

WESTSIDE FANTASY FOOTBALL RULES 2024 EDITION

CONTACT INFORMATION

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FEES

1. League fee is \$200.00.
2. If you cannot make a draft just notify me and set up some way to get your money and draft information to me.
3. If you fail to show up at a draft and don't provide me or someone with your draft choices you lose your team. If someone doesn't show up, the league will do what it thinks is best for the open team as far as its keepers and the rookies will be drafted from a pre-determined list.

ROSTERS

After week two your roster can change from the draft day regulations, provided your team is not over the salary cap. You must maintain a roster of 150.00 or less. Position quantities do not matter.

DRAFT DAY ROSTERS

- 2 Quarterbacks
- 4 Running Backs
- 5 Receivers
- 2 Defenses
- 2 Flex position
- 3 rookies
- 18 players on roster at all times

ROOKIES

1. A maximum of three rookies on your free rookie roster on draft day.
2. Rookies are protected and free for up to two years. After that you may sign them to \$5 (R) contract and you can have as many as you want.
3. Rookies can be cut or signed to a 2 year or \$5 contract while on the rookie roster.
4. Traded rookies come to the team they are traded to with the same status as they had on their previous team.
5. Rookies can be cut or traded during the season.
6. You must have less than 3 rookies on your roster to draft one in June.
7. Any rookie signed to a two-year contract must be paid market value.
8. There is no limit to the number of rookies you can carry after draft day.

CONTRACT PLAYERS

1. You have two 2-year contracts and they are named for the year they expire.
2. You also have one 1 year contract that is bid on before the draft.
3. All contracts are signed at the rookie draft.
4. You can trade expired contract players up to the point when we start assigning new contracts.
5. Will be market value unless he was drafted then you may contract him at that price.

ONE YEAR CONTRACTS

1. Bidding is prior to the pro draft.
2. Players are bid on in reverse of pro draft 10-1.
3. Each team has three bids. If two teams bid the same they must re-bid. If both teams are out of bids the “winner” is the team with the worst record from the previous year.
4. Owner has the right to match the last bid. If he doesn't, he goes to highest bidder.
5. Player can no longer be dropped.
6. Players price is market value the next year.

TWO YEAR CONTRACTS

1. You cannot trade two year contract players until their contract is up. These players can be re-signed or traded up until the rookie draft.
2. You may only have 2 two year contracts at any time and they must be resigned at market value.
3. If a contract player has retired or is injured and out for the year before our draft you may release him from your team but you are responsible for half his salary, rounded up, and cannot assign a new contract until the old contract would have expired. Retired player must be off NFL.COM to be eligible.

DRAFT ORDER

ROOKIE DRAFT

1. The order is determined by total points through 14 weeks. The four teams that do not make the playoffs will get the first 4 picks in the rookie draft. The 6 playoff teams will then be slotted accordingly.
2. Tie breaker is overall record then head to head. The team with the losing record picks higher
3. All voting on rule changes will happen at the rookie draft except for an emergency.
4. All contract players are named

PRO DRAFT

1. The order for the four teams that do not make the playoffs will be determined by overall record through 14 weeks. The last 6 spots will be determined by the playoffs. Any ties will be broken by the same rules that we use for playoff positioning which are: Total Points Head-to-Head, Division Record.
2. The first two rounds based on order of finish 10-1.
3. The rest of the rounds will be a serpentine style.
4. If a player exceeds the salary cap he must release his first round pro draft pick and this will continue with subsequent draft picks until he's under the cap.
5. The released player will not be eligible to be picked until the first round of waivers and he will cost his draft day salary.
6. It is not the leagues responsibility to make sure any owner stays under the cap.

STARTING LINEUPS AND DEADLINES

- 1 Quarterback
 - 2 Running Back
 - 3 Receivers
 - 1 Defense
 - 1 Extra Running Back or Receiver
- If you don't have a defense to play you get -10 points.

DEADLINES

Lineups are due at game time Sunday. Any games played prior to Sunday are due before those games kickoff. All lineups will be turned into the league website. If the web site is down then e-mail me your line up or call 440 225-5398.

SUBMISSION OF BAD LINEUPS

Each owner is expected to attempt to win and play his best lineup each week. If you fail to turn in a competitive roster two weeks in a row without an acceptable explanation to the league you will be removed without refund and not asked back. That teams high point earners will then be submitted for the remainder of the season. Any owner can ask for an inquiry into this situation.

OVERTIME

Since we cannot play overtime to decide all ties are final..

FREE AGENCY

1. Free agent weeks are before week 3 up to before week 14.
2. You can pick up one player each week
3. Deadline is Wednesday night at 9 p.m.

HOW TO BID:

Available players will be bid upon under the following guidelines.

1. Players price will revert to \$2 after the draft which will be minimum bid.
2. Players are awarded to the highest bidder.
3. All ties go to the team with the worst record. The same tie breakers used for playoffs and draft are used for this.
4. Players dropped cannot be picked up until the next week

TRADES

TRADES NOT DURING THE SEASON

You can trade on draft day, the winter meeting and the rookie draft. You can make as many trades with as many teams as you want during those periods.

TRADES DURING THE SEASON

You are allowed to make three trades before week 3 and up to before week 14.

You can only make one in season trade for future draft picks but it can be for more than one pick. i.e. Jefferson for 1st and 3rd round picks.

Trades must be completed by 8 p.m. on Saturday of the trade period.

TRADE PROTESTS

If an owner thinks that a trade is illegal or unfair he can call for a league vote. The 2 teams involved in the trade will not vote but if 5 of the 8 teams vote that it's an unfair trade then it will be reversed. The involved parties can explain their reason before the vote is taken.

PLAYOFFS

1. 14 Game season. Conference champ gets a bye.
2. #2 plays #3 in week 15 wildcard games.
3. Week 14 winner plays conference champ in week 16.
4. Week 15 winners play super bowl in week 17.
5. Losers in week 15 play consolation in week 17.
6. Losers in week 15 play week 16 to determine draft pick and money.

TIEBREAKER

1. Overall Wins
2. Total overall points
3. Head-to-Head Record
4. Division record

We will always use MFL as the correct answer for our scoring. If you think you found a mistake let e know and MFL will be contacted. Rules that are found to be wrong and affect a weekly outcome will be voted on with a majority needed to pass the new rule.

PRIZES

\$2000.00	TOTAL
<u>\$145.00</u>	LEAGUE OPERATING COST
\$1855.00	PAID TO LEAGUE WINNERS

FIRST	720.00
SECOND	410.00
THIRD	275.00
FOURTH	200.00
FIFTH	150.00
SIXTH	100.00