

August 4, 2019

PRIDE DYNASTY FANTASY FOOTBALL BYLAWS

(Inaugural and Beyond)

League Motto: Pride ain't cheap.

Summary:

1. 14 teams, 1 division.
2. 28-35 single player rosters (minimum of at least 28 players during the season) with a 5-man Injured Reserve.
3. Salary Caps and variable length contracts for all players on your roster.
4. Manage player holdouts and retirements, apply franchise and transition tags to your players.
5. 18 starters, balanced between offensive and defense for realism.
6. 6-team playoff structure for the top six teams in the standings at the end of the regular season.
7. Annual rookie-only draft occurring soon after the NFL draft.
8. Annual Free Agent Auction and blind bidding waivers.
9. Holdover of 25% of prize pool years 1-3 in order to have more than double prize pools (Pride Prize Pool) every fourth league year.
10. 150% prepaid fees at all times through Fantrax for the current and following League year to ensure longevity/long term viability.

(Example: An owner will pay 100% of league year one and 50% of league year two. At the start of the league, year two, the owner will pay the remaining 50% balance of league year two and 50% for league year three.)

<https://www.fantrax.com/fantasy/league/p8i16srgjyvn65wf/rules>

(scoring, etc)

Article I: Pride Officers

1. For issues that arise, contact the Pride commissioner for clarification. If the commissioner is unavailable, contact the co-commissioner.

A. PRIDE COMMISSIONER

Jacob Edwards

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B. CO-COMMISSIONER

William Eckert

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Article II: Pride Entry Fee

1. The following will be collected to finance Pride operations and prizes:

A. Annual Entry Fee: \$300 + Fantrax fee (if applicable)

(1) Pride entry fee is comprised of a base \$300 for the prize pool and the rate of the website Fantrax for handling finances and distributing funds to applicable owners. 100% of year one fees and 50% of year two fees will be required when the league forms (\$450 initially and \$300 every year after).

(2) Initial league fees must be paid in full before being granted a team.

(3) After the Inaugural season, League fees will be due annually on March 1st. Unless financial matters are

discussed with the Commissioner or Co-Commissioner, every owner will have their entry fee paid to Fantrax prior to March 1st.

(4) If a team has not paid their entry fee by March 1st, they will be expelled immediately and promptly replaced.

Article III: Prize Payout Structure

1. Pride awards cash prizes to the top 3 teams of the year.

A. PAYOUT STRUCTURE (Standard Year)

(1) 1st Place: \$1890 with 14 teams (60%)

(2) 2nd Place: \$787.50 with 14 teams (25%)

(3) 3rd Place: \$472.50 with 14 teams (15%)

B. PAYOUT STRUCTURE EVERY FOURTH YEAR (Pride Year)

(1) 1st Place: \$4410 with 14 teams (60%)

(2) 2nd Place: \$1837.50 with 14 teams (25%)

(3) 3rd Place: \$1102.50 with 14 teams (15%)

2. For every three years of a standard size prize pool (\$3150), there will be a Pride size pool every fourth year. To achieve the Pride size pool, 25% of the standard prize pool will be withheld, combined, and then added to the prize pool for that fourth year (\$7350).

Article IV: Auction Draft

1. Auction draft will be held on Fantrax.

2. Auction Draft will take place Saturday, August 31st 2019 at 1100 (11am) est. This draft will take several hours, but this event is important for your franchise. I don't expect everyone to stay for the entire draft, but, if you can't make it at all, this might not be the league for you. There will be designated breaks allotted to prevent bidding fatigue.

A. Owners must fill a roster of at least 35 players with \$1,000. Budget accordingly.

B. Any money left over from the \$1,000 in the auction will be added to the \$100 allotted for the in season FA bidding.

C. 72 hours after the draft, owners must post contract lengths for each player on the appropriate message board (i.e. 1-4 years). If not specified, players will be signed to 1-year contracts.

D. Owners are not allowed to cut any players drafted until this phase is complete. No exceptions.

Article V: Teams, Divisions, and Ownership of Teams

1. Pride will consist of 14 teams in a single division.

2. Commissioner will grant ownership to the 14 most qualified GMs expressing interest in owning a franchise.

3. Each owner can name their team as they see fit and select their own graphics for their banner and logo as applicable through website features.

4. If an owner chooses not to return the following year, a new owner will be granted an opportunity to acquire the vacant franchise and invoke one of three options of Replacement Owner Contract Amnesty. The following options are as follows:

A. Option A - Retain roster as is.

B. Option B - Retain roster as is and void up to three contracts. Voiding the contracts will drop the player from the roster without a salary cap penalty. All salary cap penalties will remain, but the new owner can use any of their allotted voids for contracts to have a previous salary cap penalty removed.

C. Option C - Drop all players from the roster voiding all contracts and start fresh in the next free agent auction

retaining only draft picks. With option C, all salary cap penalties from all previous transactions are removed.

Article VI: Rosters and Lineups

1. 28-35 players will make up an active roster.
2. You must have at least 28 players on your roster during weeks 1-16 of the NFL season.
3. There is a position max of 4 QBs, 8 RBs, 8 WRs, 4 TEs.
4. 18 players make up a valid starting roster consisting of the following positions:
 - A. 1 QB
 - B. 2 RB
 - C. 2 WR
 - D. 1 TE
 - E. 2 Offensive flex (RB/WR/TE)
 - F. 3 DL
 - J. 2 LB
 - M. 3 DB
 - N. 2 Defensive Flex (DL/LB/DB)
5. Each owner has 5 injured reserved spots on their roster.
6. Players declared to be injured reserve by the official NFL injury report can fill injured reserve spots on an owner's roster.
7. Players must remain on the injured reserve list for the remainder of the current fantasy season. The only exception to this is a scenario where a player is released from injured reserve and the Fantrax IR designation is lifted. The fantasy owner of that player must either activate the player from IR or cut him since he no longer has the IR designation.

8. Trading of players on the IR list is allowed.

9. Once the player is placed on IR, only 25% of his salary counts toward the salary cap.

10. All players must be removed from IR by March 1st. Those not removed from IR will be returned to the free agent pool by the commissioner. If IR players are activated automatically by the site, owners have until March 1st to cut their roster down to the league limit.

Article VII: Regular Season

1. 13 Week regular season - Each team plays each other team once.

2. If the NFL regular season is ever extended, additional regular season weeks shall be added such that the last playoff game shall end 1 week before the end of the regular NFL season.

Article VIII: Playoff Configuration

1. Pride implements a 6-team Championship playoff system with the top 6 teams in the standings after the regular season. Top 2 teams in the standings receive a bye.

2. Playoffs start week 14 of the NFL regular season and lasts 3 weeks. Top two teams in the standings will be awarded a bye and the remaining teams will be reseeded so top seeded teams play the lowest seeded teams.

3. Tiebreakers are determined by the following listed in order:

A. Most wins in entire season.

B. Head to head record vs all teams tied with.

C. Most fantasy points for entire season.

D. Randomly selected (virtual coin toss)

4. Playoff tiebreakers will be determined by best reserve/bench player.

Article IX: Salary Cap

1. Each franchise has a starting salary cap of \$1100. Only \$1000 can be spent in the Inaugural Draft Auction. \$100 will be used for FA bidding.

2. At no time during the regular season may a team's roster total salaries exceed the cap.

3. During the offseason, Start of NFL week 17 to March 1st, A franchise may temporarily function outside the salary cap and roster requirements to operate freely in the offseason but must be within all required parameters by March 1st.

4. On March 1st, a 5% increase to the salary cap will be implemented.

5. A franchise in violation of the salary cap will be forced into compliance while maintaining applicable roster requirements. Depending on how gross the violation of the salary cap, ANY player may be cut with an emphasis on the **LEAST** amount of transactions while maintaining roster requirements. Advice: stay in constant contact with the commissioner if you are in danger of violating the salary cap.

6. If a player is dropped prior to his contract expiring, the franchise incurs a salary cap penalty dependent on the remaining years on the contract.

A. When dropped, 100% of the players salary will be impact the current year salary cap.

B. If the dropped player has more than 1 year remaining on his contract, a cap hit for the following league year will be applied as follows:

(1) 2 years remaining on the contract - 40% of the dropped players salary is applied the following league year.

(2) 3 years remaining on the contract - 60% of the dropped players salary is applied the following league year.

(3) 4 years remaining on the contract - 80% of the dropped players salary is applied the following league year.

example

You decide to cut Shane Falco with a contract of \$20 with 3 years remaining. The cap hit for the current year is \$20 (100% of \$20). On March 1st of the following season, the cap hit for Shane Falco needs to be applied since he had years remaining on his contract. With three years remaining, The cap hit for the second year is \$12 (60% of \$20). There is no cap hit for the third year.

example

Article X: Contracts, Retaining Players, and Contract Extensions

1. This is a full roster dynasty league and franchises may keep any or all players from season to season if they choose and meet league guidelines.

2. When a franchise acquires a player a contract is generated for that player.

3. Owner's retain the rights to each player until the owner releases that player or the player's contract expires.

4. Player contracts can range from 1 to 4 years and are at the owner's choosing for all free agents signed.

5. Owner's have 1 week from the conclusion of the free agent auction to assign contract lengths for each player acquired.

6. With the exception of the inaugural season, rookie contracts will be determined in accordance with the rules and guidelines of Article Fifteen of this document.

7. On March 1st, players whose contracts expire will be dropped from the franchise and become unrestricted free agents.

8. On March 1st, players with more than 1 year remaining on their deal will have their contract reduced by 1 year.

9. Player salaries increase by 20% annually.

example

You decide to sign Forrest Gump with a contract of \$1 for 4 years. Next year, if the contract is still valid, Forrest Gump's salary will increase to \$1.20. In the third year, Gump's salary would be increased another 20% to \$1.44. For his fourth year, Gump's salary would increase again 20% to \$1.73.

example

10. An Owner can extend any player's contract at the start of Week 17 games (First Week of Offseason) until the start of week 5 games of the following season unless that player is in the final year of his contract.

A. Players playing in the final year of their contract can not have their contract extended after August 15th.

11. Players may only have their contracts extended once by any given franchise before being allowed to test free agency.

A. If the player hits free agency and signs with the same team, they are eligible for an extension, again.

B. Applying franchise tags, transition tags, or signing a new contract at the end of a Stage 2 holdout is not considered an extension.

12. When extending a contract, the current salary at the time is increased by 20% and becomes the new salary for the current year.

A. Owners may specify a salary in the extension post greater than a 20% increase, but it must be a minimum of 20% above the current salary.

B. Minimum salary for extending any player contract is \$10.

13. To extend a player's contract, the owner must post the extension in the appropriate league message board and then verify that the commissioner makes the correct extension and salary increase.

A. Owners must provide the commissioner with the players name and the new contract length.

B. If an owner fails to submit a contract extension by the deadline, the player will remain under the current contract.

Article XI: Franchise and Transition Tags

1. Franchise Tags

A. During the offseason, an owner may choose to retain 1 player on the last year of his contract by applying the franchise tag.

B. Commissioner must be notified by the owners of all recipients of the Franchise Tag by March 1st via the appropriate message board.

C. For players to be eligible for the franchise tag, players must be on the owner's roster during the previous season and their contract must expire on March 1st.

D. To be eligible to bid on a franchise tagged player, you must own a current or future 1st round selection.

E. Franchise tagged players will then be bid on by eligible teams.

(1) Owner's may only have an active high bid for each eligible 1st round pick you own.

F. Bidding will start at the average of last season's top tier of highest paid players at the franchise tag player's position:

(1) Top 10: QB, TE

(2) Top 15: RB, WR

(3) Top 20: DL, LB,DB

G. Bidding will be conducted in appropriate league message board.

(1) Owner's will have until March 21st to reply and post the salary they are willing to offer franchise tagged players.

(2) Owner's that placed the franchise tag must match the winning bid or decline to match the offer by March 28th.

(3) Owner's declining to match the offer will accept the compensation of (1)one 1st round draft pick for the franchise tagged player.

(a) If the team has multiple 1st round picks the latest first round pick will be used.

(b) If the team wins two or more franchise tag auctions, the highest bid will be awarded the earlier pick. Message board timestamp is the next tie breaker if both bids were of equal value.

(4) The franchise receiving the compensatory 1st round draft pick may choose to defer the upcoming draft pick and opt for the following season's draft pick, if applicable. Multiple 1st round pick rules apply.

(5) The franchise receiving the franchise tagged player will sign the player to a 3 year contract at the top tier of highest paid player at the franchise tagged player's position or the winning bid price. Whichever is higher. 20% inflation of contracts applied like normal.

(6) A player may not be franchise tagged by the same franchise more than twice unless that player hits free agency first.

2. Transition Tags

A. During the offseason, an owner may choose to retain two(2) players in the final year of their contract by using the transition tag.

B. For players to be eligible for the transition tag, players must be on the owner's roster during the previous season and their contract must expire on March 1st.

C. When an owner applies the transition tag to a player, that player immediately signs a 1-year contract.

D. Transition tagged player will automatically become an unrestricted free agent when his contract expires, no exception.

E. Once the transition tag is applied, the player is ineligible to receive a franchise tag the following season. Even should the player be traded to another franchise.

F. Owner's will pay the average salary of the top tier of the highest paid players in his position from the previous league year, or the player's previous year's salary plus 20%, whichever is higher.

(1) Top 20: QB, TE

(2) Top 30: RB, WR

(3) Top 40: DL, LB, DB

Article XII: Holdouts

1. At the end of each fantasy season, any player who accumulates enough fantasy points to be considered top tier at the player's position is subject to being a possible holdout candidate. Position tiers for the end of the year are as follows:

A. Top 10: QB, TE

B. Top 15: RB, WR

C. Top 20: DL, LB, DB

2. If a top tier player is making less than 1/2 of the average salary of the highest paid players according to the position tiers in Article Twelve, Franchise and Transition tags, the player is considered a "Stage 1" holdout player.

A. Stage 1 holdout players gets 50% of the average of top tier contracts of his position.

example

Willie Beamen (QB) is currently on a \$10 contract and finishes in the top 10 for his position in fantasy points. The average of the top 10 highest paid players at his position is \$100. Half of that is \$50 so his Stage 1 holdout salary would become \$50. Contract years do not change.

example

3. If a Stage 1 player is dropped prior to March 1st, the salary cap penalty will be based on the original contract. After March 1st, the Stage 1 holdout salary takes effect.

4. Players holding out can be traded during the designated trading periods with the new franchise bearing the same responsibilities as the previous franchise.

5. In accordance with Article Eleven of this document, Stage 1 holdout players may sign a contract extension, but the salary must be made to be equal to or greater than the average of the highest paid players of his position.

6. If a player reaches the top tier at his position again during the life of the same contract, the Stage 1 holdout player will be considered a "Stage 2" holdout player.

7. To resolve a Stage 2 holdout player, the owner has 2 options which must be decided by March 1st:

A. Accept the new contract demands for their holdout and sign the player to a contract that is equal to the average salary of the highest paid players of his position, or

B. Waive the player. There will be no salary cap penalty when exercising this option.

8. If a Stage 1 holdout player does not reach the top tier of his position during the life of the same contract to achieve "Stage 2", the player remains a "Stage 1" holdout, maintaining the agreed holdout salary. The usual 20% annual increase applies until his contract expires.

9. All holdouts, regardless of stage, whereby the owner fails to notify the commissioner of his intentions by March 1st will be deemed a rejection of that holdout by default. The player will be waived and the applicable rules will ensue.

10. Rookies are immune from holding out for the first 2 years of rookie contracts. Rookies in the inaugural auction draft are NOT immune from holding out.

11. A player signed to a 4-year contract has immunity from holding out for 1 contract year.

Article XIII: Retirements and Player Death

1. When a player retires from the NFL, the owner may drop the player from their roster without penalty.

2. If that player later announces a return to the NFL, that team will regain the rights of that player only for the duration of his original contract.

3. Owner must decide within 1 week of the player becoming un-retired whether to acquire the player again for the same contract terms as the player had prior to retiring, or relinquish his rights to the player.

4. It is each owner's responsibility to monitor their own retired players and to notify the commissioner if they would like to reinstate any players under this scenario.

5. After week 1, if the player is not reinstated, the unretired player will be considered a free agent and can be acquired by another team via free agency.

6. If a player passes away while under contract, the player will be dropped from their contract without a salary cap penalty.

Article XIV: Rookie Draft

1. Rookie draft picks will be granted to all franchises for the current and following seasons.

2. During the inaugural season, there will not be a rookie draft. All rookies will be acquired via the league auction.

3. Tiebreaker rules apply for the rookie draft order (final standings).

A. Draft order determined by final standing inverse order. Champion picks last and worst picks first.

4. The draft is mandatory and will consist of 3 rounds (14 picks each round).

5. roster sizes will be temporarily increased at the start of the draft and reduced 96 hours after the draft is completed.

6. If an owner does not wish to keep a player selected in the draft, the player can be dropped at any time, except during the draft and auction.

7. The rookie draft will be a slow draft, using the league software, conducted about 2 weeks following the conclusion of the actual NFL draft, or whenever the players are made available in the site software.

8. The date of the rookie draft will be specified and voted on, and is considered final.

9. All first round drafted rookies will have a contract of 3 years.

10. Rookies drafted in the second or third rounds can have contracts ranging from 1-3 years.

11. Except during the inaugural season, all rookie salaries will be assigned as follows:

A. First overall draft selection (1.01) will have a salary of \$50.

B. Next four selections (1.02, 1.03, 1.04, 1.05) in the draft will have a salary of \$45.

C. Next three selections (1.06, 1.07, 1.08) in the draft will have a salary of \$40.

D. Next three selections (1.09, 1.10, 1.11) in the draft will have a salary of \$35.

E. Next three selections (1.12, 1.13, 1.14) in the draft will have a salary of \$30.

F. First five second round selections (2.01, 2.02, 2.03, 2.04, 2.05) in the draft will have a salary of \$20.

G. Next five selections (2.06, 2.07, 2.08, 2.09, 2.10) in the draft will have a salary of \$15.

H. Next four selections (2.11, 2.12, 2.13, 2.14) in the draft will have a salary of \$10.

J. All third round picks will have a salary of \$5.

12. Rookie starting salaries will increase every 5 years (After the Pride year) by 25% rounded to the nearest dollar.

Article XV: Unrestricted Free Agent Auction

1. Any undrafted rookies and unrestricted free agents will be available in the free agent auction.

2. The league will hold a free agent auction every season.

3. Free agent auction is not mandatory.

4. Auction Rules:

A. Free agent auction will be conducted on the Fantrax website.

B. Free agent auction to be conducted approximately 2 weeks after the rookie draft. A time and date will be voted on and will be final.

C. One player nominated for bid at any one time by each participating franchise applies for the first three days.

D. On the fourth day, teams may nominate two players for bid at one time.

E. Players signed during the free agent auction may be signed to contracts ranging from 1-4 years.

F. Designation of all contract lengths shall be required within 1 week of the closure of the free agent auction. If not designation is given, players will be placed on a 1-year contract.

G. During the auction, no players may be cut by any team.

H. Trading players is allowed during the auction, even newly acquired players through the auction. Be mindful of your salary cap as it may not be accurately displayed.

I. For the inaugural season only, rookie players will be among the Unrestricted Free Agents since there is no inaugural rookie draft.

J. All rookies acquired during the inaugural season Auction will receive contract salaries based on the auction results for each player and have contracts that range from 1-4 years.

Article XVI: Blind Bidding Waivers

1. After the annual free agent auction is complete, all free agents are handled via the waiver process.

2. All free agents signed during the blind bidding waiver periods automatically receive 1 year contracts unless given a contract extension by March 1st.

3. Between the end of the free agent auction and the start of Week 1, free agent acquisitions can be made via blind bidding waiver periods.

4. Blind Bidding waivers will be processed daily.

5. From the start of Week 17 football games, there will be no free agent pickups until the free agent auction draft next season.

6. Salaries of players acquired via blind bidding waivers will be based on the winning dollar amount bid during waivers.

7. Franchises will use the existing salary cap to acquire free agents.

8. Franchises can not exceed the salary cap while acquiring free agents.

9. Minimum bid for a free agent is \$1. All bids are in dollar increments.

10. For teams that bid the same dollar value, earliest bid will take precedent.

11. Unlimited amount of free agent acquisitions pending the franchise has salary cap room and roster space.

12. Once a bid request passes the deadline it can not be rescinded or replaced with another bid request.

Article XVII: Trading

1. Trading is allowed year round with the exception of the time period between the start of the Week 11 games to the completion of the Pride League Championship.

2. Trading will only be allowed between teams that are paid in full for the current season.

3. You may trade players on Injured Reserve.

4. Trades may involve players and/or draft picks with owners responsible for ensuring trades do not put their teams over the roster/salary cap limits.

5. Trading of FUTURE draft picks requires those owners to be paid up 100% for the following year.

6. Owner's may not trade in the offseason until the upcoming year dues are paid.

7. Once traded, player contracts will copy over to the new franchise taking on all responsibilities of that player's current contract.

Article XVIII: Timeline

1. March 1st

A. New Pride Dynasty fantasy season/year begins

B. Player contracts are reduced by 1 year. 0 year contracts are dropped with those players becoming unrestricted free agents.

C. Salaries increase by 20% along with any other required salary adjustments.

D. Deadline for teams to pay the upcoming year's dues. Failure to pay by this date will result in the forfeiture of the owner's franchise.

E. Owner's must declare all Franchise and Transition Tagged players.

2. March 1st - March 21st

A. Open blind bidding on Franchise tagged players begins and ends.

3. March 28th

A. Owner's must declare their intentions to match or accept franchise tag compensation.

4. Late April/Early May
 - A. NFL Draft
5. May 12th (Subject to Change)
 - A. Rookie Draft (excludes Inaugural Season)
6. June 15th - Aug 1st
 - A. Unrestricted Free Agent pool opens for bidding via league auction.
7. Week after Free Agent Auction concludes
 - A. Free agent Blind Bidding Waivers commence
8. August 15th
 - A. Contract extensions are closed for players on the final year of their contract.
9. september 2nd
 - A. (Inaugural Season Only) - Unrestricted Free Agent Pool opens for bidding via league auction.
10. Start of Week 5 games
 - A. Player contract extension deadline
11. Start of Week 11 games
 - A. Trade Deadline
12. Start of Week 14 games
 - A. Playoffs begin
13. Start of Week 16 games
 - A. Championship Game
14. Start of Week 17
 - A. Free Agent Waivers end
 - B. Current Pride League Year Ends and the offseason begins

- C. Trade recommends
 - D. Holdout players are announced
- 15. Fantasy League Offseason
 - A. Start of Week 17 games to March 1st
- 16. Fantasy League Preseason
 - A. March 1st to Start of Week 1 games
- 17. Fantasy Season
 - A. Start of Week 1 games to the Start of Week 17 games

Article XIX: General

- 1. Conduct
 - A. First and foremost, HAVE FUN!
 - B. With (A) in mind, be respectful. Use your judgement in determining when you might be approaching the line between good fun and unregulated ridicule.
 - C. Complaints of absolutely ridiculous behavior or repeated transgressions could lead to a vote of that owner's removal from Pride.
 - D. An owner may be removed from the league via league vote. 8 votes are required to remove an owner.
 - E. Reasons for removal include, but not limited to:
 - (1) Collusion
 - (2) Not starting full lineups
 - (3) Intentional Tanking
 - (4) Malicious Behavior, etc

Article XX: Amendments (TBD)

Scoring

Scoring Group	Scoring Category	Points
Offense	Blocked Field Goals for Touchdowns (BFGTD)	6
Offense	Blocked Kicks (BK)	3
Offense	Blocked Punts for Touchdowns (BPTD)	6
Offense	Blocked Extra Point Returns for Score (BXPRS)	3
Offense	Fumbles Lost (FL)	-2
Offense	Fumbles Recovered for Touchdowns (FRTD)	6
Offense	Fumbles Recovered for Touchdowns - Offense (FRTD)	6
Offense	Fumbles Recovered for Touchdowns - Special Teams (FRTD)	6
Offense	Interceptions Caught (Int)	3

Offense	Interceptions Thrown (Int)	-2	
Offense	Passing Touchdowns 0-9 Yards (TD0-9)	6	
Offense	Passing Touchdowns 40-49 Yards (TD40-49)	8	
Offense	Passing Touchdowns 10-39 Yards (TD10-39)	6	
Offense	Passing Touchdowns 50+ Yards (TD50+)	9	
Offense	Passing Yards (Yds)		<i>Calculate Per Scoring Period, Cumulative:</i> From -1 to -100, award -0.04point(s) for every1Yds From 1 to 999, award 0.04point(s) for every1Yds
Offense	Receiving Touchdowns 0-9 Yards (RcT0-9)	6	
Offense	Receiving Touchdowns 10-19 Yards (RcT10-19)	6	
Offense	Receiving Touchdowns 20-29 Yards (RcT20-29)	6	

Offense	Receiving Touchdowns 30-39 Yards (RcT30-39)	6
Offense	Receiving Touchdowns 40-49 Yards (RcT40-49)	8
Offense	Receiving Touchdowns 50+ Yards (RcT50+)	9
Offense	Receiving Yards (Yds)	<p><i>Calculate Per Scoring Period, Cumulative:</i></p> <p>From -1 to -100, award 0.1point(s) for every1Yds</p> <p>From 1 to 999, award 0.1point(s) for every1Yds</p>
Offense	Receptions (Rec)	1
Offense	Rushing Touchdowns 0-9 Yards (TD0-9)	6
Offense	Rushing Touchdowns 10-19 Yards (TD10-19)	6
Offense	Rushing Touchdowns 20-29 Yards (TD20-29)	6
Offense	Rushing Touchdowns 30-39 Yards (TD30-39)	6

Offense	Rushing Touchdowns 40-49 Yards (TD40-49)	8
Offense	Rushing Touchdowns 50+ Yards (TD50+)	9
Offense	Rushing Yards (Yds)	<i>Calculate Per Scoring Period, Cumulative:</i> From -1 to -100, award 0.1point(s) for every1Yds From 1 to 999, award 0.1point(s) for every1Yds
Offense	Sacks Against (Sk)	-1
Offense	Tackles (Tk)	1
Offense	Tackles For Loss (TFL)	1.5
Offense	Two Point Conversion Passes (2Pa)	2
Offense	Two Point Conversion Receptions (2Rc)	2
Offense	Two Point Conversion Rushes (2Ru)	2
Offense	Kickoff/Punt Return Touchdowns (RtT)	6

Offense	Kickoff/Punt Return Yards (RtY)	<i>Calculate Per Scoring Period, Cumulative:</i> From -1 to -100, award 0.04point(s) for every1RtY From 1 to 999, award 0.04point(s) for every1RtY
Individual Defense	Blocked Field Goals for Touchdowns (BFGTD)	6
Individual Defense	Blocked Kicks (BK)	3
Individual Defense	Blocked Punts for Touchdowns (BPTD)	6
Individual Defense	Blocked Extra Point Returns for Score (BXPRS)	3
Individual Defense	Fumbles Lost (FL)	-2
Individual Defense	Forced Fumbles (FF)	2
Individual Defense	Fumbles Recovered (FR)	3
Individual Defense	Fumbles Recovered for Touchdowns (FRTD)	6

Individual Defense	Interceptions Caught (Int)	3	
Individual Defense	Interceptions Returned for Touchdowns (InTD)	6	
Individual Defense	Passes Defensed (Deflected) (PD)	2	
Individual Defense	Passing Yards (Yds)		<i>Calculate Per Scoring Period, Cumulative:</i> From -1 to -100, award 0.04point(s) for every1Yds From 1 to 999, award 0.04point(s) for every1Yds
Individual Defense	Receiving Touchdowns (TD)	6	
Individual Defense	Receiving Yards (Yds)		<i>Calculate Per Scoring Period, Cumulative:</i> From -1 to -100, award 0.1point(s) for every1Yds From 1 to 999, award 0.1point(s) for every1Yds
Individual Defense	Receptions (Rec)	1	

Individual Defense	Rushing Touchdowns (TD)	6
Individual Defense	Rushing Yards (Yds)	<p><i>Calculate Per Scoring Period, Cumulative:</i></p> <p>From -1 to -100, award 0.1point(s) for every1Yds</p> <p>From 1 to 999, award 0.1point(s) for every1Yds</p>
Individual Defense	Sacks (Sk)	<p><i>Calculate Per Scoring Period, Cumulative:</i></p> <p>From 1 to 25, award 1point(s) for every0.5Sk</p>
Individual Defense	Safeties by the Defense (Sft)	5
Individual Defense	Tackles (Tk)	1
Individual Defense	Tackles For Loss (TFL)	1.5
Individual Defense	Kickoff/Punt Return Touchdowns (RtT)	6

Individual Kickoff/Punt Return Yards *Calculate Per Scoring*
Defense (RtY) *Period, Cumulative:*

From -1 to -100, award
0.04point(s) for
every1RtY

From 1 to 999, award
0.04point(s) for
every1RtY

Other Scoring Preferences

- Score Flex positions by the players' actual positions: No
- Count 0-0 scores as wins, losses or ties: Yes
- Stat Correction Handling: No Official Scoring changes will affect your league beyond the default stat freeze time. This default day/time is 8pm ET on Wednesday. Before that time, official corrections will apply to your league from the past week. Corrections that come in after that time will not be reflected in your league stats/scores and standings.