

Philanthropic Fantasy Sports (PFS)

2016 Fantasy Football – Format and Rules

This document outlines the format and rules for the 2016 fantasy football league, run by Philanthropic Fantasy Sports.

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League Format

Regular Season

Schedule

The league will consist of 36 teams that are broken into three 12 team divisions. The regular season will consist of 11 regular season games. All regular season games will be played within each division; therefore, each team will play the other teams in their division once.

Standings

Each division will be scored using Head to Head Points-based format. Points are accumulated based on offensive, defensive/special teams, kicking statistics. The allocation of points can be found in the "Scoring" section of this document.

Each team will face one team per week. A Win, Loss or Tie will be given to each team each week, depending on who has the most fantasy points.

Standings Tiebreakers

Tiebreakers for the division standings will proceed as follows:

- 1) Head-to-head record vs. team(s) tied with
- 2) Most fantasy points for entire season
- 3) Random selection

Scoring

Offense

Category	Points
Passing Yards	0.04
TD Pass	4
Interceptions Thrown	-2
2pt Passing Conversion	2
Rushing Yards	0.1
TD Rush	6
2pt Rushing Conversion	2
Receiving Yards	0.1
TD Reception	6
2pt Receiving Conversion	2
Fumbles Lost	-2
Kickoff/Punt Return TDs	6
Blocked FG/PR TDs	6
Fumbles Recovered for TDs	6

Defense/Special Teams

Category	Points
Sack	1
INT/Fumble Return TD	6
KR/PR TD	6
Blocked FG/PR TDs	6
Each Fumble Recovered	2
Each INT	2
Each Safety	2
0 Points Allowed	5
1-6 Points Allowed	4
7-13 Points Allowed	3
14-17 Points Allowed	1
28-34 Points Allowed	-1
35-45 Points Allowed	-3
46+ Points Allowed	-5
0-99 Yards Allowed	5
100-199 Yards Allowed	3
200-299 Yards Allowed	2
350-399 Yards Allowed	-1
400-449 Yards Allowed	-3
450-499 Yards Allowed	-5
500-549 Yards Allowed	-6
550+ Yards Allowed	-7

Kicking

Category	Points
Each PAT Made	1
Each FG Missed	-1
0-39 Yard FG Made	3
40-49 Yard FG Made	4
50+ Yard FG Made	5

Playoffs

Schedule

At the conclusion of the regular season, the playoffs will proceed as follows:

Week 12: The top 4 teams in each division at the end of the regular will receive byes in Week 12 to the playoffs (12 teams to playoffs). All the 5th and 6th seeded teams from each division will be pooled together. Of the 6 teams from this pool, the top 3 scoring teams from week 12 will make the playoffs (3 teams to playoffs). All the remaining teams from all the divisions will also be pooled together. Of the 18 teams from this pool, the top scoring team from week 12 will make the playoffs (1 team to playoffs).

At the end of week 12, 16 teams will advance to week 13.

Group	Week 12	Week 13
Top 4 in Each Division	BYE	Single-elimination tournament
5th and 6th in Each Division	Play other 5 th and 6 th seeded teams	If top 3 scorer in Week 12, Single-elimination tournament
All Remaining Teams	Play all remaining teams not listed above	If top scorer in Week 12, Single-elimination tournament

Weeks 13-16: These weeks will consist of a 16 team, single-elimination tournament. Seeding for this tournament will consist of comparing teams regular season records across all divisions. The results from week 12 will not be included, since week 12 is a part of the playoffs. Matchups will have the 1 seed play the 16 seed, the 2 vs. 15, 3 vs. 14, and so on.

Seeding Tiebreakers

Tiebreakers for playoff seeding will proceed as follows:

- 1) Most fantasy points for the entire regular season
- 2) Most fantasy points in week 11
- 3) Most fantasy points in week 10
- 4) The above procedure will continue until a tie is broken.
- 5) If all weeks yield the same number of fantasy points, seeing will be done by random selection.

Playoff Matchup Tiebreaker

In the event of a tie in the playoffs, the higher seed will advance to the next round.

Setting a Lineup

Lineups will become locked 5 minutes before the start of each individual player's game. For example, if Player A has a game at 1:00 PM and Player B has a game at 4:05 PM, Player A will be locked into their spot on the roster (starter or bench) at 12:55 PM while Player B will not be locked into their spot until 4:00 PM.

Rosters

The roster requirements can be found below.

* = required field

Positions
Preferences

Select your roster requirements by choosing a Pre-set configuration, or by choosing each Position below and clicking "Add", or both.

Pre-set roster configurations: Select ?

Total # of Players: 0 ▼ Min 16 ▼ Max ?

Total # of Active Players (Starters): 0 ▼ Min 9 ▼ Max ?

Count Best Players (Beta): ?

Rookie Min/Max Used: ?

Max # of Reserve Players (Bench): 7 ▼ ?

Max # of Injured Reserve Players: Not Used ▼ ?

Min # of Minor League Players: 0 ▼ ?

Max # of Minor League Players: Not Used ▼ ?

Use the table below to set restrictions for each position your league uses. ? - Select - ▼ Add

Force teams to have a minimum number of Active Players ?

Set roster maximums for each position ?

Flex positions (if used) will count against the player's Initial Primary position ?

Force teams to have a minimum number of games played ?

Position	Max Active (Starter) ?	Action
QB	<input type="text" value="1"/> *	✗ Remove
RB	<input type="text" value="2"/> *	✗ Remove
WR	<input type="text" value="2"/> *	✗ Remove
TE	<input type="text" value="1"/> *	✗ Remove
R/W/T	<input type="text" value="1"/> *	✗ Remove
K	<input type="text" value="1"/> *	✗ Remove
D/ST	<input type="text" value="1"/> *	✗ Remove

Prevent any transaction that would cause a roster to become illegal: Always ▼ ?

Exceeding max reserves will make roster illegal and such claims/trades will be denied ?

Acquisition Rules

A free agent acquisition budget (FAAB) will be used to claim free agents. Each team will start with a \$100 budget. After the start of each player's game that is a free agent, owners will be able to bid on free agents in \$1 increments. A blind bidding system is used. No bids are revealed until the time when all bids are processed, and then only the winning bid (including the bid amount and fantasy team) is displayed. Free agent bids will be processed on Wednesdays at 3:00am. After all the bids are processed, all players remaining in free agency can be added to an owner's without bidding. This open period occurs until the

start of the free agent's next game and then the bidding process continues. More information can be found below.

Claim/Drop Privileges: ?

Use Waiver Wire process: ?

Max # of claims per season: ?

Max # of claims per week: ? ?

Allow claims/drops before the draft: ?

Allow teams not in playoffs to make claims/drops: ?

Allow combined claim and drop/move in different periods: ?

Prevent claims for injured players: ?

Lock dropped players: Never # Days Next Period ?

Can't drop list: ?

Pending claims/drops are viewable by: One's own team All Teams Commissioner

Failed claims/drops viewable by: One's own team All Teams Commissioner ?

Force drop for each claim: ?

Advanced Pending Claim/Bid Controls: ?

Free Agents ?

Free Agent Claim System: ?

Free Agent bids are processed on: Mon Tue Wed Thu Fri Sat Sun ?

Free Agent Claim Process Time: ET ?

Auto Free-for-all changeover day: Not Used Mon Tue Wed Thu Fri Sat Sun ?

Duration claims locked after changeover: hours minutes ?

Auto Free-for-all change-back method: ?

Auto Free-for-all change-back day (Before Season Starts): Mon Tue Wed Thu Fri Sat Sun ?

Settle equal bids: ?


Free Agent Acquisition Budget: ?

Free Agent Bid Increment: ?

Minimum Free Agent Bid: ?

Trades

The trade rules can be found below. The trade deadline is Wednesday, November 9.

Trade Privileges:	Owners propose their own trades ▼ ?
Maximum Trades per Team:	No Max ▼ ?
Trade Deadline Date:	2016-11-09  Clear ?
Trade Voting System:	Owners ▼ ?
Days to Vote:	2 ▼
Number of Objections Required:	50 ▼ <input type="radio"/> Number <input checked="" type="radio"/> Percent (%) ?
Anonymous Objections:	<input type="checkbox"/> ?
Allow trades before the draft:	<input type="checkbox"/> ?
Allow trades during the draft:	<input type="checkbox"/> ?
Allow trades across multiple periods:	<input type="checkbox"/> ?
Allow trades to execute even if rosters become illegal:	<input checked="" type="checkbox"/> ?