

Established 1998

# OWNFL Fantasy Football League Rule Book

The Commish

Created: 12/17/2009  
Last Updated: 1/6/2010

## TABLE OF CONTENTS

General Information .....	4
League Overview .....	4
Divisions.....	4
Entry Fee.....	4
Prize Distribution .....	4
Scheduling .....	4
Draft Information .....	6
Draft Order .....	6
Draft Rules .....	6
Lineups .....	7
Rosters.....	7
Multiple Position Designations.....	7
Incorrect Position Designations.....	7
Setting Your Lineup .....	7
Fines for Inactivity .....	7
Scoring.....	9
Scoring System .....	9
Offensive Scoring.....	9
Kicker Scoring .....	9
Defensive Scoring .....	9
Tie Breakers .....	10
Trades and Free Agency .....	11
Trades .....	11
Collusion .....	11
Trade Deadline .....	11

Waiver Wire.....	11
Waiver Period.....	11
Waiver Budget.....	11
Waiver Priority.....	12
Free Agency.....	12
Standings.....	13
OWNFL Champion.....	13
Championship Tiebreakers.....	13
Two Team Tiebreaker.....	13
Three or More Team Tiebreaker.....	13
Final Standings.....	13
Divisional Standings.....	14
Promotion/Relegation.....	14
Divisional Tiebreakers.....	14
Champion of Champions.....	14
Other.....	16
Oddball.....	16
Awards.....	16
All-Star Teams.....	16
Records.....	16
Rivalries.....	17
Power Index.....	17
Luck.....	17
Rule Changes.....	18

## GENERAL INFORMATION

### LEAGUE OVERVIEW

The OWNFL is a fantasy football league consisting of 12 teams which play 17 head to head matchups each season to determine the OWNFL champion.

### DIVISIONS

The OWNFL consists of 3 Divisions consisting of 4 teams each:

- The Champions Division (Green)
- Division One (Yellow)
- Division Two (Pink)

### ENTRY FEE

The annual entry fee is \$100. League dues are required to be paid in full on draft day.

### PRIZE DISTRIBUTION

The OWNFL pays out league dues at 100%. The distribution of prize money is as follows:

- \$300 for 1st Place
- \$200 for 2nd Place
- \$100 for 3rd Place
- \$100 for the Team with the Most Total Points at the end of the season
- \$100 for the Team with the Highest Power Index at the end of the season
- \$10 per week for Team High Score (\$170)
- \$10 per week for Individual High Score (\$170)
- \$20 for winning your Division championship (\$60)

### SCHEDULING

Head to head scheduling is done by the Commish. Scheduling rules are as follows:

- Week 1 – Rivalry Week
- Week 2 – Rivalry Week
- Weeks 3-5 – Divisional Matchups
- Weeks 6-13 – Interdivisional Matchups
- Weeks 14-16 - Divisional Matchups
- Week 17 – Rivalry Week

Teams will not always play a rival during Rivalry Week. The Commish makes every effort to schedule 2 games a season with each team's rival

## DRAFT INFORMATION

### DRAFT ORDER

The draft order is determined in reverse order of the previous year's final standings. Therefore the owner who finishes 12<sup>th</sup> decides what draft position they would like to pick from (1-12). The previous year's champion is last in determining draft order and therefore takes the remaining draft position after all other owners have made their decision

### DRAFT RULES

The draft consists of 18 rounds. Standard snake format

Owners are not limited to drafting a minimum or maximum at any position

All attempts will be made to have every owner available to do a live draft. If an owner is not available to attend a live draft, they may draft remotely but must send a proxy to the live draft to make their picks

Each pick must be made within 2 minutes during a live draft. Owners are granted five (5) one minute extensions for the entire draft to use as needed. If an owner does not pick within his designated time limit, they risk forfeiting their pick that round

After the completion of the draft all undrafted players are placed on waivers at a period designated by The Commish. Rules governing picking up these undrafted players follow standard waiver wire rules. As a general rule, The Commish will wait until the final week of the preseason before releasing undrafted players to the waiver wire. Owners should have at least two days of free agency after players come off waivers and before the start of the first game in Week 1.

## LINEUPS

### ROSTERS

Each roster will consist of 18 players, 11 starters and 7 bench players at the following positions:

- Quarterback - 1
- Running Back - 1
- Wide Receiver – 2
- Offensive Flex – 2
- Tight End – 1
- Kicker – 1
- Defensive Flex – 3
- Bench – 7

The Offensive Flex position can be a Running Back (RB), Wide Receiver (WR), or Tight End (TE). The Defensive Flex position can be a Defensive Lineman (DL), Linebacker (LB) or Defensive Back (DB).

A roster can consist of less than 18 players if you choose to drop a player without adding another. A roster can never exceed the 18 player limit.

### MULTIPLE POSITION DESIGNATIONS

At times, Yahoo! May list a player with multiple position designations. In this instance, an owner may start that player at either of those positions even if they do not play those positions in real life.

### INCORRECT POSITION DESIGNATIONS

At times, Yahoo! May list a player with an incorrect position designation. In this instance, an owner may start that player at the position designated by Yahoo! An owner is not allowed to start that player at a position not designated by Yahoo! Regardless of that player's position in real life.

### SETTING YOUR LINEUP

Each owner must set their lineup 15 minutes before kickoff or as required by Yahoo!

### FINES FOR INACTIVITY

A \$20 fine will be assessed each week an owner fails to set his lineup and starts a player in one of the following situations:

- A player on bye
- A player listed as Out (O) on the injury report
- A player listed as Questionable (Q) or Doubtful (D) and is not a game time decision (e.g. does not travel with the team)
- A player who has been placed on the Injured Reserve (IR) or Physically Unable to Perform (PUP) list

Fines will not be assessed for the following scenarios:

- A player who is a game time decision and declared inactive prior to the start of the game
- A player who injures himself during pregame and does not play
- A player who is active but is benched or does not play during the game

Fines will be deducted from winnings at the end of the season or added on to entry fees at the following year's draft. These fines will be distributed between the hosts of each drafting site to spend on snacks and drinks. Failure to pay league fines is the same as failing to pay league dues and may result in expulsion from the league

## SCORING

### SCORING SYSTEM

Players can be credited for points from any category regardless of position.

#### OFFENSIVE SCORING

Offensive scoring categories and points:

Passing Yards	30 yards per point
Passing Touchdowns	6
Interceptions	-3
Rushing Yards	15 yards per point
Rushing Touchdowns	6
Reception Yards	15 yards per point
Reception Touchdowns	6
Return Yards	50 yards per point
Return Touchdowns	6
2-Point Conversions	2
Fumbles Lost	-3
Offensive Fumble Return TD	6

#### KICKER SCORING

Kicker scoring categories and points:

Field Goals 0-19 Yards	3
Field Goals 20-29 Yards	3
Field Goals 30-39 Yards	3
Field Goals 40-49 Yards	3
Field Goals 50+ Yards	4
Point After Attempt Made	1
Point After Attempt Missed	-1

#### DEFENSIVE SCORING

Defensive scoring categories and points:

Tackle Solo	1
Sack	4
Interception	4
Fumble Force	3
Fumble Recovery	3
Defensive Touchdown	6
Safety	2

Pass Defended	1
Block Kick	5

## TIE BREAKERS

There are no ties in the OWNFL. If two teams have the same amount of points after all games have been played, the following tiebreakers are used to determine the winner of a game:

1. Total Touchdowns (Offensive, Defensive and Special Teams)
2. Kicker Points
3. Defensive Points (Sum of points from all 3 Defensive Flex players)
4. Tight End Points
5. Coin Flip

## TRADES AND FREE AGENCY

### TRADES

Trades are allowed and highly encouraged in the OWNFL. Trades do not require approval by the other league owners nor The Commish and are executed immediately.

### COLLUSION

The Commish reserves the right to reverse a trade if an obvious act of collusion occurs.

### TRADE DEADLINE

Trades are allowed up until the day of the trade deadline as designated in Yahoo! After this date, no trades can occur between teams.

### WAIVER WIRE

#### WAIVER PERIOD

A player is placed on waivers for 2 days after they are dropped from a roster. If a player is scheduled to come off of waivers during the weekly waiver lockout period, they will not come off of waivers until the weekly waiver period is over.

#### POST DRAFT WAIVER PERIOD

After the completion of the draft all undrafted players are placed on waivers at a period designated by The Commish. Rules governing picking up these undrafted players follow standard waiver wire rules. As a general rule, The Commish will wait until the final week of the preseason before releasing undrafted players to the waiver wire. Owners should have at least two days of free agency after players come off waivers and before the start of the first game in Week 1.

#### WEEKLY WAIVERS PERIOD

In order to give each owner a fair chance to bid on a player on waivers, all unowned players will be placed on waivers at 10:00am PT each Sunday with the claim period ending at 11:59pm PT on Tuesday

#### WAIVER BUDGET

Owners are granted one hundred waiver wire dollars to spend throughout the season on waiver acquisitions. Waivers are processed and granted via blind bid, therefore whichever owner bids the highest amount for a player will get the player for that price.

Owners cannot bid on player on waivers for more waiver wire dollars than they have. If an owner does not have enough waiver wire dollars to pay for their waiver claim, that claim will be cancelled. If an owner exceeds the roster limit or creates an invalid transaction in any way with his waiver claim, that claim will be cancelled.

Owners only have one hundred waiver wire dollars to spend over the course of the entire season. Waiver wire dollars cannot be carried over or traded between owners. Once an owner has exhausted his waiver wire dollar budget, that owner can no longer bid on players on the waiver wire.

If two owners bid the same amount for a player on the waiver wire, the owner with the higher waiver priority will be granted the player at that amount. See the Waiver Priority section for additional details.

---

## WAIVER PRIORITY

If more than one manager claims the same player, the team that's highest on the waiver priority list gets the player.

The waiver priority list is initially set based on the reverse of the draft order. Each time an owner adds a player via the waiver process they are moved to the bottom of the waiver priority list. Therefore the team with the lowest waiver priority is always the team that completed the last successful waiver claim. This rolling list is in effect the entire season and does not reset at any point.

## FREE AGENCY

All unowned players who have cleared waivers are free agents and are available on a first-come first-serve basis to any team in the league. Free agents do not cost waiver wire dollars nor do they affect waiver wire priority.

## STANDINGS

### OWNFL CHAMPION

The OWNFL Champion is the owner of the team with the best record at the end of the OWNFL season. There can be only one OWNFL Champion. If two or more teams are tied with the same record at the end of the season, a tiebreaker will be used to determine the champion.

### CHAMPIONSHIP TIEBREAKERS

#### TWO TEAM TIEBREAKER

In the event that 2 teams are tied with the same record at the end of the season the following tiebreakers will be used to determine an OWNFL champion:

1. Head to Head Record
2. Total Fantasy Points
3. Power Index Rating
4. Total Fantasy Points Against
5. Coin Flip

#### THREE OR MORE TEAM TIEBREAKER

In the event that 3 teams or more are tied with the same record at the end of the season the following tiebreakers will be used to determine an OWNFL champion:

1. Head to Head Sweep (Applicable only if one team has defeated each of the others or if one team has lost to each of the others.)
2. Total Fantasy Points
3. Power Index Rating
4. Total Fantasy Points Against
5. Coin Flip

Note: If two clubs remain tied after third or other teams are eliminated, tie breaker reverts to step 1 of two team tiebreaker.

### FINAL STANDINGS

Final standings for all other teams are determined by the following criteria:

1. Final Record
2. Total Fantasy Points
3. Total Fantasy Points Against
4. Coin Flip

Note: This does not apply to teams finishing with the same record as the OWNFL Champion. Final Standings for the OWNFL Champion and teams with the same record as the OWNFL Champion are determined by the Championship Tiebreaker rules.

## DIVISIONAL STANDINGS

### PROMOTION/RELEGATION

At the end of the season, the team with the best record in the Yellow and Pink Divisions will be promoted to the Green and Yellow Divisions respectively. At the start of the following year they will be ranked 4<sup>th</sup> in their new division.

At the end of the season, the team with the worst record in the Green and Yellow Divisions will be relegated to the Yellow and Pink Divisions respectively. At the start of the following year they will be ranked 1st in their new division.

If two or more teams are tied with either the best or worst record in their division, divisional tiebreakers will be used to determine which team is promoted/relegated.

### DIVISIONAL TIEBREAKERS

In the event that two or more teams are tied with the same record and are eligible for promotion/relegation, the following tiebreakers shall be used:

1. Head to Head Record
2. Divisional Record
3. Total Fantasy Points
4. Total Fantasy Points Against
5. Coin Flip

Note: Tiebreakers are the same whether two, three or four teams are tied because divisional teams will have played each other an equal number of times.

## CHAMPION OF CHAMPIONS

The team that finishes first in the Green Division is declared the Champion of Champions. If two or more teams finish with the same record, divisional tiebreakers apply.

## OTHER

### ODDBALL

The Oddball is a mysterious object bestowed upon owner Zac Randles in the first week of 2008. An owner keeps the oddball as long as he wins against his opponent that week, otherwise ownership of the oddball transfer to the challenger.

### AWARDS

At the end of the season, owners vote on the following award categories:

- OWNFL Most Valuable Player (MVP)
- OWNFL Rookie of the Year (ROY)
- OWNFL Owner of the Year (OOY)
- OWNFL Game of the Year
- OWNFL Upset of the Year
- OWNFL Most Pathetic Performance (NoMoss=LossBallZ Award)
- OWNFL Breakout Player of the Year
- OWNFL Comeback Player of the Year
- OWNFL Bust of the Year
- OWNFL Offensive Player of the Year
- OWNFL Defensive Player of the Year

In the event of a tie, owners who did not vote for the leading vote-getters must re-vote for one of these nominees. If a tie still exists after all owners vote then multiple awards are granted in that category.

### ALL-STAR TEAMS

The OWNFL All-Stars are determined by total fantasy points scored during the season. Each All-Star team is made up of 11 players at the starting positions on an OWNFL roster. Currently there are two All-Star teams: A first team and a second team.

If two or more players are tied for an All-Star position, the player with the highest fantasy point per game average is awarded the position. Additional tiebreakers are total TDs followed by a coin flip.

### RECORDS

The OWNFL tracks single game and single season team records as well as single game player records. It is an owner's responsibility to make sure OWNFL records are updated accurately. If a record is not updated correctly and there is no proof to back up a claim, a change cannot be made to the records page.

## RIVALRIES

Rivalries are an important part of the OWNFL fantasy football league. Owners involved in rivalries play for rivalry trophies whenever they face each other. The winner keeps the rivalry trophy until the next rivalry game is played.

## POWER INDEX

The Power Index Rating is a measure of how a team would have done if they had played each of the other teams in the league that week. Based on points scored, a team can either win, lose or tie each of the other teams in the OWNFL on a weekly basis (Tiebreakers are not used when calculating Power Index). The formula for a team's weekly Power Index Rating is:

$$(\text{Wins} + (\text{Ties} * .5)) / (\text{Wins} + \text{Losses} + \text{Ties}) * 100$$

Therefore the team scoring the highest amount of points would have a Power Index Rating of 100 while the lowest scoring team would have a Power Index Rating of 0.

To calculate a team's season Power Index Rating, the weekly Power Index Ratings are averaged.

## LUCK

Luck in the OWNFL is defined as a team's actual performance compared to their expected performance. This is calculated using the following formula:

$$\text{Season Win Percentage} - \text{Season Power Index}$$

Teams with a positive luck rating are considered lucky while teams with a negative luck rating are considered unlucky.

## RULE CHANGES

Rule changes in the OWNFL may be made with or without the consent of the other owners in the OWNFL by The Commish. All owners must be notified of any rule changes prior to draft day. **No changes can be made to any OWNFL rules after draft day until the end of the OWNFL season.**

In cases where the current OWNFL rules are unclear or not defined, The Commish shall make a ruling to clarify such a situation. This ruling is final.