

## **2019 GMRRFFA League Rules**

### **Dues & Payouts:**

For all 14 teams, dues to participate are \$100, and the deadline to submit dues is at the conclusion of Week 2. All parties can paypal me at danreilly712@gmail; or via check or cash. Those who do not pay dues by the conclusion of Week 2 will have their free agent budgets frozen beginning Week 3, and rosters locked beginning Week 5.

First place will receive \$800 (or 57%); second place will receive \$200 (or 14%), third place will receive \$125 (9%); and, fourth place will receive \$75 (5%). Additionally, both division winners will receive \$100 as a bonus for their successful regular seasons.

### **Draft:**

Drafts will be auction style, and each team will have a \$300 budget for the draft. Beginning in the 2018 season, keepers' salaries as well as potential trades from previous seasons will count against the \$300 draft budget for each team. Additionally, contingent upon owners' schedules, the draft will be scheduled as close to the third pre-season game of the season as feasible.

### **Roster Size:**

Beginning in 2019, each team will have 16 active roster positions and one Injured Reserve spot, including 9 starters (1 QB, 2 RB, 2 WR, 1 TE, 1 Flex, 1 D/ST, 1 Kicker) and 7 bench positions. Each team can have up to 2 QBs, 6 RBs, 6 WRs, 3 TEs and 2 D/STs on its roster at any given time (not including the IR spot).

### **Playoffs:**

Playoffs will be the top 8 teams - including 2 division winners receiving top two seeds (no byes), and remaining 6 spots decided by Win/Loss records, including all tie-breakers for receiving a playoff spot in case of a tie. Beginning in 2017, playoffs will occur Weeks 14-16 following a 13 week regular season. In the unlikely scenario that two opponents tie, the winner will be determined by the highest performing individual player from either team.

In addition, beginning with the 2019 season, the previous season's champion can determine ONE team to be placed in the opposite division for the upcoming season.

### **Tiebreakers:**

If two teams finish tied at the conclusion of the regular season, the determining tie-breakers will be head-to-head records, followed by total points for, intra-division record, and total points against (in that order). If two teams are still tied, a coin flip by the commissioner will be the final determination. In all other instances in which multiple teams finish tied, regular season Total Points For will be the ultimate tiebreaker.

### **Acquisition of Free Agents:**

In place of a traditional waiver wire, free agent player acquisitions will be made each week at 12:00 PM Wednesday, Thursday, Friday, Saturday and Sunday and each eligible player (both free agents and recently dropped players) will go to the team with the highest bidder. Minimum bids for acquisitions start at \$0, and each team has a \$300 free agent acquisition budget for the year. There are no limits on the number of free agent acquisitions. In case multiple teams bid the exact highest bid, the winner will go to the team with the highest waiver priority, or the inverse order of the league's standings (i.e. the worst team).

### **Trades:**

There are unlimited trades in the league and the league deadline is December 1st. Each trade will have a one-day review process, and 10 teams must oppose a specific trade for that trade to be vetoed. Beginning in 2019, offseason trading will be permitted, beginning at 12:00 pm Eastern Time on May 1<sup>st</sup> through the Keeper submission deadline. All league rules apply except for *the prohibition of trading future draft dollars*. Since the ESPN system will not be live during the offseason, trades must be emailed to and agreed to via email to the commissioner by the trade deadline, and then communicated by the commissioner to the league. The commissioner will manually adjust rosters prior to the beginning of the season to reflect any trades.

Owners can trade for/away the following year's auction draft dollars of FAAB budgets for players (see rules as agreed upon below).

- **Trades With Future Draft Dollars:**

For any trades involving future draft dollars, both owners must confirm future draft dollars are being traded via email to the commissioner. Subsequently, regardless of players or draft dollars being included, the commissioner will send a league-wide email highlighting the deal, and traditional league veto voting procedures are followed via email to the commissioner (24 hour review plus 10-vote veto needed).

In addition, both owners in the trade are automatically confirming their participation in the following season. Any seller who wins money in the league will first be paying the following season's league dues before receiving any prize money. For example, if they won the championship, the commissioner would withhold \$100 of the \$800 to ensure that owner's dues are paid the following season.

For every trade above \$5, a \$1 tax will first be collected in increments of 5, meaning a \$7 trade (or \$10 trade) would include \$2 in taxes, a \$12 trade (or \$15 trade) would include \$3 in taxes, etc. No trade involving \$5 or less will be taxed.

There is no cap on the minimum future draft balance for any team, but all teams must have \$225 or more for the following season's draft by the end of the in-season trade deadline.

The commissioner will be responsible for providing owners with updates surrounding any and all future draft dollars by team as well as the league tax throughout the course of the season

- **Trades With Free Agent Auction Budgets:**

Beginning in 2019, owners will be allowed to trade upcoming/in-season FAAB dollars. All other aspects of said trades will fall under the "Trades With Future Draft Dollars" section, including league tax and funds dedicated to the LB6 bracket and *future draft dollars*.

### **Loser Bracket Tax Benefit (LB6 Tournament):**

All tax dollars collected via trades involving future draft dollars and FAAB budgets throughout the season will be awarded to the winner and runner-up of the Consolation Ladder Losers Bracket (LB6), specifically Game C7 of Round 3, for the following year's auction draft.

At the conclusion of the regular season, the six teams that do not advance to the playoffs will participate in the Losers Bracket 6 tournament. The first place team will receive 75% of taxes collected while the second place team will receive 25%. Any additional dollars that can not be properly split between the two teams will be rewarded to the winner.

In Week 14, all six teams will face off and the top four performances will advance to a semi-final tournament which will be properly re-seeded ahead of Week 15.

**Keepers:**

Each team will be eligible to keep 3 players per year, and, beginning in 2019, cost for keeping said player will be either that player's draft price or FAAB waiver claim price, whichever is greater. Keeper costs will accelerate by \$10 per season for the duration of the three-year keeper period. Additionally, beginning in 2019, players can only be kept for two successive seasons, regardless of which team owns his rights. For example, if Player A is drafted in Year 1, kept in Year 2 and subsequently traded by the original owner, the new owner will only be eligible to keep said player for Year 3. For the purpose of clarification, the keeper language is applicable for all players *moving forward*. If an owner acquire a player for keeper purposes under previous league rules, that player is eligible for keeper status for two subsequent seasons (though if traded, the new owner does not reset keeper rights).

Players eligible for keeper status - via draft, trade, or waiver wire acquisition - MUST BE ON YOUR ROSTER at the beginning for Week 13 (the final week of the league's regular season) through the duration of the post-season.

In accordance with our rules, the Keeper deadline is two weeks before the scheduled draft ahead of the upcoming season.

**ESPN Do Not Drop List:**

In accordance with the League's 2017 vote, the league will not honor the ESPN "Do Not Cut"/Undroppable list.\*

**League Changes:**

At the conclusion of each season, owners can submit potential league rule change proposals to the commissioner, who will put forward changes for a league-wide vote. For any proposal to be adopted, 8 owners must vote in the affirmative, or current rules will remain applicable.

## 2019 GMRRFFA Scoring Rules

### **Passing:**

.2 point - every 5 yards*
6 points - TD Pass
-2 points - Interception Thrown
2 points - 2 point Passing Conversion
2 points - 300-399 Yard passing game
4 points - 400+ yard passing game

### **Rushing:**

.1 point - 1 yard rushed
6 points - Rushing Touchdown
2 points - 2 point Rushing Conversion
2 points - 100-199 yard rushing game
4 points - 200+ yard rushing game

### **Receiving:**

.1 point - 1 yard recieved
1 point - Reception
6 points - Receiving Touchdown
2 points - 2 point Receiving Conversion
2 points - 100-199 yard receiving game
4 points - 200+ yard receiving game

### **Miscellaneous:**

6 points - Fumble Recoved for TD
-2 points - Fumble Lost

### **Kicking:**

1 point - PAT made
-1 point - PAT missed

3 points - FG -39 yards
4 points - FG-40-49 yards
5 points - FG 50+ yards
-3 points - FG 0-39 yards missed

**Defense/Special Teams:**

1 point - every 25 kickoff return yards
1 point - every 25 punt return yards
1 point - every sack
6 points - INT returned for TD
6 points - Fumble returned for TD
6 points - Kickoff returned for TD
6 points - Punt return for TD
6 points - Blocked FG/Punt returned for TD
2 points - blocked punt, PAT, FG
2 points - Each INT
2 points - Each Fumble Recovered
2 points - Each safety
15 points - 0 points allowed
12 points - 1-6 points allowed
10 points - 7-13 points allowed
5 points - 14-17 points allowed
2 points - 18-21 points allowed
-5 points - 28-34 points allowed
-10 points - 35-45 points allowed
-15 points - 46+ points allowed
5 points - less than 100 total yards allowed
-5 points - 400+yards allowed
2 points - Defensive 2 point conversion*
1 point - 1 point safety