



## Pittsburgh Franchise Football League General Rules and Regulations Celebrating our 20th Season

**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**. MFL will have sole authority on the interpretation of the scoring rules and make all decisions on point-scoring situations. The Commissioner will decide all other arbitrary situations and have the authority to interpret, add to, or change the existing rules if deemed necessary by 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 employ the reverse method also known as serpentine 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 per 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 Flex - Running Back or 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 and can carry less players than the roster limit. There are no minimum requirements at any position but each team must field a starting lineup each week. 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. Teams can propose and accept uneven trades (for example 2 for 1) that will make their roster temporarily illegal but you must rectify it before you are able to put in a lineup for the upcoming week.

**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; no considerations for teams in different conferences; no mercy trades whereas an owner makes a noncompetitive trade with the sole intention of helping out another owner. All trades should be done with the intent of improving each owner's team.

**Trade Voting:** Once agreed upon trades are subject to a league-wide vote via a pool on the team's website for up to 24 hours from the time the trade is accepted and posted on the website. Team votes will be by secret ballot. It takes a majority vote to send a trade to arbitration – 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 delay the execution of the trade pending an Arbitrator's decision. If enough accept votes are cast to make it impossible for a majority no vote, the trade would be executed immediately forgoing the 24-hour-voting period. A missing vote at the end of the voting period will be considered an accept vote. Because of the short voting period teams claiming they did not have the opportunity to view a posted trade can still register a no vote by sending a written objection to the Commissioner as long as it is done in a reasonable amount of time. In the event of a majority no vote the trade will be turned over to Fantasy Dispute.com for arbitration. Both sides will have an opportunity to present written arguments to the Commissioner as to why or why not the trade should be allowed. The Commissioner will then send the trade and any comments to Fantasy Dispute.com for arbitration. The decisions of the Arbitrators will be final.

**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 of Free Agency the limit on acquisitions will raise from two to five (5) players each week.

**Waiver Order:** The initial waiver order for the initial waiver period which is after week 1 and before week 2 will be the reverse of the original draft order. After the second week of the season the waiver order will be determined by the order of the standings with the last team having first opportunity each week.

**Submitting Requests:** Each week free agency is activated, between Tuesday at noon and Friday at 8:00 pm. 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.

**Executing Waivers:** Waivers will be processed each Friday at 8:00 pm of the active waiver period. The waiver order will be reset before the next waiver period according to the standings at that 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 two players per week will raise to five. 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.

**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. Reverse Order of Opponents Total Points Scored
5. Power Rank
6. 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**.

**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 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 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. and will be scored according to MFL's interpretation of the PFFL scoring rules.

The weekly scores are not official until MFL's final update each Thursday. Any changes by the NFL or the Elias Sports Bureau after MFL's Thursday update will not be incorporated into the PFFL weekly scoring. All stat changes will be applied to the previous week only.

#### 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.

