

Big Payback Rules

This league features the ancillary format plus the main event scoring rules.

3. Time limit per pick: Each participant will have one minute to make a player selection. He will be notified of the time at 00:30 and again at 00:05. If a participant does not make a selection in the allotted time, he is passed over until the next participant makes a player selection. The passed-over participant then has five seconds to make a player selection before he is again passed over.

b. Trading of draft picks: No trading is allowed.

c. Use of cell phones, lap tops and other electronic equipment: Use of electronic equipment is permitted, so long as it is not a disturbance to the Draft, and does not take up excessive space (in the case of lap-tops). There is no guarantee that internet connections or electrical outlets will be available. We encourage participants to wait until a break to use cell phones.

This league will use the ancillary format plus main event scoring rules.

Smoking: The KFFSC Draft will be a non-smoking event.

Seating order: All participants and co-managers MUST sit in their draft order.

Surrogates: Each principal participant will have until August 19th, 2014, to name a surrogate to Draft if the principal cannot attend the Draft. This surrogate must be declared in writing or other approved method as determined by the KFFSC.

Week one starting lineups: Each team will be required to submit their Week One starting lineups. If a team is unable to submit their week one lineups due to technical issues, they are responsible for contacting the Commissioner to have their line ups entered.

Confirming roster: Each team will be required to confirm their team roster before leaving the Draft. Additionally, there are occasional errors in importing player names into the Division management web site.

Roster Requirements: Maximum of 20 players.

4. Lineups Requirements:

Starting lineups will consist of

- 1 QB
- 2 RB
- 3 WR
- 1 TE

- 1 Flex player (a RB or WR, or TE)
- 1 PK
- 1 Team Defense/Special team

a. Division Management Web Address: You can access your Division via the internet by going to www.rtsports.com

b. Lineup Submission: All lineups may be submitted on the Division web site and are due by the scheduled kickoff time for the game in which the player will participate. Participants are encouraged to submit lineups 5 minutes prior to the scheduled start of the game, or 15 minutes prior to the scheduled start of the game if submitting a line up by phone.

c. Thanksgiving: The phone-in option will NOT be available on Thanksgiving Day. However, online submission of lineups will be accepted via the website until 12:30 pm EST.

5. Scoring: An individual offensive player on any active KFFSC starting roster will be credited points for scoring in the following manner, unless otherwise noted:

1. Yards passing divided by 20 (e.g. 215 passing yards = 10.75 fantasy points). 4 points for every passing TD Minus one point (-1) for every interception thrown Minus one point (-1) for every fumble lost 2 points for every 2-point conversion
1. Yards rushing divided by 10 (e.g. 89 rushing yards = 8.9 fantasy points). 6 points for every rushing TD Minus one point (-1) for every fumble lost 2 points for every 2-point conversion
1. Yards receiving divided by 10 (e.g. 112 receiving yards = 11.2 fantasy points) 6 points for every receiving TD 1 point for every catch Minus one (-1) point for every fumble lost 2 points for every 2-point conversion d. All Other TDs: 6 points for any TD scored by recovered or returned fumbles, laterals, or any other means by which a skill position player (QB, RB, WR, TE, or K) is awarded an individual TD, including kickoff and punt returns. No rushing or receiving yardage is awarded for a TD returned on a fumble. e. Placekicking: 1 point for every Extra Point 3 points for every FG of 1 - 30 yards plus .1 point for every yard thereafter Example: a 43-yard FG would be worth 4.3 points
1. 1 point for every sack 2 points for every team takeaway (interception or fumble recovery) ** 6 points for every TD (via interception return, fumble return, punt or kickoff return, blocked FG return, missed FG return, blocked punt return) * 5 points for every safety \\r\\n\\r\\nrn

POINTS FOR DEFENSE / SPECIAL TEAMS POINTS ALLOWED
0-2 Points Allowed = 20

3-6 Points Allowed = 12

7-10 Points Allowed = 8

11-14 Points Allowed = 4

15-19 Points Allowed = 2

20-22 Points Allowed = 0

23-26 Points Allowed = -3

27-34 Points Allowed = -5

35-39 Points Allowed = -7

40-49 Points Allowed = -10

50 + Points Allowed = -15

* TDs scored on "fake" field goals or "fake" punts do NOT count as Defense/Special Teams scoring. TDs scored by the offensive team after a blocked FG or blocked punt do NOT count as a Defense/Special teams score. TDs scored on a double-turnover only count for the individual player who scored the TD, not for the team.

** A double turnover is considered points for the recovering team's defense and ST. Thus, an example, team A's offense fumbles and team B's defense recovers, but then fumbles the ball back to team A's offense. In that scenario team A's defense and special teams (along with team B's defense and ST) are both awarded a fumble recovery.

*** Any and all points scored against a team are considered points scored against the special teams and defense. Thus, as an example, a turnover by the offense that is returned for a TD is considered as points scored against the special teams and defense.

**** Failure to start a defense, or starting a defense on a bye week will result in a 15 point penalty.

6. Point Calculations: Team scoring will be carried out to the hundredth (e.g. a team may score 94.75 points).

7. Free Agents: Any active NFL player who is not on a team roster within your Division is considered a free agent for that Division. KFFSC may, in rare instances, remove a free agent who has been dropped by a KFFSC

team if, in the judgment of the KFFSC, the dropped player would unfairly impact the outcome of the KFFSC or if there is suspected collusion.

8. Free Agent Acquisitions/Blind Bidding: The free agent system will be a "blind bidding" process. Each team will start with \$1,000 free agent "dollars" for the season, and will be permitted to bid for free agents on a weekly basis. No team will be informed of any other team's free agent bids until after the winning bids have been awarded. A team owner will no longer be able to bid on free agents once their season long waiver wire cap of \$1,000 has been reached. Awarding of free agents begins with the highest bid by any team for a free agent. Once that free agent has been awarded to the winning bidder, all other bids for that free agent are discarded as losing bids. Then the highest remaining bid by any team for any remaining free agent will be considered. That winning bid will be awarded the free agent and all losing bids for that free agent will be discarded. This continues until the lowest valid bid remaining is considered. A team may acquire any number of players provided they have not reached their season long waiver wire cap of \$1,000. A team's roster must always consist of 20 players. All bids must be in increments of dollars (no cents). The free agent bidding system is the only means by which free agents may be acquired.

a. Bid Priority: Bids will be processed in the order of highest dollar amount.

b. Auction Bidding vs. Blind Bidding: The KFFSC blind bidding process is not an auction bidding process. Though you may bid on the same player in multiple bid groups, you can only bid one amount for such player.

c. Conditional Bids or Exceptions: A player can place make certain bids conditional on the outcome of a previous bid. By making an exception in Step 3 of the bid process, a player can invalidate a future bid if a prior bid is successful. (See example in section 9).

d. Player Drops: For each bid, an owner needs to identify a player or a list of players to be dropped if the bid is successful. To be dropped, the player needs to be on your roster after your previous bids have been processed. The player drop list works in descending order based on the list the owner creates for each bid. (See example in section 9).

10. Bidding Time Frame: The bidding process starts after the completion of Week 1 and ends prior to Week 13 on Friday at 8 pm ET. Bids will be accepted on the Division web site from Tuesday at 9 am ET until Friday at 8 pm ET in each of these weeks. Rosters will be updated by 8:15 pm ET Friday night with the results of all successful bids. There will be no free agent pickups after the completion of the KFFSC Week 13.

11. Weekly Bid Periods: Because of the Thursday night games in 2014, there will be two waiver wire periods for the entire season. The first period will end at 8 pm ET on Wednesday night. The second period will

end at 8 pm on Friday night. Teams may bid on and/or drop a player who plays in a Thursday game. However, teams may not (i) place a Thursday player in their starting lineup retroactively in the case of picking up a player on Friday, nor (ii) drop a Thursday player from their starting lineup after picking him up on Friday. (Examples: For Week 10, you may acquire Chicago QB Jay Cutler on Friday after his Thursday night game, but you may not put him into your Week 10 lineup. As a separate example, if Cutler is already in your starting lineup for Week 10, you may not drop him Friday morning if he was in your starting lineup for the Thursday night game).

12. Tied Bids: If there is a tie, the team that receives the player will be the team who made the earliest bid according to RT Sports records.

13. Available Players: Teams may acquire players not on any roster within their Division, with one exception. Players cut during Week 10 free agent bidding and Week 11 free agent bidding may not be re-acquired by any team. This is done to minimize potential collusion. On occasion, the KFFSC commissioners may remove a dropped player from the free agent pool if the commissioners think it is in the interest of upholding the integrity of the Division or the event. Teams may bid on and/or drop a player who plays in a Thursday game. However, teams may not (i) place a Thursday player in their starting lineup retroactively, nor (ii) drop a Thursday player from their starting lineup. (Examples: For Week 10, you may acquire Chicago QB Jay Cutler on Friday after his Thursday night game, but you may not put him into your Week 10 lineup. As a separate example, if Cutler is already in your starting lineup for Week 10, you may not drop him Friday morning if he was in your starting lineup for the Thursday night game.

14. Trades between managers: To minimize the possibility of collusion, there will be no trading allowed.