



NCHS Redskins Legends Fantasy Football League

Format: Head-to-Head, Point per Reception (PPR)

Entry Fee: \$100

No \$ exchanged until end of season

Payouts:

- \$25 for high score each week of regular season
- \$50 bonus for single week highest score for the season
- \$25 for team that loses in 1st round of playoffs
- \$75 for the two teams that lose in semi-finals
- \$150 for championship loser
- \$300 for champion

Regular Season

13 weeks. Runs from NFL Week 1 through Week 13. 2 games vs. teams in division, 1 game against each team in other division.

Playoffs

1st Round – Week 14

Semi-Finals – Week 15

Championship – Week 16 & 17 – cumulative scores over the 2 weeks determines champion.

Five teams make playoffs. 2 Division Winners + 3 Wild Cards. Wild Cards are teams with best records no matter which division. Tiebreaker is Total Points For. Playoff seeding tiebreaker is Total Points For.

Playoff Bracket View		
ROUND 1	ROUND 2	CHAMP
No. 1 BYE		
No. 4 No. 5		
No. 2 BYE		
No. 3 BYE		

Teams and Divisions

DuPage Valley	Upstate 8
Pride and Poise (Bittner)	Schneeps, Don't Please! (Kelleher)
Varmits (Dasso)	The Kinger's (King)
Sugar Land Bulldogs (Hill)	Italian Army (Maddi)
Dallas is Caleb Country (Parkerson)	Patton Tanks (Patton)
The Z Team (Zelinski)	Paul's Preposterous Team (Rogers)

Roster

9 Starters + 7 on bench = 16 on Roster

Position	Starters	Maximum	Notes
Quarterback	1	4	
Running Back	2	8	
Wide Receiver	2	8	
Tight End	1	3	
Flex	1	N/A	Player of any position except QB
Team Defense/Special Teams	1	3	
Place Kicker	<u>1</u>	3	
Total Starters	9		
Bench	<u>7</u>	N/A	
Total Roster	16		
Injured Reserve	2	N/A	Enables you to not expose your player on IR to another team via waivers.

Draft

Snake, 16 Rounds

Draft Order decided via random spin of "Wheel of Names". Reverse Order, i.e., Team Manager selected on 1st wheel spin will have last (10th) pick in the 1st round. 2nd wheel spin will determine 9th pick, etc. until 1st pick in the 1st round is determined.

Snake Draft Order =

Round 1: Team 1-2-3-4-5-6-7-8-9-10

Round 2: Team 10-9-8-7-6-5-4-3-2-1

Round 3: Team 1-2-3-4-5-6-7-8-9-10

Etc. through Round 16

Time to make pick: 60 seconds. If no selection made, auto-pick will be highest ranked player per ESPN ranking.

Scoring		
Category	Factor	Pts
Passing	Per Passing Yard	0.04
Passing	TD Pass	4
Passing	50+ yard TD pass bonus	2
Passing	Interceptions Thrown	-2
Passing	300-399 yard passing game	1
Passing	400+ yard passing game	3
Rushing	Per Rushing Yard	0.1
Rushing	TD Rush	6
Rushing	50+ yard TD rush bonus	2
Rushing	100-199 yard rushing game	1
Rushing	200+ yard rushing game	3
Receiving	Per Receiving Yard	0.1
Receiving	Each Reception	1
Receiving	TD Reception	6
Receiving	50+ yard TD reception bonus	2
Receiving	100-199 yard receiving game	1
Receiving	200+ yard receiving game	3
Kicking	Each PAT Made	1
Kicking	Each PAT Missed	-2
Kicking	FG Made (1-39 yards)	3
Kicking	FG Made (40-49 yards)	4
Kicking	FG Made (50-59 yards)	5
Kicking	FG Made (60+ yards)	6
Kicking	FG Missed (1-39 yards)	-3
Kicking	FG Missed (40-49 yards)	-2
Kicking	FG Missed (50-59 yards)	-1
Def/Spec Teams	Each TD: Kickoff Return, Punt Return, Interception Return, Fumble Return, Fumble Recovered for TD, Blocked Punt or FG Return for TD	6
Def/Spec Teams	Each Sack	1
Def/Spec Teams	Blocked Punt, PAT or FG	2
Def/Spec Teams	Each Interception	2
Def/Spec Teams	Each Fumble Recovered	2
Def/Spec Teams	Fumbles Lost	-2
Def/Spec Teams	Each Safety	2
Def/Spec Teams	0 Points Allowed	5
Def/Spec Teams	1-6	4
Def/Spec Teams	7-13	3
Def/Spec Teams	14-17	2
Def/Spec Teams	18-21	1
Def/Spec Teams	22-27	0
Def/Spec Teams	28-34	-1
Def/Spec Teams	35-45	-3

Def/Spec Teams	46+	-5
Def/Spec Teams	< 100 total yards allowed	5
Def/Spec Teams	100-199 total yards allowed	3
Def/Spec Teams	200-299 total yards allowed	2
Def/Spec Teams	300-349 total yards allowed	1
Def/Spec Teams	350-399 total yards allowed	-1
Def/Spec Teams	400-449 total yards allowed	-3
Def/Spec Teams	450-499 total yards allowed	-5
Def/Spec Teams	500-549 total yards allowed	-6
Def/Spec Teams	550+ total yards allowed	-7

Waivers, Trades & Miscellaneous Rules

Rule	Description
Undroppable Players List	ESPN lists certain players as too valuable to drop. This prevents collusion and tanking.
Lineup Changes	Up to scheduled time of individual game.
Season Acquisition Limit & Trade Limit	No Limit
Waiver Period	1 day – amount of time player remains on waivers after being dropped from a roster. Waiver claims can only be made after Monday Night game is completed. This will have to be policed manually.
Waiver Order	Reset each week to inverse order of standings
Trade Deadline	Prior to Week 10. 11/11/25 12PM CST
Trade Review Period	1 Day – time for all managers to review trade for fairness
Votes Required to Veto Trade	4 Team Managers

Free Agents vs. Waivers

Free Agent

Definition: A player who is not on any team's roster and is immediately available to be picked up by any manager without restrictions.

Availability: Free agents can be added to your roster instantly at any time (outside of game-time locks) until they are claimed.

Process: Go to the "Players" tab on ESPN, filter for free agents, and add them directly to your roster if you have an open spot or are willing to drop a player. No waiting period is required.

When It Applies: Players who were never drafted or were dropped and have cleared the waiver period become free agents. Typically, free agents are less sought-after players or those who cleared waivers without being claimed.

Example: A backup kicker dropped weeks ago, sitting unclaimed, is a free agent and can be picked up instantly.

Player on Waivers

Definition: A player who is temporarily locked in a "waiver period" after being dropped from a roster or during specific league phases, requiring managers to place a claim to acquire them.

Availability: Players on waivers cannot be added instantly. Managers must submit a waiver claim, and the player is awarded based on the league's waiver priority. Our league resets waiver priority each week based on inverse order of standings: worst team gets 1st priority on waiver players.

Process: On ESPN, go to the "Players" tab or "Waivers" section to place a claim on a player. Generally, players are dropped to waivers after Sunday or Monday games. Our league waver period is one day. This typically means claims are processed early (~4AM on Wednesday mornings).

If multiple managers claim the same player, the one with the highest waiver priority gets the player.

After the waiver period (1 day), unclaimed players become free agents.

When It Applies: A player is on waivers after being dropped from a roster (e.g., if you drop a player on Monday, they're typically on waivers until Wednesday).

After the draft, undrafted players start on waivers.

Players are also on waivers during weekly processing periods when games are active (e.g., Sunday during NFL games, players dropped or unrostered are locked until the next waiver period).

Example: If a manager drops a starting running back after a poor Week 1 performance, that player goes to waivers, and managers must place a claim to pick them up during the waiver period.

Key Differences

	Free Agent	Player on Waivers
Availability	Can be added instantly	Requires a waiver claim and waiting period
Acquisition	First-come, first served	Based on waiver priority
Timing	Available any time outside game locks	Locked until waiver period ends
Typical Players	Less desirable or long-unclaimed players	Recently dropped or high-demand players