

## Main Event-Kentucky Horseshoe Rules

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League Structure: Each KFFSC participant will be randomly assigned to a 12-team league. Participants in each league will be chosen randomly by the KFFSC or a surrogate and overseen by an independent agent. Participants will be notified of their league placement in advance of the Draft. Notification will be made by mail or email or by posting the leagues on the official KFFSC website (<http://KFFSC.com>).

1. Overview: The Kentucky Fantasy Football State Championship (KFFSC) will consist of up to 35 Divisions, each composed of 12 teams/managers. The KFFSC regular season will extend from NFL Week 1 through NFL Week 11. KFFSC Main Event playoffs will begin on NFL Week 12 with Division Championship Games on Week 13. All Division champions and a set number of wildcard teams will qualify for the playoffs (see part 16 of this section, playoff berths).

2. Draft: Up to 35 Divisions will hold their scheduled online and live drafts on Sunday, August 24, Saturday, August 23rd and Sunday, August 17th, 2014. Each Division will be composed of 12 teams, and each draft will last for 20 rounds, with each team selecting a player in each round in a serpentine fashion with third round reversal. (team 1 through team 12, team 12 through team 1, team 12 through team 11, then a 1-12 serpentine fashion for the remaining 17 rounds.). There are no rules governing the number of players to be drafted at each position. It is up to the skill and draft strategy of each team owner to decide.

Draft positions will be auctioned prior to the draft. Each team will bid on their draft position with their \$1,000 free agency money. Remaining funds after the draft position auction may be used for free agency. Each team's free agency balance will be reduced by the amount spent on their draft position.

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.

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

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

f. Surrogates: Each principal participant will have until August 21st, 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.

g. 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.

h. 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.

3. 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](http://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
2. 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

3. 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
4. 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

#### 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 11:59 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 11:59 pm ET on Wednesday night. The second period will end at 11:59 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.

15. Division Structure: Each team in a Division will play all other teams in that Division once over the first 11 weeks of the NFL season. That 11-game schedule will constitute the KFFSC regular season.

a. KFFSC Main Event Divisional Playoffs: Week 12 of the NFL season will determine the participants in the Division championship game. The winner of each semi-final game will

participant in the Division Championship game to take place on Week 13 of the NFL season. The Division Champion will be determined by means of a single Division Championship Game.

The four participants in the KFFSC Main Event divisional playoffs will be:

- 1) the team with the best record = #1 seed,
- 2) the team with the highest total points, not already qualified for the playoffs = #2 seed,
- 3) the team with the best record, not already qualified for the playoffs = #3 seed and
- 4) the team with the highest total points, not already qualified for the playoffs = #4 seed.

In the instance a team maintained the best record and also earned the most total points during the regular season (Week 1 – Week 11), this team will have the option to choose their semi-final round opponent. In the absence of a team having both the best record and most total points earned during the regular season, the #1 seed will play the #4 seed and the #2 seed will play the #3 seed during the semi-final round. If applicable, this selection must be made by 1:00pm EST on Wednesday prior to Week 12 (semi-final round). If a selection has not been made by that time, the semi-final match ups will be #1 seed vs. #4 seed and #2 seed vs. #3 seed.

Each of the Division Champions advances to the KFFSC Championship Round.

The tiebreakers for the best record in each Division after 11 games are:

#### Two Teams

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points during the regular season
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points scored in weeks 10 & 11
5. Coin toss

#### Three or More Teams

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points during the regular season
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points in weeks 10 & 11
5. Coin toss

If there is a tie for the highest point leader in a given Division, the tiebreakers are as follows:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points in weeks 10 & 11
3. Coin toss

b. Division Championship Game: Week 13 of the NFL season will determine each Division's third place award winner by means of a single Division Championship. The two participants in the Division Championship Game will be the two playoff teams that won their Week 12 match up.

If there is a tie in a Division Championship Game the tiebreakers are as follows:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total quarterback points (starting in Division Championship Game)
3. Total points in weeks 12 & 13
4. Coin toss

c. Third Place Game: Week 13 of the NFL season will determine each Division's third place award winner by means of a single Third Place Game. The two participants in the Third Place Game will be The two playoff teams that lost their Week 12 matchup.

If there is a tie in a Third Place Game the tiebreaker is:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total quarterback points (starting in Division Championship Game)
3. Total points scored in weeks 12 & 13
4. Coin toss

#### 16. Kentucky Fantasy Football State Championship Berths:

The team in each division with the best head to head record after week 11 will earn entry into the State Championship Round. The team in each division with the highest total points after week 11 will earn entry to the State Championship Round. The winner of the Division Championship Game in week 13 will earn entry into the State Championship Round. If the winner of the Division Championship Game has already qualified to the State Championship Round, the entry will not be awarded to another team.

Wild Card Entries: The number wild card entries into the State Championship Round will be equal to the number of KFFSC Divisions. (EXAMPLE: 17 divisions equals 17 Wild Card entries) Any team that has not already qualified for the State Championship Round is eligible for a wild card entry. The wild card entries will be awarded to the teams with the most total points through week 13.

Head to head tiebreakers are as follows:

##### Two Teams

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points during the regular season
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points scored in weeks 10 & 11
5. Coin toss

##### Three or More Teams

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points during the regular season
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points scored in weeks 10 & 11
5. Coin toss

1. Total points scored in Division Championship Game
2. Regular season win/loss record
3. Total points scored in weeks 12 & 13
4. Coin toss

Total points tiebreakers are as follows:

1. Total quarterback points (starting QBs week 1 through week 11)
2. Total points scored in weeks 10 & 11
3. Coin toss

17. Kentucky Fantasy Football State Championship Round Format: Each of the playoff teams will be seeded based on their total fantasy points for the regular season (weeks 1-11) and the two week divisional playoff (weeks 12 & 13). All teams earning bids to the playoffs will be seeded by their average score from the first 13 fantasy weeks. The 2014 Kentucky Fantasy Football State Championship playoffs will extend three additional weeks, from NFL Week 14 through NFL Week 16. Award winners will be awarded on the basis of total points scored from Week 14 through Week 16, plus their one-game average point total from the 13 week season. The team with the most total points will be crowned the 2014 Kentucky Fantasy Football State Champion.

The tiebreakers for (Championship Bracket) award finalists are:

1. Total points for the regular season and playoffs (Week 1 – 13)
2. Regular season won/lost record
3. Most points in Division Championship Game
4. Total points on the playoffs in Week 16 only
5. Total points for the playoffs in Week 15 only
6. Coin toss

18. Consolation Playoffs:

All teams not in the State Championship Round will participate in the Consolation Playoffs.

The Consolation Playoffs will run from week 14 through week 16 and will use the exact format and tie-breakers that the Championship Round uses.

19. Miscellaneous Information: All "total points" means total starting lineup points.

20. Award Breakdown:



a. Individual Division Awards:

Most points during regular season (weeks 1-11) - \$300

Best record during regular season (weeks 1-11) - \$300

Each Division Champion – \$1,000

b. State Championship Round:

State Champ = \$7,500 plus a free entry to a high stakes main event fantasy football tournament in Las Vegas.

Second = \$1,000 plus a free entry to a high stakes main event fantasy football tournament in Las Vegas.

Third = \$500 plus a free entry to a high stakes main event fantasy football tournament in Las Vegas.

Fifth = \$100 plus a free entry to a high stakes main event fantasy football tournament in Las Vegas.

c. Consolation Playoff Bracket

Prizes TBD