

World League of Fantasy Football
Frequently Asked Questions (v12.1)



- 1) Roster – Teams consist of 8 active players, 4 bench players, 2 Taxi Squad slots and 3 Injured Reserve slot.
- The 8 active players consist of the following positions:

QB – 1	(2 max.)	Quarterback
RB – 1 or 2	(3 max.)	Running Back
WR – 1, 2 or 3	(4 max.)	Wide Receiver
TE – 1 or 2	(2 max.)	Tight End
K – 1	(2 max.)	Kicker
D/ST – 1	(2 max.)	Defense
 - These maximums can be exceeded if a player is on IR or Taxi (i.e. you can have 3 QBs if one is on IR or Taxi)
- 2) Injured Reserve (IR) & Taxi Squad – Teams have 3 IR slots for players listed as ‘Doubtful’ or worse and 2 Taxi slots for any players.
- Any points accumulated by players in these slots will be subtracted from the team’s point total that week.
(e.g. if a team scored 70 points but had a player on IR or Taxi who accumulated 5 points, the team’s score would be reduced to 65).
- 3) Franchise Players – Each team selects one, two, or three players, from different positions (i.e. you cannot keep two RBs), from last year’s roster to retain on their current squad.
- The third franchise player must meet one of the two following criteria:
- A) Played 9 games or fewer this past season
B) Played 20 games or fewer in his career
- New teams will select two free agent players (not including NFL rookies), from different positions, prior to rosters being cleared in the pre-season.
 - Franchise players listed as ‘Doubtful’ or worse in the pre-season can be placed on the IR prior to the draft to get an extra pick during the draft.
- 4) Divisions – The league consists of 16 teams divided into 4 divisions.
- At the end of the season the first place team in each division will move up one division if they have a better record and have more ‘points for’ than the last place team in the higher division.
The last place team would then move down a division.
 - New teams begin in Division 4.
- 5) Points – Players will accumulate points for their team as follows:
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| Offense | Running Touchdown = 6 pts
Pass/Receive Touchdown = 3 pts
20+ yd Run/Receive Touchdown = +1 pt
Running 2-pt Convert = 2 pts
Pass/Receive 2-pt Convert = 1 pt | Reception = 0.5 pts (+0.5 pts / reception after 5 receptions)
Run/Receive/Kick Return Yards = 0.05 pts / yard (TE = 0.07 pts / yard)
Yards After Reception = +0.05 pts / yard
Passing Yards = 0.04 pts / yard
Interception = -2 pts (Interception for TD: -3 pts)
Lost Fumble = -2 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Kicker | Field Goals = 3 pts
50+ yards = 0.2 pts / yard
Extra Point = 1 pt | Miss: 0-29 yards = -2 pts
30-39 yards = -1 pt
Extra Point = -1 pt | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defense | Fumble Recovery = 2 pts
Interception = 2 pts
Safety = 2 pts
Touchdown = 6 pts

Def. Points Allowed: <table><tr><td>0</td><td>= 10 pts</td></tr><tr><td>1 – 6</td><td>= 6 pts</td></tr><tr><td>7 – 13</td><td>= 3 pts</td></tr><tr><td>14 – 20</td><td>= 1 pt</td></tr><tr><td>28 – 34</td><td>= -1 pt</td></tr><tr><td>35 – 41</td><td>= -3 pts</td></tr><tr><td>42 – 48</td><td>= -6 pts</td></tr><tr><td>49+</td><td>= -10 pts</td></tr></table> | 0 | = 10 pts | 1 – 6 | = 6 pts | 7 – 13 | = 3 pts | 14 – 20 | = 1 pt | 28 – 34 | = -1 pt | 35 – 41 | = -3 pts | 42 – 48 | = -6 pts | 49+ | = -10 pts | Blocked Kick = 3 pts
Sack = 0.5 pts + 0.05 pts / yard
Tackle for Loss = 0.4 pts
4 th Down Stop = 1 pt

Net Yards Allowed: <table><tr><td>0 – 199</td><td>= 4 pts</td></tr><tr><td>200 – 249</td><td>= 2 pts</td></tr><tr><td>250 – 299</td><td>= 1 pt</td></tr><tr><td>350 – 399</td><td>= -1 pt</td></tr><tr><td>400 – 449</td><td>= -2 pts</td></tr><tr><td>450+</td><td>= -4 pts</td></tr></table> | 0 – 199 | = 4 pts | 200 – 249 | = 2 pts | 250 – 299 | = 1 pt | 350 – 399 | = -1 pt | 400 – 449 | = -2 pts | 450+ | = -4 pts |
| 0 | = 10 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 – 6 | = 6 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 – 13 | = 3 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 – 20 | = 1 pt | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 35 – 41 | = -3 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 42 – 48 | = -6 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 49+ | = -10 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 – 199 | = 4 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 200 – 249 | = 2 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 250 – 299 | = 1 pt | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 350 – 399 | = -1 pt | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 400 – 449 | = -2 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 450+ | = -4 pts | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
- 6) Transactions – Both players and future draft picks can be traded (a good way to get something in return for a player you won’t be able to keep the following season).
- If a team that trades a future draft pick drops out of the league the other team involved in the trade will have the option of choosing a player from the drop-out team’s current roster to keep as a third franchise player without having to meet the standard third player criteria (other franchise player rule still applies - see #3). Otherwise trade is voided.
 - Trades have a 24 hour review period and can be vetoed if 7 owners vote against it.
 - Trade deadline is Tuesday @ 3:00am (PST) after week 12.
 - Free agent pick ups will lock to your team’s roster 24 hours prior their game time during the week you picked them up.
 - Dropped players will be on waivers for 24 hours before becoming free agents.
 - Teams bid to claim players on waivers. Each team has a \$100 budget for the season and tied bids go to the lowest ranked team. \$0 bids are allowed.
- 7) Regular Season & Playoffs – The regular season spans week 1 through week 14 of the NFL season. You play your own division twice and two of the other three divisions once (Div 1&4 and 2&3 do not play each other).
- After week 14 each division’s ‘points for’ and half of ‘points against’ will be added together. The following teams will compete in the Championship Round for the Ackles Cup:
Top three teams from the division with the most total points
Top two teams from the division with the second most total points
Top team from the division with the third most total points
Two remaining teams with the most ‘points for’
 - The remaining eight teams will compete in the Consolation Round for the first overall pick in the following year’s draft.
 - Teams in both Rounds will be seeded according to ‘points for’ and will play 1st vs 8th, 2nd vs 7th, etc.
 - Even if you lose a game in the playoffs you will still be playing for a higher draft position next season (i.e. the more games you win the higher you will draft).
- 8) Pro Bowl – In week 18, the four highest and lowest scoring managers (based on ‘points for’) will play the remaining eight managers in the Pro Bowl game.
- The highest scoring managers from each team will play each other, as will 2nd vs. 2nd, 3 vs 3, etc. The winning manager in each game will add 5 points to their Pro Bowl team’s total.
- The team of managers that scores the most points will get a \$10 bonus added to their waiver budget the following season.
- 9) Draft Ranking – The following year’s draft will be based on the current year’s final results as follows:
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|--|---|
| 1st pick – 9 th Place | 9 th – 5 th Place |
| 2nd – 13 th Place | 10 th – 6 th Place |
| 3rd – 14 th or 15 th Place (whoever has fewer ‘points for’) | 11 th – 7 th Place |
| 4th – 14 th /15 th or 16 th Place (whoever has fewer ‘points for’) | 12 th – 8 th Place |
| 5th – 14 th /15 th or 16 th Place (whoever didn’t get the 4 th pick) | 13 th – 3 rd Place |
| 6th – 10 th Place | 14 th – 4 th Place |
| 7th – 11 th Place | 15 th – 2 nd Place |
| 8th – 12 th Place | 16 th pick – Ackles Cup Champion |
- New teams will select last in the draft.
- 10) Draft – Draft is a maximum of 11 rounds and starts snaking after the second round. (i.e. Rounds 1&2: 1st pick to 16th pick, Round 3: 16th pick to 1st pick). Each pick has a time limit of 1.5 minutes.

If you have any questions please let me know.

David J

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