoff	Gronk		
Hugh	Ezekiel Elliott		
Ian	Dez Bryant		
John	Doug Baldwin		

The nominator opens the bidding with a bid of at least $1. Bidding proceeds at minimum increments of $1 until only one bidder is left. The highest bidder acquires the player at a salary equal to the final bid amount.

Example: Aaron nominated Andrew Luck to be placed on the auction board and it's Luck's turn to be bid on, so Aaron starts the bidding. The bidding continues until Doug bids $36. No one else bids as the auctioneer says, "Going once, going twice, sold," so Doug gets Andrew Luck for $36.

Nom.	Player	Winner	Salary
Aaron	Andrew Luck	Doug	$36
Bob	Eddie Lacy		
Carl	Antonio Brown		
Doug	Odell Beckham Jr		
Eugene	Demarco Murray		
Frank	Lamar Miller		
Geoff	Gronk		
Hugh	Ezekiel Elliott		
Ian	Dez Bryant		
John	Doug Baldwin		

The winning team then nominates a player for the bottom of the auction board before bidding can begin on the next player.

Example: Doug won Andrew Luck so he has to nominate a player for the auction board. He nominates Adrian Peterson.

Nom.	Player	Winner	Salary
Aaron	Andrew Luck	Doug	$36
Bob	Eddie Lacy		
Carl	Antonio Brown		
Doug	Odell Beckham Jr		
Eugene	Demarco Murray		
Frank	Lamar Miller		
Geoff	Gronk		
Hugh	Ezekiel Elliott		
Ian	Dez Bryant		
John	Doug Baldwin		
Doug	Adrian Peterson		

The auction continues this way.

Example: Next up for bid is Eddie Lacy. Bob nominated Eddie Lacy so he starts the bidding.

Nom.	Player	Winner	Salary
Aaron	Andrew Luck	Doug	$36
Bob	Eddie Lacy		
Carl	Antonio Brown		
Doug	Odell Beckham Jr		
Eugene	Demarco Murray		
Frank	Lamar Miller		
Geoff	Gronk		
Hugh	Ezekiel Elliott		
Ian	Dez Bryant		
John	Doug Baldwin		
Doug	Adrian Peterson		

Other Auction Rules

Teams may call a timeout during the bidding for a player. There is no set number of timeouts per team, but please use discretion. If too many timeouts are being taken, a limit will be put in place.

Typically, these rules only come into play toward the end of the auction:

- A team that nominates a player may revoke their opening bid for that player and allow another team to open the bidding. However, if no other team wants to bid on that player, the nominating team must start the bidding.

- A team may not bid on a player it cannot afford. For example, a team with $3 left and only two open roster positions is limited to a **maximum bid** of $2 for one player. (Leaving $1 for the other unfilled roster position.)

- A team may not bid on a player if an open roster position for that player does not exist.

- If a team has a player on the auction board that it cannot bid on because no open roster position for that player exists, that player is taken off the board (but can be nominated again by a different team).

- If there are no players left on the auction board to bid on, each team with roster positions yet to fill nominates a player to be placed on the auction board (just like at the start of the auction).

Keeping Track

A spreadsheet is used to keep track of the auction. At least one person will fill-out the spreadsheet during the auction and make it available in real-time to all teams.

The two most important things the spreadsheet keeps track of are: (1) what roster positions each team has filled and (2) what each team's maximum bid amount is.

Rationale

Format

Regular Season

Traditional head-to-head results in too much schedule luck. **Example:** You are the second highest scoring team but lose to the highest scoring team. Meanwhile, the second lowest scoring team beats the lowest scoring team.

Using the season-long points total to determine a champion may be the fairest method, but it's also the least fun. If you fall behind, it's hard to catch-up. And there are no playoffs.

Our format results in win/loss records, making catching up after a few bad weeks possible, yet it removes schedule luck because you are competing against every team every week. Our format also makes having a different number of teams each season, including an odd number of teams, much easier: no divisions or schedule to worry about.

Playoffs

I like each round to last more than one week. Teams play a long regular season. They shouldn't lose in the playoffs because of one bad week.

There are NFL teams with bye weeks through week 14. We don't play week 18 because NFL teams often rest players the final week of their regular season. That leaves only weeks 15-17 for our fantasy playoffs.

A four-team playoff bracket is 2 rounds. For me that would be 4 weeks. We don't have 4 weeks. Thus, the three-week long format I chose.

Ties

Ties should be rare since we use fractional scoring. Ties at the end of the playoffs should be even more rare since teams accumulate points over 3 weeks.

Regular Season

I couldn't think of a tie-breaker that would fairly separate the tied teams. Most TDs scored? That's not fair. A fantasy point is a fantasy point. It would be no better than flipping a coin.

Using total points scored as a tie-breaker isn't ideal. Teams could be setting their lineups thinking they only need to finish in the top half -- activating players with high floors instead of low floors and high ceilings. But a tie-breaker is needed for playoff qualification to, at the very least, limit the number of teams in the Championship round so the winner of the Consolation round can win their money back.

I like the head-to-head record tie-breaker better than total points scored, but it's not as fun because teams can't track it themselves.

Money

I may raise the entry fee a little in the future. But for now, the league is new, many of the rules are new, and we have several first-time fantasy teams.

Payouts

I want the winner of the Consolation round to win their money back. That means I have to pay all of the teams in the Championship round plus one. With only a $50 entry fee, limiting the number of teams in the Championship round is the only way to accomplish that and still reward those teams enough.

Rosters

As of 2022, a TE is required, so I added 1 bench spot. Teams need room for backups, and for when those players have byes or temporary injuries. Added a bench spot instead of an injured reserve spot for simplicity and flexibility.

Team QB

There are 32 NFL teams which means there are 32 starting QBs. A typical fantasy league has 10 teams. That means less than a third of starting QBs are active each week. That also means there are plenty of starting QBs available as free agents, so many fantasy teams don't roster more than one QB. It all makes viable QBs too easy to come by.

Having to start 2 QBs makes QBs scarce with perhaps all starting QBs rostered. It might make QBs *too* scarce. **Example:** If we roster individual QBs and you have Aaron Rodgers and he gets hurt, you'll likely try to pick up Jordan Love via free agency. If you don't get Love, there may not be another starting QB available.

The problem of too much QB scarcity is solved by:

- rostering team QBs instead of individual QBs
- limiting the number of fantasy teams to 10 so every team can roster 3 team QBs

- limiting the number of team QBs on each roster to 3 so teams can't play "defense" by drafting so many team QBs as to deprive other teams of the option of rostering 3 team QBs
  - Ramification: If you roster 2 team QBs with the same bye week, the only way to have 2 team QBs that are playing that week is to drop one on a bye week and pick up a team QB that is playing.

"This is true even if multiple QBs are on the field at the same time -- even if a QB throws a pass to another QB, you get the passing *and* the receiving statistics." Multiple QBs could score points on the same play, even on the same TD play. This line exists to help everyone understand that -- to make everyone think about it as a possibility.

It does not extend to emergency QB because that player may be rostered at his regular non-QB position by another fantasy team.

Team TE

I love team QB, so when adding a TE requirement in 2022 and seeing the website could track team TE for us, I went with it.

Makes TE a more viable option at Flex since you are getting an entire NFL team's TE points.

Kicker & Defense

Kickers are boring. I've never watched an NFL game because my kicker was playing. They are mostly the same. And you are mostly obtaining a kicker based on his *team's* ability to score, not his personal ability.

Defenses. Except at the very top, they are mostly the same.

Kickers and defenses. Because they are mostly the same, a fantasy team typically only rosters one. Because of that, there are so many free agent kickers and defenses that you can rotate in a different one every week based on NFL matchups. Not a great measure of a fantasy owner's knowledge; more a measure of their available time and energy.

Keepers

Having no keepers:

- simplifies the rules and administration of the league because there are no player salaries or contracts to track
- allows teams to start fresh every year
- makes team ownership changes seamless
- removes the incentive to abandon this season to prepare for next season through means that hurt the integrity of the league, like roster dumping

Scoring (Points)

In 2021, having INTs -1 and fumbles -2 didn't make sense – a turnover is a turnover. Turnovers in an NFL game are a big deal, so I'm not willing to change fumbles to -1 to match INTs, so, in 2022, I changed INTs to -2 to match fumbles. But with passing TDs only 4, -2 for an INT is half a TD – too much. So I raised passing TDs to 5. (I'm not willing to raise passing TDs to 6 because of the lack of in-season QB movement due to many teams rostering 3 QBs.)

FanDuel's standard scoring is 0.5 (instead of 1.0) per reception and I like it. Several scoring systems have moved this way.

Trading

There are two things above all else that cause controversy in fantasy leagues: roster dumping by teams who are preparing keepers for next season and trades – having to evaluate the fairness of trades and backlash from teams that disagree with the decision. It's all stress, so no trading.

The Draft
Team Order

Random draw instead of based on last season's final standings to make team ownership changes irrelevant to the process.

Snake Draft (Players 11-14)

Auctioning the last few roster spots gets long and tedious. By this point, it's a lot of $1 and $2 players. Switching to a snake draft gets these roster spots filled much quicker.

In 2021, I made a snap decision to allow a team that didn't participate in the snake draft to pick four players before free agency began. That night, a starting RB tore his ACL and was declared out for the season. The team could have picked up the backup RB. (To keep things fair, he did not.) Getting an extra day or two to pick those final players could turn out to be an advantage, not a disadvantage.

Not players 11-*15* because an odd number of rounds would give teams at the top of rounds 11 and 13 an extra round to be at the top, which is unfair.

Player Transactions
Schedule

The website doesn't allow unrestricted free agent moves until 4 hours after the last waivers deadline of the week. That means – unlike CBS, ESPN, and Yahoo – there cannot be a mix of dropped players on waivers and players that have cleared waivers available first-come-first-served at the same time.

The problem would be solved if the **"How long should a released player be a protected free agent?"** setting would place the player on waivers after the period set, but it doesn't.

Options to have dropped players placed on waivers

(A) Waivers Wednesday only. Players that clear waivers are available first-come-first-served the next morning. Dropped players are unavailable until the following week.

- Wednesday instead of Tuesday to give teams an extra day to remember waivers
- Easy on owners who miss waivers (or lose their bids) and need to adjust their rosters, especially for pre-Sunday NFL games
- Breaking news about free agents can be acted upon without having to go through waivers, but that's the situation with other websites too
- Dropped players are unavailable until the following week, **the only difference between this and other websites' schedules**
  - Could lead to teams adding and dropping players to make them unavailable to the rest of the league that week. That's the situation with other websites too, but only 1 day before each player's NFL game. **Would need a rule about players added and dropped in the same week. (Dealbreaker)**
    - The website wouldn't allow me to place those players on waivers. Rather, I'd have to undo the drop transaction when a player added this week was subsequently dropped.

(B) Waivers every night Tuesday - Friday. Players dropped on Friday are unavailable until Tuesday. All other players are available first-come-first-served Saturday morning through Monday night.

- Tuesday because, if the first night were Wednesday, that would be the only night to adjust rosters prior to the Thursday night NFL game
- Friday because, if the last night were Saturday, that would give teams only Sunday morning to set their lineup based on Saturday's outcome and/or pick up free agents in an "emergency." Also makes any week with Saturday NFL games easier.
- Owners have only Tuesday and Wednesday night to adjust their rosters before the Thursday night NFL game
- **Teams have until the end of the day to hear about and act upon breaking news**
- Could lead to teams adding and dropping players to make them unavailable to the rest of the league that week, but they'd have to win those players through waivers before Friday and drop them Friday night. **It wouldn't be free and they couldn't do it all week long.** If they did it with free players Saturday - Monday, well, the rest of the league had Tuesday - Friday to add those players, so be it.

References:

- [Setting Up Waiver Wire Times and Parameters](#)
- [Using the Protected Free Agents Function](#)