

# KDR FANTASY FOOTBALL LEAGUE

(Updated 2018)

**Dues:** \$150/person.

## **Roster/Divisions**

- Your roster will have 15 players by the beginning of the season. Any number you want at each position. There are also 2 Injured Reserve spots available.
- Divisions will change each year. They will be determined using the draft order BEFORE the lottery.

## **Draft**

- There is a lottery for the top 3 picks in the draft. The 6 teams that didn't make the playoffs are involved. The lottery is weighted based on how the teams finished based on the previous year standings (6:1, 5:1, 4:1...and so on).
- The draft is a snake draft and 15 rounds.
- You can trade current year draft picks only and keeper picks after the keepers are submitted up to the start of and during the draft. However, you cannot trade future draft picks. If after trades you end up with less than 15 players at the end of the draft, you will fill the rest of your roster at the end of the draft. If due to trades, you would end up with more than 15 picks after the draft, you would forfeit your latest pick(s) so your roster does not exceed 15 by the end of the draft.

## **Keeper Rules**

- Keepers are due approximately a week before the draft.
- You have the option to keep up to 2 players each year. The players must have been on your roster at the end of the **FF REGULAR SEASON** (week 14) as active or IR. You are not obligated to keep any players.
- Only 1 of your keepers can be a player that was drafted in the top 7 rounds last year. The other keeper must be a player drafted in round 8 or later, or picked up as a Free Agent. You may decide to keep two players that were drafted after round 7 or FAs.
- You lose your pick one round before the round that player was drafted the previous year. Players obtained by trade/waiver wire would still go by where they were originally drafted. If the player was a Free Agent, you lose your last round pick.
- If a player is kept in one year, he must return to the draft the following year under all circumstances. This includes keepers that are traded, and keepers that are dropped and picked up on the waiver wire.

- Once the keeper deadline arrives, the picks of the draft you lose due to the keepers are set in stone. So if you trade away one of your keepers before the draft, you will still NOT have that pick you gave up for the keeper in the draft.

(Example: You keep Manning and give up your first rounder. Before the draft, someone offers you Moulds and a 2<sup>nd</sup> round pick. If you take the trade, you still will NOT have a 1<sup>st</sup> round pick. However, you would end up with two 2<sup>nd</sup> rounders and you will not lose any draft picks for Moulds, unless you have 15 players on your roster before you run out of picks in the draft. Then you would forfeit your latest pick(s). The other person would still lose his pick in the round Moulds was taken in addition to his second round pick.

- If a team owner drops out, the new owner will just take over the former owner's roster, and will choose their keepers from that roster.

### **Injured Reserve**

- You will have 2 IR spots, and can use them as many times a year as you want. If a player is listed as Questionable or worse by the NFL, the owner of that player has the option to placing him on IR. Suspended players can also be put on IR. A player on IR must be placed back on your roster the week following being active in their NFL game.

### **Tie-Breakers**

- Regular season ties will be left as ties (unlikely since decimal scoring started in 2017).
- For playoffs spots for division winners and power ranking ties, the 1<sup>st</sup> tie-breaker will be total points scored, the 2<sup>nd</sup> tie-breaker will be head-to-head, 3<sup>rd</sup> tie-breaker will be division record (can't see it ever getting past the 1<sup>st</sup> tie-breaker).
- For playoff game ties (again, unlikely due to decimal scoring), the tie-breaker will come from your individual starters scoring:

1<sup>st</sup> Tie-Breaker – highest total TDs scored by entire starting lineup.

2<sup>nd</sup> Tie-Breaker – combine QB points, highest scoring RB, and highest scoring WR. Highest of those three. Player started as Flex can be used for this tie-breaker at the appropriate position.

### **Add/Drop Transactions**

- The waiver system is a blind bidding system where everyone starts with \$100 bidding bucks after the draft. The blind bidding goes through daily from early Wednesday morning through early Sunday morning.
- You can pick up FAs on Sunday mornings before the games start. You can now pick up a player on Sunday/Monday as long as it is before that player's game started.

- You are able to bid \$0 for a free agent.
- The playoff format changed in 2018 to allow all teams to have something to play for during weeks 15-17. Therefore, all teams can continue to add/drop players during this period. However, those players are still not eligible to be kept the next year.

### **Trades (Trade Deadline is Week 10)**

- You cannot trade future draft picks.
- The trade must be requested through me. I'll send out an e-mail informing everyone of the trade. If anyone objects, they must provide a GOOD reason why. If over 50% object with reasonable cause, then the trade won't go through.

### **Scoring System**

- See cbs website.

### **Playoffs**

- 6 playoff teams. 3 division winners and 3 wild-cards. Wild-cards will be the highest three teams based on the cbs fantasy website power rankings who don't win their division.

### **New Format starting 2018**

#### **Fantasy Playoffs**

- The championship round is Week 15 & 16 combo points
- Still have 2 "byes" - For their advantage, these 2 byes are in the entire championship round of combo points for Week 15 and 16.
- Week 15 - All 6 teams play. The lowest two wild card team scores are eliminated
- Week 16 - Two byes and two highest scoring wildcard teams in Week 15 still in it. Total Week 15/16 score is champ. (The 2 eliminated teams will still have the highest combo score between Week 15/16 to determine 5th and 6th place with a money difference)

#### **Toilet Bowl**

- All 6 non-playoff teams in it Week 15 and 16; highest combo score for those 2 weeks win.

#### **Week 17 Free-For-All**

- All teams compete and highest score will win some money

## Winnings Breakdown

|                                      |         |
|--------------------------------------|---------|
| 1st Place                            | \$500   |
| 2nd Place                            | \$250   |
| 3rd Place                            | \$175   |
| 4th Place                            | \$150   |
| 5th Place                            | \$125   |
| 6th Place                            | \$100   |
|                                      |         |
| Total to Playoff Teams               | \$1,300 |
|                                      |         |
| Toilet Bowl                          | \$40    |
| Highest Weekly Score - \$15 per week | \$210   |
| Week 17 Free-For-All                 | \$80    |
|                                      |         |
| Total Winnings                       | \$1,630 |

## Deep Creek Weekend

- The top choices for DC Weekend are the 3<sup>rd</sup> or 4<sup>th</sup> weekend in August. If there isn't a weekend that will work for everyone, then we go with the weekend that will have the highest attendance.