

Fantasy Beats Reality

Article I. Object

- (a) This will attempt to describe the league and list the league rules for Fantasy Beats Reality.

Article II. Teams and Rosters

Section 2.01 Teams

- (a) There will be 12 teams/owners. No more, no less.

Section 2.02 Rosters

- (a) Each team will include 17 roster spots (QB-1, RB-2, WR-3, RB/WR-1, TE-1, K-1, D/ST-1, Bench-7). In the first year, players will be selected from the draft. There will be 0 Injured Reserve spots. In subsequent years, three players will be kept (including at least one rookie), and the remaining players will be selected from the draft. Only active roster players can be selected.

Article III. Fees

Section 3.01

- (a) There are no fees to play in this league.

Article IV. Draft Process

Section 4.01 Draft Order

- (a) Teams will be assigned a number 1-12 based on ESPN's listing for 2007's football league table. During the first keeper year, draft order will be selected by a number randomizer. Three sets of numbers 1-12 will be randomized using www.randomizer.org. The first set will be used for divisions (first six numbers for NFC, second six numbers for AFC). The second set of numbers will be to mix up the random team order and applied to the third set of numbers (the draft order).
- (b) Subsequent seasons will have the draft order determined by their place in the previous season. The last six teams at the end of the season will be awarded the first through sixth picks in the draft. The remaining six teams will be seeded based upon the results of the Championship playoff round. The team that wins is seeded 12th, the runner up 11th, and so on.

Section 4.02 Draft Flow

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- (a) The draft will be a “snake” draft; starting from the first pick through the twelfth for the first round; followed by the twelfth pick through the first for the second; then repeating 1-12, 12-1 until seventeen rounds have been completed.

Article V. **Standings and Scoring**

Section 5.01 Standings

- (a) Head-to-Head Fantasy Points league: Each team will play another team in a head-to-head format. Teams will accumulate points for statistics (see Section 5.02). Ties will be left as ties for the regular season standings.

Section 5.02 Scoring

(a) Passing

- (i) TD Pass = 6 pts*
- (ii) 2-pt Passing Conversion = 2 pts*
- (iii) Every 25 passing yards = 1 pt*
- (iv) Interceptions thrown = -2 pts*

(b) Rushing

- (i) TD Rush = 6 pts*
- (ii) 2-pt Rushing Conversion = 2 pts*
- (iii) Every 10 rushing yards = 1 pt*

(c) Receiving

- (i) TD Reception = 6 pts*
- (ii) 2-pt Receiving Conversion = 2 pts*
- (iii) Every 10 receiving yards = 1 pt*
- (iv) Each Reception = 1 pt*

(d) Kicking

- (i) FG Made (50+ yds) = 5 pts*
- (ii) FG Made (40-49 yds) = 4 pts*
- (iii) FG Made (0-39 yds) = 3 pts*

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(iv) Total FG missed = -1 pt

(v) Each PAT made = 1 pt

(vi) Each PAT missed = -1 pt

(e) Team Defense / Special Teams

(i) 0 points allowed = 10 pts

(ii) 2-6 points allowed = 7 pts

(iii) 7-13 points allowed = 4 pts

(iv) 14-17 points allowed = 1 pt

(v) 18-21 points allowed = 0 pts

(vi) 22-27 points allowed = -1 pt

(vii) 28-34 points allowed = -4 pts

(viii) 35-45 points allowed = -7 pts

(ix) 46+ points allowed = -10 pts

(x) Blocked punt or FG returned for a TD = 8 pts

(xi) Each interception = 2 pts

(xii) Each fumble recovered = 2 pts

(xiii) Blocked punt, FG, or PAT = 2 pts

(xiv) Each Safety = 2 pts

(xv) Each sack = 1 pt

(xvi) Kickoff return TD = 8 pts

(xvii) Punt return TD = 8 pts

(xviii) Interception return TD = 8 pts

(xix) Fumble return TD = 8 pts

(f) Miscellaneous (Individual player)

(i) Fumble recovered for TD = 6 pts

(ii) Each fumble lost = -2 pts

(iii) Kickoff return TD = 8 pts

(iv) Punt return TD = 8 pts

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(v) Every 10 kickoff return yards = 1 pt

(vi) Every 10 punt return yards = 1 pt

Article VI. League Rules

Section 6.01 Lineup Changes

- (a) Slots lock individually at scheduled gametime

Section 6.02 Undroppable Players List

- (a) Undroppable players will be followed by ESPN's Undroppable Players List

Section 6.03 Trades

- (a) Limits

- (i) No trading limits

- (b) Deadline

- (i) Deadline for trades will be Noon, the day before the first game of the 12th week of play. (12th week based on ESPN rules)

- (c) Review Period

- (i) 48 hour trade review period during the season

- (ii) 96 hour trade review period during the offseason (see Section 6.03 (h))

- (d) Vetoes

- (i) 4 votes required to veto a trade

- (e) Free Agent/Waiver Acquisition

- (i) No limits in number of transactions

- (f) Waivers

- (i) Two day waiver period

- (ii) Waiver priority drops to last after a claim, order resets only immediately following a draft

- (g) Offseason Trades Procedure

- (i) One of two members of an accepted trade will post on the message regarding the details of the trade.

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- (ii) The second member posts saying that they agree to the trade. (quality assurance)*
- (iii) A poll will be created with an option to “allow” and to “veto” the trade.*
- (iv) An email will be sent out to the league making managers aware of the accepted trade.*
- (v) A 96-hour trade review period will be observed from the time Sections 6.03 (g (i-iv)) are completed.*
- (vi) The trade will be forced through by the League Manager.*

Article VII. **Keeper Selections**

Section 7.01 Keepers Per Team

- (a) Three keepers can be selected per team. One slot is reserved for a rookie.
- (b) A rookie is a player which has been contracted during a season, regardless of playing. (as opposed to baseball’s definition) The definition will default to NFL.com’s player profiles.
- (c) A team does not need to select three keepers. In essence, they will retain all draft round picks.
- (d) If a team misses the Keeper Selection Lock Date (see Section 7.02 (a)), they will lose the rights to keep any players for that season and will retain all draft round picks.

Section 7.02 Lock Date

- (a) The keeper selection lock date will be determined annually, but will be after training camps have opened and before the draft.

Section 7.03 Keeper Draft Issues

- (a) The cost of a keeper will be losing the draft round selection in the current year’s draft for the round they were chosen in the previous year’s draft.
 - (i) John Gridiron is selected in the 15th round in the 2007 draft and is kept the following season. In the 2008 draft, the team that selected to keep Gridiron will lose their 15th round pick. If kept again, will lose their 15th round pick in the 2009 draft.*
- (b) If the player to be kept has been traded, the same rules apply.
- (c) If the player to be kept has been picked up from the Free Agent list/Waiver wire, the team will lose their last round (17th) selection in the current year’s draft and any subsequent drafts that the player will be kept.

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- (d) In the event that someone trades and has two keeper players that were taken in the same round, they will lose the round that the players were taken and the following round. In a later date, if they trade one of those players, the player will still be worth their original drafting round position.
- (e) In the event that someone keeps two players who were pickups (FA/WW), they will lose their last two rounds of the draft.
- (f) If an uneven trade is made involving the number of keepers and number of draft picks (e.g. two keeper players for one draft selection), the team receiving fewer picks will continue selecting players following the last scheduled pick in the draft (18th round selections).

Section 7.04 Contracts

- (a) Players will be contracted for three years (i.e. may be kept for a total of three times). Once a player reaches their limit, they will be forced to be thrown back to the draft pool. This still applies if a player is traded.

Section 7.05 Draft Date

- (a) The date of the draft will be selected annually.

Section 7.06 Draft Type

- (a) Due to the way ESPN runs their drafts in Keeper Leagues, a live draft will have to be done yearly. The methods used (live – in person, live – online, or other) may change yearly, depending on situations.

Article VIII. Schedule and Playoffs

Section 8.01 Schedule

- (a) 13 regular season weeks
- (b) No home field advantage

Section 8.02 Playoffs

- (a) Playoff seeding tie breaker is Total Points For (total number of points a team has accrued during the season). Any other tie-breakers are based on ESPN fantasy rules.
- (b) The Playoffs consists three playoff rounds for the Championship Bracket and three playoff rounds for the Consolation Ladder.

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- (c) Six teams will make the Championship Bracket based on End of Season Standings.
- (d) The team with the best record in the NFC and AFC will receive first-round byes in the Playoffs.

Article IX. **Amendments**

Section 9.01 Approval

- (a) All amendments proposed by league members must be approved by a majority of teams during the offseason, prior to the Keeper Lock Date (see Section 7.02 (a)).
- (b) All amendments proposed during the season will be reviewed at the end of the current season and not be made applicable to the current season.