



I. 2016 Introduction and Adjustments

Hello ladies. Commissioner Wrecked 'Em here again. Please take the time to read through this handbook prior to our draft on Saturday, September 3rd, and refer to it throughout the season whenever necessary. Feel free to reach out to me at any point. Some Sundays I may not be immediately available to respond to concerns you may have, as I will have to work. If you cannot reach me, and there is a time sensitive manner, please contact the Assistant Commissioner, Danny Verchick. See contact information below.

Anthony Alessi
League Commissioner
201-515-4693

Danny Verchick
Assistant Commissioner
201-686-2025

Our league's changes from the 2015 Season:

1. Any player that was drafted in rounds 1 through 5 are ineligible as a keeper, no matter the circumstance. For instance, if said player is dropped to waivers and picked up by another team, he is still ineligible
2. Any player that was drafted in rounds 6 through 16, then dropped to waivers and picked up by another team is eligible as a keeper at the cost of his original draft position minus one round
3. Players must be on your roster during the regular season to be eligible as a keeper. More specifically, prior to the 1:00pm Sunday games of Week 13
4. All playoff acquisitions are ineligible as a keeper
5. When you trade a player, you trade their eligibility status
6. Week 10 trade deadline, no deadline in past
7. Voting on trades is now a thing of the past, only the commissioner may veto
8. Waiver wire has been adjusted back to "Reset Each Week to Inverse Order of Standings" from "Move to Last After Claim, Never Reset Order"
9. Position Maximum – 5RB (4RB in 2015)
10. Draft order drawn from hat days prior to draft (8-4 vote in favor of)

II. League Type

1. Teams and Divisions

- 12 Teams
- 2 Divisions
- Head to Head format

2. Keeper League

- Each team may, but is not obligated to, keep 1 player from the previous year
- Players drafted in rounds 1 through 5 are ineligible as a keeper, no matter the circumstance. For instance, if said player is dropped to waivers and picked up by another team, he is still ineligible
- Players drafted in rounds 6 through 16 is eligible as a keeper at the cost of his **original draft position minus one round**. (6th rounder costs your 5th round pick)
- Players drafted in rounds 6 through 16, then dropped to waivers and picked up by another team is eligible as a keeper at the cost of his **original draft position minus one round**. (6th rounder costs your 5th round pick)
- If you opt to keep a player obtained via trade, you may do so at the cost of his **original draft position minus one round** (6th rounder costs your 5th round pick)
- If you opt to keep an undrafted player from the waiver wire, you may do so at the cost of a **12th Round pick**
- You may only keep a player for one season. At the start of the following season, the player will be released to free agency. However, you may obviously redraft the same player again for a 3rd year if he falls to you, and at that point may opt to keep him for a 4th season provided he is eligible (not drafted in rounds 1 through 5)
- **Players must be on your roster during the regular season to be eligible as a keeper. More specifically, prior to the 1:00pm Sunday games of Week 13**
- **All playoff acquisitions are ineligible as a keeper**
- When you trade a player, you trade their eligibility status
- Keepers must be locked in 24 hours prior to the draft, and will be public to the league

II. League Type (Continued)

3. Playoffs

- Regular season concludes Week 13, playoffs begin Week 14
- Top 3 teams from each division will make the playoffs
- Division winners are both awarded a BYE
- 2 Seed will play 3 Seed of each respective division Week 14
- Winners of Week 14 will play Division Winners of each respective division Week 15
- Super Bowl is Week 16
- Waiver wire is off limits to all eliminated teams during the playoffs

4. Rule Changes and Votes

- Proposed rule changes will be taken into consideration at any point during the season, but will not take effect in-season
- All proposed rule changes may or may not be brought to a vote at the League Commissioner's discretion
- If proposed rule change is brought to a vote, the change must occur prior to Week 1 or after the Super Bowl to be implemented the following season
- All rule changes require a majority vote of at least 7-5
- If vote ends in a 6-6 tie, the League Commissioner has the final say
- For teams with co-owners, only one vote per team

III. Buy-Ins and Payouts

1. The 2016 buy-in is \$150 giving us \$1700 in the prize pool
2. The payouts will be broken down as such
 - \$1050 - 1st Place
 - \$400 - 2nd Place
 - \$150 - 3rd Place
 - \$100 - Highest Single Week Performance
3. Your league fees are due on draft night. If for any reason you are unable to pay on draft night, you will have until season kickoff, Thursday, September 8th at 8:30 PM. After this time, your team will be locked and you will be unable to make any necessary adjustments. This will be enforced

VI. Draft Details

1. September 3rd, 2016 at 4:00 PM
2. Live Draft – All team managers must either be present or have a co-owner/proxy draft for them
3. Snake Draft – Team managers pick in consecutive order 1-12 in the odd rounds and then 12-1 in the even rounds. For example the last team manager to pick in the first round (12th pick) goes first in the second round (13th pick)
4. Draft order and divisions are random and will be selected from a hat and recorded several days before the draft
5. You may trade your draft order position (overall position, no individual rounds)
6. There is technically no time limit to make your draft pick, just remember to be considerate to the rest of the league
7. No kids, not a child friendly atmosphere
8. Come hungry, there will be lots of food, but please bring beer and ice
9. As stated above, your league fees are due on draft night. If for any reason you are unable to pay on draft night, you will have until season kickoff, Thursday, September 8th at 8:30 PM. After this time, your team will be locked and you will be unable to make any necessary adjustments. This will be enforced

IV. Rosters

1. Starters - 1QB, 2RB, 3WR, 1TE, 1Flex (RB, WR, TE), 1D/ST, 1K
2. Bench - 6Bench
3. 1IR
4. Position Maximums – 2QB, 5RB (Previously 4RB), 5WR, 2TE, 2D/ST, 2K
5. All players lock individually at scheduled game time

V. Scoring System

1. PPR + Fractional Scoring used
2. 1 yard equals .1 pt
3. 27 rushing yards equals 2.7 pts
4. 27 receiving yards equals 3.7 pts. (PPR + Yardage)

Passing	Every 5 passing yards (PY5)	0.25	TD Pass (PTD)	6
	Interceptions Thrown (INT)	-2	2pt Passing Conversion (2PC)	2
Rushing	Rushing Yards (RY)	0.1	TD Rush (RTD)	6
	2pt Rushing Conversion (2PR)	2		
Receiving	Receiving Yards (REY)	0.1	Each reception (REC)	1
	TD Reception (RETD)	6	2pt Receiving Conversion (2PRE)	2
Miscellaneous	Kickoff Return TD (KRTD)	6	Punt Return TD (PRTD)	6
	Fumble Recovered for TD (FTD)	6	Total Fumbles Lost (FUML)	-2
	Interception Return TD (INTTD)	6	Blocked Punt or FG return for TD (BLKKRTD)	6
Kicking	Each PAT Made (PAT)	1	Total FG Missed (FGM)	-1
	FG Made (0-39 yards) (FG0)	3	FG Made (40-49 yards) (FG40)	4
	FG Made (50+ yards) (FG50)	5		
Team Defense / Special Teams	Each Sack (SK)	1	Interception Return TD (INTTD)	6
	Fumble Return TD (FRTD)	6	Kickoff Return TD (KRTD)	6
	Punt Return TD (PRTD)	6	Blocked Punt or FG return for TD (BLKKRTD)	6
	Blocked Punt, PAT or FG (BLKK)	2	Each Interception (INT)	2
	Each Fumble Recovered (FR)	2	Each Safety (SF)	2
	0 points allowed (PA0)	10	1-6 points allowed (PA1)	7
	7-13 points allowed (PA7)	4	14-17 points allowed (PA14)	1
	18-21 points allowed (PA18)	1	22-27 points allowed (PA22)	-1
	28-34 points allowed (PA28)	-4	35-45 points allowed (PA35)	-7
	46+ points allowed (PA46)	-10		

VII. Waiver Wire System

1. **Reset Each Week to Inverse Order of Standings**
2. No limit on total season acquisitions
3. Waiver claims are processed on Wednesdays at 4:00 AM
4. Players who have been dropped and then claimed by another team(s) will require 24 hours to become available, yielding to priority order
5. If claiming a player who has a Thursday night game and has not cleared waivers despite being dropped 24 hours earlier (ESPN glitch in previous years), contact me and I will manually clear him, provided the 24 hour period has passed
6. Waiver order is inverse of your draft order immediately following the draft
7. Waiver wire is off limits to all eliminated teams during the playoffs

VIII. Trade System and Deadline

1. **No more voting system, all trades will process within the 2 day review period unless deemed unfair and vetoed by commissioner**
2. **Trade deadline is prior to the start of Week 10. No exceptions**
3. Trades may only include players, no draft picks or money

IX. Collusion

1. Collusion involves any exchange of money and goods, or the use of coercion/teamwork to enhance one team manager's chances to win through the action of a trade, roster setup, player dump or some other planned course of action that damages the integrity of the league. As always, I will not tolerate any form of collusion. If your team is out of playoff contention, and you begin to drop key players in an effort to give someone else a push, I will reverse the transaction. If it happens more than once, I will not ask you to return again next season.

X. Communication and Participation

1. Only about half of you ever answer me when I ask for some necessary votes, information, or just league news in general. Please make an attempt to respond. This is 2016, everybody has a shit load of technological means and methods to communicate at their disposal.

XI. Commissioner's Statement

1. When it's all said and done, this league is intended to be fun yet competitive. Each year I intend to build off of the last, learn from my mistakes and make adjustments until we achieve perfection. When mistakes are made I will do my best to right the wrongs, and you may not always agree with my decision, but I promise it will be a fair one. I will look at every scenario as objectively as possible, and would never rule in favor of myself or anyone else for the sake of having the upper hand. My League Manager authority will never be abused. I consider you all good friends and can only hope you think of me the same. Now let's have a great fantasy football season. Good luck everybody.

League Commissioner
Anthony Alessi