



**FANTASY FOOTBALL**  
**2009 OFFICIAL RULES**



## UNITED FOOTBALL LEAGUE

**Official Website:** <http://www.uflfootball.net>

**Commissioner:** Gabriel Porrovecchio

**President:** Carlos Quintana

**Rules Committee:** Carlos Quintana (Buffalo Bills)  
Patrick Teoli (Denver Broncos)  
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## Rule Changes for 2009

Changed or altered items are identified in the rules by a shaded background, unless the change results in the deletion of the entire segment containing the change. The following is a list of rule changes in effect for this season:

- Rule 2, Section 3, Article 1;
- Rule 3, Section 1, Article 2;
- Rule 3, Section 2, Article 1;
- Rule 4, Section 1, Article 2;
- Rule 6, Section 3, Article 1;

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# **RULE 1**

## **League Officials**

### **SECTION 1. Jurisdictions and Duties of the Commissioner**

ARTICLE 1. The decisions of the Commissioner are final and indisputable. The Commissioner has the power to rule on all aspects of the league, including but not limited to:

- a. Coordinating and managing the league's daily operations;
- b. Interpreting and enforcing the rules;
- c. Resolving disputes;
- d. Cancelling unfair or illegal player trades;
- e. Overruling proposals or modifications deemed not in the best interests of the league.

### **SECTION 2. Jurisdictions and Duties of the President**

ARTICLE 1. The President acts as a consultant and an assistant to the Commissioner when rule changes are proposed, new ideas are suggested or trades are reviewed. He also has the duty of presiding over the Rules Committee. If appointed as a replacement to the Commissioner, the President will have final authority in all aspects of the league.

### **SECTION 3. Rules Committee**

ARTICLE 1. Members of the Rules Committee discuss rules, review trades, make suggestions and bring new ideas for the sole purpose of improving the league. They report to the President who, in turn, will consult with the Commissioner.

NOTE: In the event a trade is deemed to be collusive or lopsided, only members of the Rules Committee who are not involved with the transaction can take part to the review.

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# **RULE 2**

## **League Overview**

### **SECTION 1. Setup**

ARTICLE 1. The United Football League (UFL) is a head-to-head league. Each club plays in a weekly matchup against an opponent to determine which can compile the best statistics across a number of different categories.

The UFL is a dynasty league. Therefore, clubs begin each season with a core of players from the previous year given that they are signed to multi-year contracts. The UFL selects its players from all 32 National Football League teams.

ARTICLE 2. Twelve (12) franchises are divided in three divisions of four teams and compete for the Supreme Bowl Championship and the Phil Wong Cup. The divisions are to remain the same until a majority of participants requests a change. The divisions are as follows:

- a. Eastern – Buffalo, New York, Oakland, Tampa Bay;
- b. Central – Cincinnati, Minnesota, Philadelphia, Washington;
- c. Western – Dallas, Denver, Miami, New England.

### **SECTION 2. Annual Entry Fees**

ARTICLE 1. The entry fees are \$50 per franchise. The fees include registration, website, stats service, domain name, trophy maintenance, t-shirt (and possibly other gifts) for the Champion and food on draft day. League fee payments are due at the UFL Draft Meeting.

ARTICLE 2. Changing a franchise nickname will cost a participant an extra \$30 for the year. This supplement will be paid to the Commissioner (and will not be included in the prize money) for the additional work the “relocation” generates.

### **SECTION 3. Prize Money**

ARTICLE 1. The Supreme Bowl champion shall receive \$300 in cash award while the Supreme Bowl finalist receives \$100. These amounts are subject to change based on the costs of website, stats service, domain name, and trophy maintenance, t-shirt (and possibly other gifts) for the Champion and food on draft day.

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# **RULE 3**

## **Scoring System**

### **SECTION 1. Offensive and Defensive Scoring**

ARTICLE 1. Offensive statistical categories and scoring values:

Passing touchdown.....	4 points
Passing two-point conversion.....	2 points
Rushing touchdown.....	6 points
Rushing two-point conversion.....	2 points
Receiving touchdown.....	6 points
Receiving two-point conversion.....	2 points
Field goal.....	3 points
Extra point.....	1 point
Total yards (passing, rushing, receiving).....	Team with highest total yardage is awarded 6 points for each 100-yard increment.

ARTICLE 2. Defensive statistical categories and scoring values:

Touchdown.....	6 points
Safety.....	2 points
Interception.....	-2 points for opponent
Fumble recovery.....	-2 points for opponent
Quarterback sack.....	-1 point for opponent
Defensive yards allowed.....	Team with lowest yards allowed subtracts 3 points from opponent's scoring offense for each 50-yard increment.

### **SECTION 2. Home-Field Advantage**

ARTICLE 1. Home-field advantage values:

Regular season.....	-1 points for visiting team
Playoffs.....	-2 points for visiting team
Supreme Bowl.....	-3 points for visiting team (if receiving team is hosting Supreme Bowl).

### **SECTION 3. Scoring Corrections**

ARTICLE 1. It is inevitable that over the course of the season some scoring plays and player statistics are recorded incorrectly. This is why it is important for all participants to ensure all statistics are correct before the start of the following week's games. Teams seeking a correction to a previous week's game scoring will appeal no later than 6:00 PM (Eastern Time) on Fridays. The statistical source used by the Commissioner is NFL.com and always prevail in any dispute.

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# **RULE 4**

## **Tie-Breaking Procedures**

### **SECTION 1. Breaking a Tie in a Game**

ARTICLE 1. Overtime is necessary when one of the following situations occur:

- a. Two teams scored the same amount of points (zero and above).
- b. Two teams have a similar or different score below zero.
- c. One team scored zero point while the other has a score below zero.

ARTICLE 2. Situations and procedures:

Regular Season, Playoffs and Supreme Bowl..... Team with highest scoring kicker is awarded an additional 3-point field goal. If the opposing kickers scored the same amount of points, the game ends on a tie. In playoffs and Supreme Bowl games, the tie-breaking procedure is taken to the next step.

Regular Season, Playoffs and Supreme Bowl..... Team with highest touchdown total is awarded an additional 4-point touchdown to break the tie. If the two teams scored the same amount of touchdowns, the tie-breaking procedure is taken to the next step.

Regular Season, Playoffs and Supreme Bowl..... Team with the highest interception and fumble recovery total is awarded an additional 6-point touchdown to break the tie. If the two teams registered the same amount of takeaways, the tie-breaking procedure is taken to the next step.

Regular Season, Playoffs and Supreme Bowl..... Each team will select its best scoring substitute among the following positions: running back, wide receiver, and tight end. The two opposing players are thus added to the boxscore. Should the two teams remain even, the tie-breaking procedure continues in the following order: head-to-head record, total points scored, and coin flip.

### **SECTION 2. Breaking a Tie in Standings**

ARTICLE 1. To break a tie within a division:

- a. Two clubs:
  - (1) Head-to-head (best won-lost-tied percentage in games between the clubs).
  - (2) Best winning percentage in games played within the division.
  - (3) Best winning percentage in non-division games.
  - (4) Best differential in overall points.
  - (5) Best differential in points in head-to-head games.
  - (6) Most offensive and defensive touchdowns scored in regular season.
  - (7) Coin flip.

- b. Three or more clubs:

NOTE: If two clubs remain tied after third or more clubs are eliminated, the tie-breaker reverts to two-club format.

- (1) Head-to-head in games among the clubs (best won-lost-tied percentage in games between the clubs).
- (2) Best winning percentage in games played within the division.
- (3) Best winning percentage in non-division games.
- (4) Best differential in overall points.
- (5) Best differential in points in head-to-head games.
- (6) Most offensive and defensive touchdowns scored in regular season.
- (7) Coin flip.

ARTICLE 2. To break a tie for wild-card teams:

NOTE: If the tied clubs are from the same division, apply division tie-breaker. If the tied clubs are from different divisions, apply the following steps:

- a. Two clubs:
  - (1) Head-to-head in games among the clubs (if applicable).
  - (2) Best winning percentage in non-division games.
  - (3) Best differential in overall points.

- (4) Best differential in points in head-to-head games (if applicable).
- (5) Most offensive and defensive touchdowns scored in regular season.
- (6) Coin flip.

b. Three or more clubs:

NOTE: If two clubs remain tied after third or more clubs are eliminated, the tie-breaker reverts to two-club format.

- (1) Apply division tie-breaker to eliminate all but the highest ranked club in each division prior to proceeding to step two. The original seeding within a division upon application of the division tie breaker remains the same for all subsequent applications of the procedure that are necessary to identify the wild-card participants.
- (2) Head-to-head sweep. (Applicable only if one club has defeated each of the others or if one club has lost to each of the others.)
- (3) Best winning percentage in non-division games.
- (4) Best differential in overall points.
- (5) Best differential in points in head-to-head games (if applicable).
- (6) Most offensive and defensive touchdowns scored in regular season.
- (7) Coin flip.

NOTE: When the first wild-card team has been identified, the procedure is repeated to name the second wild-card, i.e., eliminate all but the highest-ranked club in each division prior to proceeding to step two and repeated a third time, if necessary, to identify the third wild-card. In situations where three or more teams from the same division are involved in the procedure, the original seeding of the teams remains the same for subsequent applications of the tie breaker if the top-ranked team in that division qualifies for a wild-card berth.

ARTICLE 3: Only one club advances to the playoffs in any tie-breaking step. Remaining tied clubs revert to the first step of the applicable division or wild-card tie breakers. As an example, if two clubs remain tied in any tie-breaker step after all other clubs have been eliminated, the procedure reverts to step one of the two-club format to determine the winner. When one club wins the tie-breaker, all other clubs reverts to step one of the applicable two-club or three-club format.

OTHER NOTES:

- In comparing division and non-division records, the best won-lost-tied percentage is the deciding factor since teams may have played an unequal number of games.
- To determine home-field priority among division titlists, apply wild-card tie-breakers.

- To determine home-field priority for wild-card qualifiers, apply division tie-breakers (if teams are from the same division) or wild-card tie-breakers (if teams are from different divisions).

ARTICLE 4. Tie-breaking procedure for the UFL Draft Meeting is as follows:

If two or more clubs are tied on the draft board, the procedure is determined according to standings, subject to the following exceptions:

- a. The Supreme Bowl winner is last and the Supreme Bowl loser is next-to-last.
- b. Toilet Bowl winner is first and the Toilet Bowl loser is second.

NOTE: If any ties cannot be broken by standings, the divisional or non-divisional tie-breakers, whichever is applicable, are applied. Any ties that still exist are broken by a coin flip.

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# **RULE 5**

## **Team Management**

### **SECTION 1. Maximum Player Payroll**

ARTICLE 1. Clubs shall not exceed a maximum payroll of \$50,000,000.

ARTICLE 2. The maximum player payroll for the team host to the previous year's Supreme Bowl is \$53,000,000 for the following season only.

### **SECTION 2. Roster**

ARTICLE 1. The roster consists of all players under contract eligible to play in regular-season, playoffs, and Supreme Bowl games. The minimum roster is 16 players and the maximum is 24 (all numbers excluding defense/special teams).

ARTICLE 2. Other roster restrictions:

	Minimum	Maximum
Quarterbacks.....	1	None
Running backs.....	0	None
Wide receivers.....	1	None
Tight ends.....	1	None
Placekickers.....	1	None
Defense/special team Units.....	1	2

ARTICLE 3. All clubs are required to meet roster restrictions by 6h00 PM (Eastern time) on each Friday before a Sunday game or by 6h00 PM (Eastern time) the day before any non-Sunday game. Any waiver claim, trade, or roster move done after the aforementioned deadlines will take effect the following week.

### **SECTION 3. Position Eligibility**

ARTICLE 1. During the off-season the Commissioner updates players' salaries, contracts and if necessary, listed positions heading into the new season. This includes rookies as well as veterans. The default position for a player will be what NFL.com designates as the player's official position. The listed positions are fixed and will not change for the duration of the season.

In the event a participant has a dispute concerning a player's position, he can request a position change with the following information: player's name, NFL team, and the new position. Two references must confirm that a player qualifies for a position other than the one he is listed for. One reference must at least include the NFL.com website or the player's official team website. If a ruling is made in favor of the player moving to another position, the GM can opt to change his position right away or leave the player at the old position for the entire season.

## **SECTION 4. Weekly Lineups**

ARTICLE 1. All starting lineups have to be submitted prior to the first NFL game of the week. In weeks when there are early games such as Kickoff Weekend, Thanksgiving Weekend and any other week when there is a game on either Thursday, Friday or Saturday, clubs can make lineup changes after the completion of the first game(s) of the week, provided the players didn't participate in the early matchups. Changes have to be completed before the start of the first Sunday games. All lineups become official on Sunday and no changes are to be made after that.

ARTICLE 2. Authorized lineup formations:

Shotgun.....	1 QB – 0 RB – 5 WR – 1 TE – 1 PK – 1 DF
Shotgun Twin TE.....	1 QB – 0 RB – 4 WR – 2 TE – 1 PK – 1 DF
Singleback.....	1 QB – 1 RB – 4 WR – 1 TE – 1 PK – 1 DF
Singleback Twin TE.....	1 QB – 1 RB – 3 WR – 2 TE – 1 PK – 1 DF
Pro Formation.....	1 QB – 2 RB – 3 WR – 1 TE – 1 PK – 1 DF
Pro Formation Twin TE.....	1 QB – 2 RB – 2 WR – 2 TE – 1 PK – 1 DF
Power Formation.....	1 QB – 3 RB – 2 WR – 1 TE – 1 PK – 1 DF
Power Formation Twin TE.....	1 QB – 3 RB – 1 WR – 2 TE – 1 PK – 1 DF

ARTICLE 3. All lineups have to be posted on the league's message board. If a club omits to submit a lineup, the Commissioner will use the previous week's formation.

## **SECTION 5. Franchise Player Designation**

ARTICLE 1. All clubs are allowed to retain exclusive negotiating rights on one free agent player already on their roster (defenses/special team units cannot be franchised). Clubs who decide to designate a franchise player are required to do so no later than July 31. No franchise player designation can be made after that deadline, except for the following situation:

- a. In the event a designated franchise player retires, suffers a career-ending injury or is otherwise unavailable due to non-football circumstances, clubs may designate another franchise player from the list of free agents who were on their team prior to the July 31 deadline.

ARTICLE 2. Other clubs may extend offers to a franchise player if they have a first-round draft choice, but the team owning his rights can equal the offer or accept a compensation. Clubs who decide not to equal an offer shall receive the other team's highest first-round draft choice for the current year, but may not use their newly-acquired compensation to bid on another franchise player.

ARTICLE 3. Franchise players will be given the minimum base salary equal to the average of the top five players at the position or a 20% increase, subject to the following conditions:

- a. If a franchise player doesn't receive a contract offer from any club and the league average at his position is lower than his salary from the previous season, his salary will be the league average at his position plus a 20% increase.

- b. If a franchise player doesn't receive a contract offer from any club and the league average at his position is equal or higher than his salary from the previous season, his salary will be the league average at his position.

NOTE: The minimum base salary for franchise players is determined after the completion of the Supreme Bowl and published by the Commissioner.

ARTICLE 4. Clubs re-signing their own franchise player will forfeit the use of their franchise player designation for the duration of the player's contract. A franchise player can be signed up to five years.

ARTICLE 5. A club may withdraw a franchise designation at any time. The player becomes an unrestricted free agent when that withdrawal occurs. The team can use its franchise player designation on another player if the July 31 deadline has not passed.

## **SECTION 6. Transition Player Designation**

ARTICLE 1. All clubs are allowed to retain exclusive negotiating rights on a second free agent player already on their roster (defenses/special team units cannot be transitioned). Clubs who decide to designate a transition player are required to do so no later than July 31. No transition player designation can be made after that deadline, except for the following situation:

- a. In the event a designated transition player retires, suffers a career-ending injury or is otherwise unavailable due to non-football circumstances, clubs may designate another transition player from the list of free agents who were on their team prior to the July 31 deadline.

ARTICLE 2. Other clubs may extend offers to a transition player, but the team owning his rights can equal the offer or let the player sign with the other team.

ARTICLE 3. Transition players will be given the minimum base salary equal to the average of the top 10 players at the position in all circumstances.

NOTE: The minimum base salary for transition players is determined after the completion of the Supreme Bowl and published by the Commissioner.

ARTICLE 4. Clubs re-signing their own transition player will forfeit the use of their transition player designation for the duration of the player's contract. A transition player can be signed up to five years.

ARTICLE 5. A club may withdraw a transition designation at any time. The player becomes an unrestricted free agent when that withdrawal occurs. The team can use its transition player designation on another player if the July 31 deadline has not passed.

## **SECTION 7. Unrestricted Free Agency**

ARTICLE 1. Unrestricted Free Agency starts on August 1 for players whose contracts expire. No trade, franchise and player designation for such players may be made after that date. The unrestricted free agency signing period is held at the UFL Draft Meeting and prior to the rookie draft. Unlimited signings can be made until a club reaches the roster limit of 24 players and 2 defenses/special team units.

Starting bids for free agents will be \$500,000 and in increments of \$250,000 thereafter. All signings are made for one year unless otherwise specified by the club (at least 24 hours before the start of the first game of the season). Free agent players can be signed up to five years. Clubs may not release any player after the start of the unrestricted free agency until after the completion of the first regular-season game.

## **SECTION 8. Trades**

ARTICLE 1. Player trades can be made without limit between the first day of January or after the completion of the Supreme Bowl (whichever is later) and the start of Week 10 of the regular season. All kinds of trades are permitted, such as multiple-player trades, three-way trades, draft choices, etc.

However, no part of a club's salary cap shall be traded. Draft choices cannot be traded more than two years in advance to ensure fairness and long-term competitive balance. All trades have to be confirmed, either by phone or e-mail, to the Commissioner by all clubs involved before they can be made official.

## **SECTION 9. Releasing Players**

ARTICLE 1. Clubs will be allowed to cut players or defense/special team units at any time during the season subject to the following conditions:

- a. To pay a 15% buyout for the remainder of the contract and taking a cap hit for the current year provided the move is done prior to the start of Week 10.
- b. To pay a 15% buyout for the remainder of the contract and taking a cap hit for the following year if the move is made after the start of Week 10.

ARTICLE 2. In the event a player retires before the completion of his contract, the club owning his rights is not required to pay the salary cap penalty (buyout) at release. If the player later decides to resume his NFL career, the club owning his rights prior to the announcement will keep full negotiation rights provided the player was not cut after his retirement.

ARTICLE 3. In the event a player suffers a career-ending injury before the completion of his contract, the club owning his rights is not required to pay the salary cap penalty at release.

ARTICLE 4. Players serving suspensions, sent to prison or remained unsigned (by an NFL club) will receive their full buyout at release.

ARTICLE 5. A club is allowed to terminate the contract, free of charge, of one of its two defense/special team units under the following circumstance:

- a. The club's two defense/special team units are both under contract for the current season and they have the same bye week.

## **SECTION 10. Waiver System**

ARTICLE 1. Waivers are the process by which clubs can select from the pool of available players and defense/special team units who are not on a team's roster in the league. They may have been undrafted (players who are at least 30 years of old) or previously released. Claims are submitted via a secret e-mail which only the Commissioner is allowed to open. Clubs may make bids anytime during the week. They submit their team name, the name of the player(s) or defense/special team they wish to sign, salary offered, the player or defense/special team to be released (if necessary), etc. Only pending bids made before the weekly deadline will be processed.

The weekly deadline for claims is every Friday at 6:00 PM. When the first NFL game(s) of the week is played on either Thursday, Friday, or Saturday, the weekly deadline will be at 6:00 PM the day before. Any claim submitted after the weekly deadline will be processed the following week.

If two or more clubs submit bids for the same player and for the same amount of money, the priority will be based on a first-come, first-served basis. The waivers will run after the completion of the first week of play throughout the regular season until the start of Week 14. Players and defenses/special team units acquired through waivers can only be signed for the remainder of the season.

ARTICLE 2. The weekly deadline prior to the start of Week 6 is the only moment when a club can bid on a defense/special team unit. Upon bidding, clubs must submit the defense they wish to release (provided that a club is already carrying two).

## **SECTION 11. Draft**

ARTICLE 1. The draft will be four rounds and eligible players are real NFL rookies as well as veteran players never drafted before by a UFL club. Drafted players are signed to five-year contracts unless otherwise specified by the club (at least 24 hours before the start of the first game of the season).

NOTE: Undrafted players (in the UFL) who reach the age of 30 years old are automatically added to the list of free agents.

ARTICLE 2. The draft order is based on the previous year's standings as well as the outcome of the Supreme Bowl and the Toilet Bowl. The Toilet Bowl winner is first and the Toilet Bowl loser is second. Then, it is determined by the winning percentage of the previous season unless clubs participated in the Supreme Bowl. The Supreme Bowl champion is last and the Supreme Bowl finalist is next-to-last. The draft order will be the same for all four rounds.

ARTICLE 3. Clubs have two minutes to make their selection (except for the Commissioner who has three minutes). A club can draft or announce a trade involving the selection before time expires. If a team doesn't make a decision within its allotted time, it can still submit its selection (or announce a trade involving the selection) at the end of the round.

ARTICLE 4. Rookie player salaries are as follows:

First overall selection.....	\$3,500,000
Second overall selection.....	\$3,000,000
Third overall selection.....	\$2,500,000
First round (picks 4-5-6).....	\$2,000,000

First round (picks 7-8-9-10-11-12).....	\$1,600,000
Second round.....	\$1,000,000
Third round.....	\$750,000
Fourth round.....	\$500,000

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# **RULE 6**

## **Schedule**

### **SECTION 1. Regular Season**

ARTICLE 1. The regular season runs from Week 1 to Week 13 and amount to 13 games.

ARTICLE 2. The scheduling format will be as follows:

- a. Each team will play home and away against its three division opponents (6 games).
- b. Each team will play seven more games against non-division opponents, leaving one unscheduled match-up against a different non-division opponent every year on a rotating eight-year cycle. Home and away games are scheduled in rotation from one year to the next. For example, a club will play an away game against a non-division opponent one year and have a home date against the same opponent the following season. Should the unscheduled match-up be against this opponent, the home game will be scheduled in the subsequent year.

### **SECTION 2. Postseason**

ARTICLE 1. Playoff games are scheduled from Week 14 to Week 16 and include a total of six teams. The six postseason participants will be seeded as follows:

- #1 Seed: The division champion with the best record;
- #2 Seed: The division champion with the second-best record;
- #3 Seed: The division champion with the third-best record;
- #4 Seed: The wild card club with the best record;
- #5 Seed: The wild card club with the second-best record;
- #6 Seed: The wild card club with the third-best record.

Also, two participants for the Toilet Bowl seeded as follows:

- #11 Seed: The team with the next-to-worst record;
- #12 Seed: The team with the worst record.

NOTE: Playoff teams and Toilet Bowl teams are seeded in accordance to the tie-breaking procedure (see rule 4 for details).

ARTICLE 2. The postseason will be scheduled as follows:

- a. Week 14: Wild Card Weekend & Toilet Bowl
  - (1) Wild Card Game 1: #6 Seed at #3 Seed;
  - (2) Wild Card Game 2: #5 Seed at #4 Seed;
  - (3) Toilet Bowl Game: #12 Seed vs. #11 Seed (game played at a neutral field).
  
- b. Week 15: Divisional Championships
  - (1) Divisional Championship Game 1:  
Lowest seeded team among winners of Wild Card games at #1 Seed;
  - (2) Divisional Championship Game 2:  
Highest seeded team among winners of Wild Card games at #2 Seed.
  
- c. Week 16: Supreme Bowl Championship Game
  - (1) Winner of Divisional Championship Game 1 vs. Winner of Divisional Championship Game 2 (game is played at a neutral field unless one of the Supreme Bowl participant is hosting the event).

**SECTION 3. Supreme Bowl Locations**

ARTICLE 1. The following is a list of future Supreme Bowl locations:

Philadelphia.....	2009
Dallas.....	2010
Cincinnati.....	2011
Oakland.....	2012
Miami.....	2013

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# **RULE 7**

## **Unfair Play, Rule Violations & Disciplinary Measures**

*While fantasy football is an extremely competitive experiment, it is important to remember that enjoyment of the game depends on the level of sportsmanship displayed by the participants. One who intentionally or unknowingly violates a rule is responsible of unfair play, and whether or not he escapes being punished, he brings discredit to the integrity of the league. There is no place for such conduct and it will strictly be enforced.*

*Remember - it's a GAME! The key to fantasy football is to remember that it is supposed to be enjoyed. Creating confrontation inevitably leads to a worse time for all involved. Games are fun to win honestly and still fun to lose honestly. Play hard, but play fair!*

### **SECTION 1. Unfair Play**

ARTICLE 1. The Commissioner's powers under this section include, not necessarily in that order, the issue of warning, cancellation of unfair trades, imposition of salary cap penalties, forfeiture of draft choices, suspension of persons involved, and, if appropriate, removal from the league. The following will be considered unfair behaviour:

- a. Teaming up with another participant to use the resources of two rosters to create one team to win (collusive transactions).
- b. Tanking games for the sole purpose of denying another club's chances to make the playoffs (impeding other owners).
- c. Giving up on the season in a way that the balance of the league is destroyed (either by inactivity or by purposely not trying to field the most competitive team possible every week).
- d. Dealing with other owners in an impolite or disrespectful way (owner interaction).
- e. Talking trash to someone unwilling or incapable of talking back (offensive posts on the message board).

### **SECTION 2. Rule Violations**

ARTICLE 1. The Commissioner's powers under this section include, not necessarily in that order, the issue of warning, loss of regular-season or playoff home game (if applicable), players declared ineligible for games, cancellation of illegal trades, imposition of salary cap penalties, forfeiture of draft choices, and, if appropriate, suspension of persons involved. The following will be considered rule violations:

- a. Failure to pay the league's annual entry fees.

- b. Exceeding the maximum player payroll (salary cap).
- c. Carrying an illegal amount of players on the active roster (under 16 or over 24).
- d. Submitting an illegal line-up (too many players, too few players, players on bye week, illegal formations).

NOTE: The term “players” here shall include a reference to “defense/special team unit” as the case may be.

- e. Trading players or draft choices a club doesn’t possess.

### **SECTION 3. Disciplinary Measures**

ARTICLE 1. The Commissioner has the power and discretion to apply disciplinary measures in the manner that he deems appropriate and in respect to the integrity of the league. The following shall be viewed as an index and explanation of disciplinary measures, not as graded punishment:

- a. Warnings are generally issued to first offenders and in regard to the degree of the unfair act or violated rule.
- b. Loss of regular-season or playoff home game (if applicable). In this case, the club will forfeit its home-field advantage and will travel to the opponent’s city to play the game.
- c. Players declared ineligible for games remain on a club’s roster and count towards the minimum/maximum allowed, but are ineligible to play for the number of games determined by the Commissioner.
- d. Cancellation of unfair or illegal trades will be made by the Commissioner. Additional punishment can be expected if deemed appropriate.
- e. Imposition of salary cap penalties will range between \$2 million to \$5 million dollars, applicable the following season.
- f. Forfeiture of draft choices always refer to the highest in a round or all highest choices in a round (if the case may be) applicable the following draft.
- g. Suspension of a league participant shall leave his club under the full responsibility of the Commissioner for as long as the suspension is in effect. During such a suspension, no trade can be offered or accepted by the suspended participant and only indispensable waiver claims and line-up submissions will be made by the Commissioner.
- h. Removal of a league participant is a serious matter and shall be reserved for major violations, including but not limited to:
  - (1) Collusive transactions;

- (2) Tanking games;
- (3) Failure to pay the league's annual entry fees;
- (4) Repeated violations.