



# SFFL® Fantasy Football Rulebook

Effective Date: 08/06/23

**2021 Update:** The NFL has expanded to an 18 game season in 2021. The SFFL will operate as a 17 week entity for continuity and comparative equality between seasons. Week 18 will be ignored in all aspects of the SFFL including but not limited to, schedule/matchups, playoff seeding and confidence pool picks.

## I. Scoring

### Offensive Player Basic Scoring (QB, RB, WR, TE)

- Touchdown reception or run 6 points
- Touchdown Pass 3 points
- 2 point conversion run/reception/pass 2 points

### Offensive Player Bonus Scoring (QB, RB, WR, TE)

- Rushing/Receiving Bonus 1 point every 20 yards
- Passing Bonus 1 point every 50 yards

### Place Kicker Scoring (PK)

- Field Goal (0-49 yards) 3 points
- Field Goal (50+ yards) 4 points
- Extra Point 1 point

### Team Defense Scoring (DEF)

- Kickoff Return TD/Punt Return TD 6 points
- Interception TD/Fumble Return TD/Blocked Kick TD 6 points
- Safety 2 points
- Pts Against: 0 points 6 points
- Pts Against: 1-6 points 4 points\*
- Pts Against: 7-13 points 3 points\*
- Pts Against: 14-20 points 2 points\*

(Beginning Week 4, 2012, Defensive Interception/Fumble Returns & Safeties will not count in the Pts. Against totals for Team Defense. All Special Team scoring will continue to count in the Pts. Against totals, as will any subsequent XP or 2pt Conversion after a Defensive Score. This is the Yahoo! Fantasy Official Scoring method and PA totals are pulled directly from that site.)

- Sack .5 point\*
- Interception 1 point\*

Note: Starting in 2022, Sacks/2 is calculated and then the total is rounded down to the nearest integer. Ie, 5 Sacks would yield 2 Fantasy points ( $5/2 = 2.5$  and then rounded down to 2.) Interceptions are now worth 1 full point.

## I. Rosters Defined

- a) An owner's roster shall consist of 15 NFL players/defenses.
- b) The Quarterback & Kicker positions are "team" positions. You receive all players listed as QB or K when you draft a given team's QB/K. See [Section X](#), "Team Position Scoring", for details on the scoring procedures for team positions.

## III. Starting Line-ups

- a) An owner's starting line-up shall consist of the following:
  - 1 Quarterback
  - 2 Running Backs
  - 2 Wide Receivers
  - 1 Tight End
  - 1 Place Kicker
  - 1 Team Defense

b) Starters will be able to be changed in accordance with the schedule posted on the [SFFL site](#). Generally, this will be up until the kick-off of the game your player is playing in. The latest submission time for the week will be the kick-off of the final game of the week.

## IV. Tie-Breakers (Weekly Scores)

- a) If two owners are tied at the end of a week of play, total combined passing, rushing and receiving yards of each owner's QB, RB, WR, and TE positions shall determine the winner (6 total positions). The owner with the most yards will be declared the winner & one point will be added to his/her weekly score. The tie will stand if the yardage is equal.
- b) All scores become final and locked as of 6:00pm Wednesday.

## V. The Draft

- a) The draft will consist of fifteen rounds.
- b) First –round draft order will be determined by the Playoff and Bottom 5 Playoff Draft from the previous year. Draft order will reverse for each subsequent round.
- c) The NFC will be comprised of the odd numbered teams. The AFC will be comprised of even numbered teams.
- d) A valid starting lineup must be drafted within an owner’s 15 selections.
- e) Starting in 2008, one “keeper” player may be reserved from the previous year’s draft/roster. The “keeper” selection applies to non-PK and non-DEF positions only (QB, RB, WR, TE). To qualify for “keeper” status a player must meet the following criteria:
  - Drafted in round 9 or later of the previous year’s draft and remaining on that owner’s roster for the entire year OR;
  - Picked up as a free agent AND;
    - 1) Ends the regular season on the owner’s active roster AND ;
    - 2) Resides on that owner’s roster for a minimum of 4 consecutive weeks at the end of the regular season (Wks 14-17) AND ;
    - 3) Was originally drafted in round 9 or later or not at all.
  - Is acquired via trade AND;
    - 1) Ends the regular season on the owner’s active roster AND ;
    - 2) Resides on that owner’s roster for a minimum of 4 consecutive weeks at the end of the regular season (Wks 14-17) AND ;
    - 3) Was originally drafted in round 9 or later OR acquired via free agency.

The “keeper” will be slotted in the round he was drafted the previous year, or round 15 for an undrafted free agent acquisition. However, any player drafted by any owner and later picked up via free agency shall use his original draft round for “keeper” purposes. Thusly, no player drafted in the first 8 rounds is eligible for “keeper” status. A player designated as a keeper may be kept for at most one consecutive year, even if that player is dropped and later acquired by another owner during the season.

## VI. Roster Transactions

### a) Free Agency Acquisition and Injured Reserve Placement

- A minimum of \$1 of free agent money is required for any free agent move.
- Requests may be submitted based on the schedule in the right-hand column of the SFFL Site.
- Players dropped in this process may not be acquired via free agency until the following week (“*On Waivers*”).
- IR Eligibility
  - A player who has any of the following shall be deemed eligible for IR:
    - No Practice or Limited Practice on any one day, as of Wednesday thru their Game Start Time.
    - Any injury designation other than Probable on any one day, as of Wednesday thru their Game Start Time.
    - Player is on a bye and one of the first two conditions applied the previous week.
- If a free agent is bid on by more than one owner, the following shall determine which owner receives the free agent:
  1. Highest bid.
  2. Owner with worst record (based on winning percentage).
  3. Owner with fewest points scored.
  4. Owner with the most points against.
  5. Prior to Week 1, Reverse Order of Round 1 of the Draft (ie, Owner drafting 10<sup>th</sup> wins tie-breaker over Owner Drafting 9<sup>th</sup> and all other owners.)

### b) Free Agent Friday

- Requests may be submitted based on the schedule in the right-hand column of the SFFL Site.
- First-come, First-served basis.
- Players dropped during that week’s free agency/IR transactions will not be available for selection.
- The cost of a pickup is \$10 on Friday and \$5 on Saturday/Sunday.

### c) Taking a player Off Injured Reserve

- Prior to the First Lock-out Period of the week:
  - An owner may:
    - Drop another player and bring the player on IR to the active roster.
    - Swap the player on IR and a current active roster player.
    - Drop the IR player from their roster.
- After the First Lock-out Period of the week (and not during any lockout period):
  - An owner may:
    - Swap the player on IR and a current active roster player.
    - Drop the IR player from their roster.
- If a player is part of a pending free agent transaction (an owner has requested to drop that player to pick up a free agent), the owner will not be allowed to drop that player off of his/her roster to bring a player off of Injured Reserve until after the start of Free Agent Friday.
- If a player who is not eligible for IR is left on IR for a given week, the owner of that player shall forfeit all tie-breaker rights for that week’s matchup.

### d) Trades

- After submission, the owner offering the trade will receive an SFFL Inbox clickable message which will allow for cancellation of the offer any time before the other owner accepts the offer; the owner being offered the trade will receive an e-mail and an SFFL Inbox clickable message to either accept or reject the offer.

- Trades involving pending free agent drops by either owner, will not be allowed until after free agents have been processed. Players involved in the trade must remain resident on their respective owner's roster after the free agency bids have been processed for the trade to be valid.
- The trade deadline is 24 hours after the start of SFFL Week 13.
- **Trades are subject to reversal by the Commissioner if they are deemed one-sided or collusional in nature. The Commissioner may optionally create a poll and ask for a league vote on the validity of a trade. A majority of the league (outside of the 2 trade partners) must vote that the trade is not collusional or one-sided, or the trade will be disallowed. Also, owners may notify the Commissioner that they would like a poll created in the case that the Commissioner is one of the trade partners.**

## VII. Playoffs

- a) Playoff Pool Entrants:
- Division Winner with the best winning percentage #1 seed
  - Other Division Winner #2 seed
  - Non-Division winner with the best record #3 seed
  - Non-Division winner with the 2<sup>nd</sup> best record #4 seed
  - Non-Division winner with the most points #5 seed
- b) The tie-breaker for Division titles and Wildcards are as follows:
1. Winning Percentage
  2. Total Points
  3. (Most) Total Points Against
  4. Conference Winning Percentage
  5. Coin Flip
- c) **Wildcard Draft:** A draft will be held the week before the Wildcard round of the NFL playoff with the #3, #4, & #5 seeds drafting NFL players competing in the Wildcard round.
- d) The #3 seed will select first in each round, the #4 seed second & the #5 seed third.
- e) The **WildCard Draft** shall consist of eight rounds and 1 QB, 2 RB, 2 WR, 1 TE, 1 PK, and 1 DEF will be drafted per owner.
- f) The top two scoring teams from the **Wildcard Draft** will advance to the **Playoff Draft**.
- g) Of these two teams, the one with the highest seed entering the **Wildcard Draft** shall be declared the #3 seed for the **Playoff Draft**; the remaining team shall be declared the #4 seed for the **Playoff Draft**.
- h) **Playoff Draft:** To be held before the Conference Round of the NFL playoffs.
- i) The two division winners and two teams advancing from the Wildcard Playoff shall compete.
- j) The #1 seed will draft first in each round, the #2 seed second, the #3 seed third and the #4 seed fourth.
- k) The **Playoff Draft** shall consist of eight rounds and 1 QB, 2 RB, 2 WR, 1 TE, 1 PK, and 1 DEF will be drafted per owner.
- l) The Fantasy Champion will be the owner whose team has the most playoff points from the Conference round of the NFL playoffs through the Super Bowl.

- m) Beginning 2011-2012, the fantasy champion will pick 10<sup>th</sup> in the following year's draft. The team finishing 2<sup>nd</sup> will pick 9<sup>th</sup>, 3<sup>rd</sup> will pick 8<sup>th</sup>, 4<sup>th</sup> will pick 7<sup>th</sup>, and the losing team in the wildcard round will pick 6<sup>th</sup>.
- n) Beginning 2011-2012, the five teams not involved in the Playoff Draft (above), will compete in a Bottom Five Playoff Draft to determine draft order for the following year. This playoff format will mirror the playoff format above (a-l). The bottom three teams (by winning percentage) will compete in the wildcard playoff Bottom 5 draft, with the top two team advancing. The teams finishing 1-4 will pick correspondingly in the following year's draft, and the losing team in the wildcard round will pick 5<sup>th</sup>.

## VIII. Tie-Breakers (Playoffs)

- a) If two owners are tied at the end of the Wildcard Round or Playoff Round, total accumulated passing, rushing and receiving yards of each owner's QB, RB, WR, and TE positions points from either the Wildcard Round (Wildcard Draft) or the Conference Round through the Super Bowl (Playoff Draft) shall determine the winner (6 total positions).
- b) In the Playoff Round, the owner with the most yards will be declared the Fantasy Champion. The tie will stand if yardage is equal and Co-Champions will be crowned.

## IX. League Finances

- a) The base fee for each owner is \$140.00. All entry fees must be paid via LeagueSafe.com®, and all payout allocations will be made via LeagueSafe.com®. The base money pool is thusly \$1400.00.
- b) Expenses:
  - Hosting/Admin (\$115.00)
- c) The payout of this money pool shall be as follows:
  - Fantasy Champion = \$75.00
  - Division Winner(s) = \$310.00
  - Playoff Wildcard(s) = \$240.00
  - Confidence Pool = \$60.00 (\$40/\$20)
  - Bottom 5 Champion = \$50.00

## X. Team Position Scoring

- a) Team Quarterback
- An owner has TeamX's QB on his/her roster. That owner shall be granted offensive points scored by each of the QBs on TeamX. A player shall be defined as a "QB on TeamX" if that player's position is listed as "QB" on SFFL.org.
  - The Team QB position will be summed **independently** in that each individual QB's fantasy score will be tabulated independently and then summed together, rather than summing stats together and then calculating a fantasy score.\*
- b) Team Kicker
- An owner has TeamX's PK on his/her roster. That owner shall be granted any points scored by any officially listed PK on that NFL team. If another position player scoring kicking points in a given game, they will NOT count towards Team PK Points.
- c) Change of possession scoring plays / Team Defense
- *EXAMPLE: 1-10-TB33. (5:17) B.Johnson pass intended for K.Dilger INTERCEPTED by M.Doss at IND 41. M.Doss to TB 44 for 15 yards (J.Wade). FUMBLES (J.Wade), touched at TB 43, RECOVERED by TB-K.McCardell at TB 43. K.McCardell for 57 yards, TOUCHDOWN.*

When a change of possession is involved it will be scored with the individual ONLY:

- A. McCardell is credited with a touchdown.
- B. Tampa Bay's TEAM DEFENSE will NOT be allotted any points.

## XI. Confidence Pool

- a) Each owner may pick 1 owner for each of the 4 match-ups he/she is not involved in and assign a point value (1-4) to each matchup.
- b) A **Gamebreaker™** may be applied up to 4 times per year. This will be worth an additional 4 pts if an owner picks the match-up correctly. Only 1 **Gamebreaker™** may be selected per week.
- c) Selections are made through the SFFL website only from **6:00am Tuesday until the first roster freeze period** for the week.
- d) The owner with most accumulated points among the Confidence Pool, NFL Confidence Pool, And Fantasy 3-Pack, at the end of the regular season, will be declared the winner.

## XII. Commissioner Authority and Responsibility

The commissioner has final discretion and authority on all issues, including but not limited to, those listed above as they relate to league procedures & regulations.

# Appendix

## Clarification of Free Agent Process

### Clarifying FA Bids process and logic the site uses when evaluating FA transactions.

1) In terms of receiving a free agent, our rules dictate the following guidelines:

1. Highest bid.
2. Owner with worst record (based on winning percentage).
3. Owner with fewest points scored.
4. Owner with the most points against.

2) Free Agent Rankings (where you order your bids, say 1 to 5) are **NOT** correlated to FA Bid dollar amounts.

- Some sites, ie NFL.com, force you to have your highest ranked bid as the one with the highest FA\$ Bid. Not in the SFFL.

3) Free Agent Rankings are **NOT** relevant, except in the case where multiple owners bid on the same free agent. The items in Point #1 above dictate who receives the free agent. There are two cases/conditions where rankings comes into play.

(Please take your time reading these as they are a bit complex)

### Scenario #1 (Assume these are only 2 owners bidding this week)

Owner #1			
Rank	Free Agent	Drop Player	Amount\$
#1	FA#1	DR#1	\$1.00
#2	FA#2	DR#1	\$50.00

Owner #2			
Rank	Free Agent	Drop Player	Amount\$
#1	FA#2	DR#2	\$1.00

- In this scenario, Owner #1 will be granted FA#1 as the only bidder for FA#1 and ordinarily, it is his highest ranked bid.
- Owner #2 will be granted FA#2.
  - The 'Drop Player' for Owner #1 **is the same**, so this effectively eliminates the #2 bid for Owner #1, and Owner #2 is therefore granted FA#2.
    - Note The higher \$50 for Owner #1 Bid #2 bid has no impact here. What is important is the order of Owner #1's bids.



## Scenario #2 (Assume these are only 2 owners bidding this week)

<b>Owner #1 (Record: 2-2, Pts Scored: 150)</b>			
<b>Rank</b>	<b>Free Agent</b>	<b>Drop Player</b>	<b>Amount\$</b>
#1	FA#1	DR#1	\$10.00
#2	FA#2	DR#1	\$10.00

<b>Owner #2 (Record: 2-2, Pts Scored: 140)</b>			
<b>Rank</b>	<b>Free Agent</b>	<b>Drop Player</b>	<b>Amount\$</b>
#1	FA#3	DR#3	\$1.00
#2	FA#4	DR#4	\$1.00
#3	FA#1	DR#2	\$10.00
#4	FA#2	DR#2	\$10.00

- Owner #2 is granted players FA#3 and FA#4, as he/she is the only owner bidding on them.
- Owner #2 is granted FA#1 and Owner #1 is granted FA #2 as follows:
  - Both Owner #2 and Owner #1 have multiple bids involving the SAME drop player so order/rank is important here.
    - Owner #1 wants FA#1 as his highest ranked bid (bid #1) involving the drop player DR#1.
    - Owner #2 also wants FA#1 as his highest ranked bid (bid #3) involving the drop player DR#2.
    - Owner #2 will be granted FA#1, as their bid is the same (\$10), record is the same (2-2), but has scored fewer points than Owner #1 (140 to 150).
    - That effectively ends Bid #4 for Owner #2 as the drop player was the same for each Bid #3 and Bid #4.
    - Owner #1 is therefore granted FA#2 automatically, as FA#1 has been claimed by Owner #2.

All clear as mud I know, but I wanted to get this out there in case there are any questions in the future. Please contact me with any questions by using the 'Contact The Commish' button on the home page.

JS/TC