



Pittsburgh Franchise Football League General Rules and Regulations

THE LEAGUE: The PFFL consists of multiple leagues referred to as conferences with the amount of conferences and the amount of teams in each conference being determined by the amount of teams participating in the PFFL each year. Each conference will have a separate draft. The official league format is head-to-head competition along with a substantial emphasis on total points. The league's official software and stat provider is **myfantasyleague.com**. They will have sole authority on the interpretation of the scoring rules and make all decisions on all point-scoring situations. The Commissioner will decide on all other arbitrary situations and have the authority to interpret, add to, or even change the existing rules if deemed necessary by any unforeseen situations. By participating in the PFFL you agree to abide by the terms and conditions of the rules and regulations set forth and to all decisions that are rendered by myfantasyleague.com and the PFFL Commissioner.

THE DRAFT: The draft order will be decided by luck of the draw and the draft will be the reverse method also known as a serpentine draft whereas the order is reversed in the even-numbered rounds. The draft consists of 18 rounds with each team selecting one player per round. Each team has one minute each round to make a selection. If after one minute a team hasn't made a selection, they must pass to the next owner. After the owner whom the selection was passed to makes a pick or passes themselves, the passing owner must make a pick immediately or pass again to the next owner in order. Each team must draft: 3 Quarter Backs (QB), 4 Running Backs (RB), 6 Wide Receivers (WR), 1 extra Running Back or 1 extra Wide Receiver – team's choice, 2 Kickers (K) and 2 Team Defenses (DEF) for a total opening day roster of 18 players. Tight Ends are considered Wide Receivers and Special Teams are considered part of the Defense. You may draft players in any order.

STARTING LINEUPS: Each week teams can submit their starting lineup at myfantasyleague.com at their conference's designated website. If you do not submit a lineup, it will remain the same as the previous week. Each player can be started or benched just prior to the start of their particular NFL game. All players are locked however at kickoff of their game. Each team will submit a 9-player lineup each week. The flex position can only be either a RB or WR allowing two possible lineup combinations.

Acceptable Lineups: 1 QB, 2 RB, 4 WR, 1 K, 1 DEF or 1 QB, 3 RB, 3 WR, 1 K, 1 DEF

ROSTERS: After the original draft teams do not have to carry the same number of players at each position that they drafted but must maintain enough players at each position to field a starting line-up. Team rosters may be less than but never more than the current designated roster limit. After the original draft of 18 players, a team may add one player through trade or free agency at the start of the first transaction period for a total of 19. At the designated time before free agency ends teams may add an additional player through trade or free agency for a final roster total of 20.

TRADING: Unlimited trading is allowed until the designated trading deadline. Trades do not have to be an equal amount of players or the same position.

Trade Restrictions: no trading between conferences; no trading with a team an owner has a financial interest in; no financial considerations of any kind can be involved in a trade, no trading of waiver picks or stipulations for teams in another conference may be included; no mercy trades whereas an owner makes a noncompetitive trade with the sole intention of helping out another owner.

Trade Voting: Once agreed upon trades are subject to a league-wide vote via a pool on the team's website for up to 48 hours from the time the trade is accepted and posted on the website. It takes a majority vote to disallow a trade – the exact number is determined by the amount of teams in the conference: For example if there are twelve (12) teams in a conference then it would take seven (7) no votes to disallow the trade. Eleven teams would take six (6) no votes. If enough accept votes are cast to make it impossible for a trade to be rejected, the trade would be executed immediately forgoing the 48-hour-voting period. A missing vote at the end of the voting period will be considered an accept vote. The Commissioner reserves the right to disallow a trade at anytime.

Uneven Trades: Teams can propose and except trades that will make their roster temporarily illegal. For example if your roster is full, you can accept a one player for two player trade that will put your roster over the current limit but you must rectify it before you are able to put in a lineup.

FREE AGENCY: Any player not on a current roster is considered a free agent. Each team may acquire up to two (2) free agents per week by way of waiver claims until the designated waiver deadline. The final two weeks the limit on acquisitions will raise from one to five (5) players each week.

Waiver Order: The initial waiver order will be the reverse of the original draft order. After the initial waiver rank the system will maintain a season-long rolling waiver order, moving the franchise that makes a pick to the bottom of the order.

Submitting Requests: Each week between Tuesday at noon and Friday at 8:00 p.m. teams may put in requests for free agents at their respective web sites. If a team is at their roster limit they must drop a player in the transaction or the waiver claim will not be accepted. If a team is first on the waiver rank they need only put in one request in the first round as they are guaranteed to get their request. Otherwise teams may request second, third or however many alternative choices they prefer in case their first, second or whatever choice is taken when it is their turn. In the first round you only need to request as many players as your current waiver rank to be assured of getting a player. If your rank is five (5) you need not request more than five (5) players to be assured of acquiring a player. When the waivers are executed you will receive your highest requested player that hasn't been taken by someone with a higher rank. If you only request one player and that player is taken in front of you, you will not acquire a player that week but will move up in rank for the next week according to how many teams ahead of you make a pick.

Executing Waivers: Waivers will be processed each Friday at 8:00 p.m. The waiver order will be reset for the next week at this time. Any player dropped by a team is unavailable until the next week's draft.

Final Two Weeks of Free Agency: The final two weeks of free agency the limit of one player per week will raise to five. At this time teams may also **expand their rosters from 19 to 20**. After the final waivers are executed all rosters are locked for the remainder of the season. Teams may not drop players from their rosters after the free agent deadline passes.

PFFL REGULAR SEASON: Each team will play a predetermined schedule for the first eleven (11) weeks of the NFL season. Ties will not be broken during the regular season. At the end of each week the standings will be sorted in the following manor.

Standings

1. Victory Points Earned
2. Winning Percentage (Win-Loss Record)
3. Total Points
4. Head to Head Record
5. Reverse Order of Opponents Total Points Scored
6. Power Rank
7. Last Week's Point Total - if still tied will continue back until tie is broken

Victory Points: Victory Points are earned in the following manner:

Head-to-head game result:

Win = 2 points

Tie = 1 point

Loss = 0 points

Points scored for the week:

Top third finish = 2 points

Middle third finish = 1 point

Bottom third finish = 0 points

Note: In the case of a tie crossing a VP tier boundary, the two tied teams both receive the higher VP point value. Also if the number of teams in the conference is not evenly divisible by three, the middle tier will have the greatest number of teams and the teams in the top and bottom tiers will be evenly distributed.

TOTAL POINT COMPETITION: The total-point contest encompasses the entire PFFL season which extends from week 1 through week 17 of the regular NFL season. Each conference will have separate weekly and yearly total-point winners. The team with the most points over all conferences each week will be granted "**Team of the Week Honors**" and the team with the most total points over all conferences at the end of the PFFL season will be the official **PFFL League Total Point Champion**.

PFFL POSTSEASON: At the end of the regular season the PFFL will conduct a playoff system to determine the official PFFL champion. Each conference will have separate playoffs to determine a conference winner then each conference champion will compete in a multi-team-championship game to determine the PFFL Champion.

Playoffs:

The amount of teams in each conference that make the playoffs and the exact playoff format will be determined by the amount of teams participating in each conference. According to those numbers a playoff format will be posted before the start of each season.

Consolation Tournament:

All teams in the PFFL compete in the postseason. Teams that don't make the playoffs will compete in a Consolation Tournament.

Team Rank:

At the end of the PFFL regular season each team will be given a rank corresponding to their finish in the regular season standings. Team rank determines who each team plays in all postseason competition and which teams compete in the playoffs and which teams are relegated to the Consolation Tournament. The highest-ranked team always plays the lowest-ranked team in each game. The higher-ranked team wins all ties even in championship games. If a tie occurs between two teams of the same rank the following tie breakers will be used.

Postseason Game Tie Breakers

1. Game Potential Points
2. Last Week's Point Total - if still tied will continue back until tie is broken

PFFL POINT SCORING

OFFENSIVE

Offensive Position Designations: QB RB WR/TE K

- 1 point per 10 yards rushing & receiving combined
- 1 point per 20 yards passing
- 1 point per reception
- 6 points for each rushing TD
- 6 points for each receiving TD
- 6 points for each miscellaneous offensive TD
- 4 points for each passing TD
- 2 points for each rushing or receiving extra point
- 1 point for each passing extra point

Kicking

- Extra Point 1 point
- Field Goal 39 & under 3 points
- Field Goal 40-44 4 points
- Field Goal 45-49 5 points
- Field Goal 50 & up 6 points

Offensive points are scored regardless of position. For example if a Kicker throws or runs for a touch down he would be awarded a passing or rushing touchdown and receive those points accordingly.

Miscellaneous offensive TD refer to TDs scored in an unconventional manor such as fumble returns, fumble recoveries, laterals etc.

All scoring plays will be awarded points according to the interpretation of the weekly stats by myfantasyleague.com. Only MFL can change player stats resulting in scoring changes. The PFFL will not alter any scores or player stats even if the NFL releases stat changes.



DEFENSIVE

Defensive Position Designation: DEF

- DT/ST Touchdowns 6 points
- Safety 2 points
- Interception 1 point
- Fumble Recovery 1 point
- Sack 1 point
- Blocked Kick 1 point
- Shutout 10 points
- Allow 1-6 pts 8 points
- Allow 7-13 pts 6 points
- Allow 14-20 pts 4 points
- Allow 21-24 pts 2 points
- Allow 25 & up 0 points

The Defensive position is a team position consisting of the entire defense and special teams of a particular NFL team.

Defensive touchdowns include all kick returns.

Points given up by the offensive unit will not count against the defensive team's points allowed.

A deflected kick is not considered a blocked kick and TDs scored on fake kicks are not considered defensive.



