

**Uranium Fetishes Rules**  
**Initial Buy-In - \$125**

Teams will be open to trade when the league is refreshed, usually 2 weeks prior to Preseason.

You must declare your keeper 1 week (7 days) prior to Fantasy Draft.

Draft date will be set around Preseason week 4 each year.

Dumping, Tanking, Sabotaging, Shitbag moves of any kind is highly discouraged. Anything done can be reviewed by the commissioner and could be put to a vote to reverse any action.

**Prizes**

First Place	\$700
Second Place	\$300
Third Place	\$100
Fourth Place	\$40
Most Points (Overall)	\$100
Most Points (Weekly)	\$20

**Waivers**

Waivers	FAAB
Budget	\$200
Weekly Waivers	Game Time- Tuesday

**Other Info**

Trade End Date	Week 10
Roster Positions	QB, WR, WR, RB, RB, TE, W/R/T, K, DEF, BN, BN, BN, BN, BN, BN, IR

**Playoffs**

Weeks	14, 15, and 16
Brackets	Top 6 Championship & Bottom 6 Consolation
Bye week	1st and 2nd Place
Playoff Tie Breaker	Best regular season record vs opponent wins

Final Standings determines the following year's draft.

Ex: 7th place, the winner of the consolation bracket, gets 1st pick the following year.

Order: (7,8,9,10,11,12,6,5,4,3,2,1)

## Keepers

01. Each franchise may keep a **maximum of two (2) players**, but is not required to keep any players.
02. A player has to be on your team when teams are locked in order to qualify as a keeper. Teams are locked at the end of the season.
03. You can keep a player for a **max of three (3) years**.
  - a. Minimum Draft Position Restriction**
    - i. For the First year a player is kept, there is no draft position restriction.
    - ii. For the Second consecutive year a player is kept, the minimum draft position is Round Eight (8).
    - iii. For the Third consecutive year a player is kept, the minimum draft position is Round Four (4).
  - b. Drafted/Kept Players**
    - i. Any player draft in round one (1) of the previous year cannot be keepers.
    - ii. Each player may be kept at the cost of one (1) round higher than the previous year
    - iii. Any conflicts in draft position will use one (1) round higher than set round.
  - c. Traded Players**
    - i. Keeper status holds true through trades.
    - ii. Players acquired through trade must be started no less than two (2) times on a team's roster before they are eligible to obtain keeper status.
  - d. Free Agents**
    - i. Keeper status holds true through add/drop
    - ii. Undrafted Players from the previous year count as a tenth (10th) round pick.
    - iii. A player's keeper status drops off when the player is a free agent in the following years draft.
  - e. Injury Reserve**
    - i. A player that begins the season on Injury Reserve will not qualify to start a new keeper contract unless they return to play at least one (1) regular season game before Week Seventeen (17).
    - ii. Should a player that has already entered the season with a keeper contract be placed in the Injury Reserve slot, there are no qualifications to allow that team's player's keeper status to continue so long as they meet all other criteria.

## Points

Offense	League Value
Passing Yards	<b>25 yards per point</b>
Passing Touchdowns	<b>4</b>
Interceptions	<b>-1</b>
Rushing Yards	<b>10 yards per point</b>
Rushing Touchdowns	<b>6</b>
Receiving Yards	<b>10 yards per point</b>
Receiving Touchdowns	<b>6</b>
Return Touchdowns	<b>6</b>
2-Point Conversions	<b>2</b>
Fumbles Lost	<b>-2</b>
Offensive Fumble Return TD	<b>6</b>
Kickers	League Value
Field Goals 0-19 Yards	<b>3</b>
Field Goals 20-29 Yards	<b>3</b>
Field Goals 30-39 Yards	<b>3</b>
Field Goals 40-49 Yards	<b>4</b>
Field Goals 50+ Yards	<b>5</b>
Point After Attempt Made	<b>1</b>
Defense/Special Teams	League Value
Sack	<b>1</b>
Interception	<b>2</b>
Fumble Recovery	<b>2</b>
Touchdown	<b>6</b>

Safety	<b>2</b>
Block Kick	<b>2</b>
Kickoff and Punt Return Touchdowns	<b>6</b>
Points Allowed 0 points	<b>10</b>
Points Allowed 1-6 points	<b>7</b>
Points Allowed 7-13 points	<b>4</b>
Points Allowed 14-20 points	<b>1</b>
Points Allowed 21-27 points	<b>0</b>
Points Allowed 28-34 points	<b>-1</b>
Points Allowed 35+ points	<b>-4</b>
Extra Point Returned	<b>2</b>

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