



The Kings of Fantasy League was made to try and promote all members to pursue the taste of victory and get to hoist the trophy at the end of the season. Unconventional league rules keep the league interesting which makes everyone want to play out the entire season. This league is a keeper league with a twist. From year to year you can choose to keep 0-2 players. But keeping those players mean's a loss of a round in the draft. So more strategy comes into play with deciding to keep a player or draft a new one. This is also a money league to make sure everyone is serious and will have several ways to win it back. Trades are wide open! This means the league will not vote on any trades. If you have dirt on someone and need to trade a crappy player for a great player and they accept that trade, then more power to you. There is a trade deadline to keep teams from bailing at the end of the season. The rules are set and will not change from year to year so there will be consistency. Joining this league is 5 year commitment. If you absolutely have to leave the league you are in charge of finding your replacement and they will inherit your team.

## The Trophy

We have a trophy for the winner that will be passed around year to year. If as a league we decide to get a last place trophy then we will come up with something.



Any rule changes for the league will be highlighted in yellow.

## Type of scoring

## Trade deadline

## Draft Pick Trades

## Plays Offs

Head To Head

Four weeks prior to the playoffs. So the last day teams can trade is on week 10 Up until midnight on Monday. Tuesday morning of week 11 no trades will be allowed. A exact date will be determined on draft day.

Yes, Must be given to a commissioner to document for the following years draft.

6 teams two week play off. Week 14,15 & 16

### 6-team playoffs (12+ team leagues)

The top 6 teams in the league standings after the last week of the Fantasy regular season qualify for a 3-week postseason tournament to determine a league champion.

The next 6 teams in the standings qualify for a consolation bracket to determine 7th through 12th place. The season is over for everyone else.

- **Teams** - 6 championship, 6 consolation
- **Playoff Weeks** - 2 options:
  - Weeks 14, 15, and 16
  - Weeks 15, 16, and 17

First week	
<b>Playoff Bye Weeks (No Game)</b>	#1 seed and #2 seed
<b>(P1) Playoff Match-Up #1</b>	#4 seed vs #5 seed
<b>(P2) Playoff Match-Up #2</b>	#3 seed vs #6 seed
<b>Consolation Bye Weeks (No Game)</b>	#7 seed and #8 seed
<b>(C1) Consolation Match-Up #1</b>	#10 seed vs #11 seed
<b>(C2) Consolation Match-Up #2</b>	#9 seed vs #12 seed

Second week	
<b>(P3) Playoff Match-Up #3</b>	#1 seed vs Winner (P1)
<b>(P4) Playoff Match-Up #4</b>	#2 seed vs Winner (P2)
<b>(C3) Consolation Match-Up #1</b>	#7 seed vs Winner (C1)
<b>(C4) Consolation Match-Up #2</b>	#8 seed vs Winner (C2)
<b>5th Place Match-Up</b>	Loser (P1) vs Loser (P2)
<b>11th Place Match-Up</b>	Loser (C1) vs Loser (C2)

Third week	
<b>Championship Match-Up</b>	Winner (P3) vs Winner (P4)
<b>3rd Place Match-Up</b>	Loser (P3) vs Loser (P4)
<b>7th Place Match-Up</b>	Winner (C3) vs Winner (C4)
<b>9th Place Match-Up</b>	Loser (C3) vs Loser (C4)

## Draft Order

We will do an offline draft with everyone present. We will use the draft software Live Draft. The draft order goes by the place you finished in the previous year. For the first year we will draw numbers out of a hat. The Order of the draft is to keep those teams that do not make it in to the playoffs interested by enticing them with earlier draft picks as seen in the order below.

1 <sup>st</sup> Pick	7 <sup>th</sup> Place previous year
2 <sup>nd</sup> Pick	8 <sup>th</sup> Place previous year
3 <sup>rd</sup> Pick	9 <sup>th</sup> Place previous year
4 <sup>th</sup> Pick	10 <sup>th</sup> Place previous year
5 <sup>th</sup> Pick	11 <sup>th</sup> Place previous year
6 <sup>th</sup> Pick	12 <sup>th</sup> Place previous year
7 <sup>th</sup> Pick	6 <sup>th</sup> Place previous year
8 <sup>th</sup> Pick	5 <sup>th</sup> Place previous year
9 <sup>th</sup> Pick	4 <sup>th</sup> Place previous year
10 <sup>th</sup> Pick	3 <sup>rd</sup> Place previous year
11 <sup>th</sup> Pick	2 <sup>nd</sup> Place previous year
12 <sup>th</sup> Pick	1 <sup>st</sup> Place previous year

## Type of scoring

We use fractions to help prevent ties. Should there be a tie we will break it by whoever had the highest points total coming in to the match up.

## Team Roster Positions

QB	1
WR	2
RB	1
TE	1
Flex WR, RB, TE	1
Kicker	1
Defense / Special Teams	1
Bench	5
IR	1

## Scoring

<b>Passing</b>	
Passing touchdowns	4
Interceptions	-2
Completions	1
Incomplete Passes	-0.5
Sacks	-0.5
Passing Yards	30yards=1
Pick 6 throw	-2
40 yard completion	1
40 yard passing	2

touchdown	
<b><u>Rushing</u></b>	
Rushing Touchdown	6
Rushing Yards	10 yards=1
20 yard Run Was 40	1
40 yard rushing	2
touchdown	
<b><u>Receiving</u></b>	
Receiving Touchdown	6
Receptions	1
Receptions Yards	10 yards=1
40 yard reception	1
40 yard touch down	2
<b><u>Kick &amp; Punt returning</u></b>	
Return Touchdowns	6
Return Yards	30 yards=1
<b><u>Miscellaneous</u></b>	
2 point conversions	2
Fumbles lost	-2
Offensive fumble return	6
<b><u>Kickers</u></b>	
Field Goal 0-19	2
Field Goal 20-29	3
Field Goal 30-39	4
Field Goal 40-49	5
Field Goal 50+	6
Point After	1
Missed Point After	-1
Missed Field Goal Under 40 yards	-1
<b><u>Defense/ Special Teams</u></b>	
Points Allowed 0	10
Points Allowed 1-6	7
Points Allowed 7-13	4
Points Allowed 14-20	2
Points Allowed 21-27	1
Points Allowed 28-34	0
Points Allowed 35+	-2
Sack	1
Interception	2
Fumble Recovery	2
Touchdown	6
Safety	2
Block Kick	2
Kickoff and Punt return	6
Touchdowns	
Tackle For loss	1
Defensive Yards Allowed 0-99	2

## **BONUS OFFENSE**

### **Passing**

Passing Yards 300=1

Passing Yards 400=2

### **Rushing**

Rushing Yards 100=1

Rushing Yards 200=2

### **Receiving**

Receptions Yards 100=1

Receptions Yards 200=2

## **League Dues & Payouts**

Each team must have paid their \$100 entry before the draft starts. The payout of the league goes as follows.

1<sup>st</sup> \$400

2<sup>nd</sup> \$300

3<sup>rd</sup> \$200

4<sup>th</sup> \$100

Winner of the end of year league pickem \$100

\$100 goes to the championship ring

## **League Pickem**

League Pickem is a feature on yahoo fantasy football that allows you to pick who will win each game between the team owners in our league. The person who picks the most wins will be the league pickem champion at the end of the year and will be awarded \$100. You can choose to make all your picks for the entire season at the beginning of the year or you can look at weekly matchups and pick week to week who is going to win. Should there be a tie in the league pickem at the end of the year. A punt, Pass, kick will be the tie breaker.

## **Waiver Wire**

The waiver period will start Thursday night at the beginning of the game and end Monday at 11:59pm after the Monday night game. This means you must have priority to pick up anyone during those days. Wednesday and Tuesday-Thursday you can pick up players at will until the Thursday night game starts. Waiver priority will go to the team that has picked up the least amount of players.

## **Additional Rules**

Should an owner leave a player in that is on a bye week by accident that is fine. If an owner purposely takes out players for any reason. The commissioners will be allowed to place the highest rated player on their bench in to the open position.

Should there be an issue come up regarding the rules listed above the two parties in question will not get a vote. The league will vote if a rule has been broken. Everyone eligible must vote!