

F.F.F.L. RULEBOOK

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I Draft Day:

Draft day is held in two parts: The Auction and The Draft. Each part has unique rules.

The Auction

This is where you should find your starters and load up your team with stars. As a rule, each franchise will have \$100 to spend on 11 positions. The exception to this rule is if trades were made that involved up to \$5 of cap money. No team will begin the auction with more than \$105 or less than \$95.

The minimum bid for any player will be \$1.00. You will bid for players to fill positions as follows:

2 Quarterbacks	3 Running Backs	3 Wide Receivers
1 Tight End	1 Kicker	1 Defensive Unit

Prioritize which positions your team needs most!

The player is awarded to the team with the highest bid. Bids must have a minimum incremental increase of \$ 0.50, however you can jump bid by any amount more. You may not bid on a player that you either cannot afford or do not have a roster slot for. You do not have to spend all of your money, however it will do you no good in the open draft. Therefore use it or lose it! Remember, prior to beginning the auction, you will have your salary cap reduced by the cost of your keepers. (See *V Keepers* section.)

The Draft

The second portion of the day is the Draft. It takes less time than the Auction, but is just as important. During the Draft you will round out your 22-man roster with another 11 players, selected at the same positions as above. It is important to do a good job in The Draft because football as we all know is a very physical sport. Key players get injured annually. You will need to have good backups in case your starters are injured, on a bye week, or in a slump. Also, pay close attention to the players you are drafting. If you load up with 5 players from the same NFL team, those injuries, bye weeks and slumps could mean trouble for your team.

The draft functions similarly to any draft you may have seen on TV. In the first round, we draft in reverse order of finish, the Super Bowl winner getting the 10th pick in round 1 and the 1st pick in round 2. Rounds 3-11 follow a standard draft sequence (not a snake order). The pool of eligible draft participants are made up of all players not selected in the auction **and all NFL rookies**. In order to add some excitement to the Draft, rookies are ineligible for the auction. This is important because the right rookie can be the cornerstone of your franchise for many years!

Auction/Draft Attendance

The Auction and Draft are mandatory for all owners to attend. Owners should expect the event to last 4-5 hours. In the event an emergency occurs and an owner is unable to attend the auction, must leave the draft early, or is late to the auction/draft, their absence will be handled in the following manner:

- **Unable to attend Auction:** The commissioner fills out the 11 auctioned positions (minus keepers) from a predetermined draft sheet, based on who is the highest ranked player still available. All of these players will be assigned an auction cost of \$9 beginning with the QBs, RBs, and WRs. The TE, K and Def cost will be reduced from \$9 incrementally if the team's available cap room demands it.
- **Must leave Draft early:** The owner forfeits their remaining picks and must fill out their roster with undrafted players after the draft. **In the event more than one owner leaves early, the owner who leaves first will fill out the rest of their roster last.**

One final note, an owner cannot send a substitute to auction/draft for them unless they have received permission from the commissioner. Bottom line is that by not participating in all owners' activities (ie. auction, draft, or calling in lineups), you may be putting your franchise in jeopardy. If you have legitimate conflict non-participation may be deemed acceptable. (See *Addendum: The Off-Season* for information regarding the date of the Auction/Draft.)

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II League Play:

Lineups

Each week your team is matched up against another team. The winner of this match up is determined by the actual statistics compiled by all the starting participants that week. Normally, your starting lineup will consist of 1 QB, 2 RBs, 3 WRs, 1 TE, 1 K, 1 DEF.

All starting lineups must be given to the commissioner by the first kickoff of the week. The only exception is if there are games on Thursday or Saturday. If games are played on Thursday or Saturday, you only have to call in the players you want to play on those days. The rest of your lineup can be called in on Sunday, emailed to the commissioner or set online.

Not Calling in Your Lineup

If an owner fails to call in their lineup or set their lineup online, they will get 0 points and a loss. Two such violations may result in a franchise being withdrawn from the league, unless legitimate emergencies caused the omission.

Their opponent for the week will play the previous weeks starters for that team with no changes.

As a point of emphasis, you can always **call in or set your lineup early in the week**, like Wednesday, and make changes throughout the week as long as the game of the player you want to replace has not begun. (Then you can sleep in on Sunday!)

Multiple Offenses

Three times during the regular season and once during the playoffs, an owner may employ a multiple offense. Any of the following formations constitute legal variations from our normal "pro set" offense.

<u>Wishbone</u>	<u>Run & Shoot</u>	<u>Double Tight End</u>
1 QB	1 QB	1 QB
3 RBs	1 RB	2 RBs
2 WRs	4 WRs	2 WRs
1 TE	1 TE	2 TE
1 K	1 K	1 K
1 DEF	1 DEF	1 DEF

Note: The one Multiple Offense available for use during one playoff game is *in addition to* the three Multiple Offenses available during the regular season.

Emergency QBs

This rule was instated to ensure that on a weekly basis each team has an opportunity to compete, even in case of disaster. Each team can declare an emergency QB beginning with game 1. Throughout the season, that QB will be substituted as the team's starting QB if a game-time decision means the starter they called in **does not start**. This emergency QB can be changed 5 times during the course of the season. A team will not be charged with a change in the EQB, if it is due to significant injury (more than 1 game). However if you wish to change back to the EQB who was injured and substituted for, it will count as a change.

Divisions

The FFFL is comprised of 10 teams split into 2 Divisions as follows:

<u>Heroes</u>	<u>Legends</u>
A	F
B	G
C	H
D	I
E	J

Notes:

- Division teams play each other twice.
- Non-Division teams play once.
- Divisions will be decided by random draw after the draft.

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Seeding and the Playoffs

After 13 weeks, every team has played each other once and division rivals have played twice. Week 14 is the seeding week and uses the following schedule:

1 st place Heroes v. 5 th place Legends	2 nd place Heroes v. 4 th place Legends	3 rd place Heroes v.
1 st place Legends v. 5 th place Heroes	2 nd place Legends v. 4 th place Heroes	3 rd place Legends

The FFFL regular season will end after week 14. The Playoffs will last from week 15 through week 17. Six teams will make the playoffs and will be seeded as follows:

- **In week 15:**
 - The 1st place teams in each division will receive a bye.
 - The 2nd place teams in each division will play two wild card teams.
 - The wild card teams will be the two remaining teams with the best record, regardless of division.
 - Matchups are set by record. (2nd place team with the best record plays wild card team with the worst record.)
- **In week 16:**
 - The 1st place teams in each division will play the week 15 winners.
 - Matchups are set by record. (1st place team with the best record plays week 15 winner with the worst record.)
- **In week 17**, the week 16 winners play for the Super Bowl.

Standings & Tiebreakers

If two or more teams have identical records before the *seeding week* or *playoffs*, ties are broken as follows:

1. Head-to-head winners against all tied teams.
2. Total points scored for the year.
3. Total points against for the year.
4. If that doesn't break the tie we'll get a coin or, in the case of three (or more) tied teams, place names in a hat for a drawing to determine seeding or playoff berths.

Keep in mind that standings are unofficial until after week 13. What I mean by this is:

The Gotham Dark Knights can be listed as being in first place by virtue of record, and points scored above a team that has the same record, but has actually beat the D-Knights.

For the first 12 weeks, the standings are only a snap shot. Teams trailing in the standings may hold the tiebreaker over a team listed above them. The tiebreakers will go into effect after week 13 to determine matchups for the seeding week, and again before the week 15 playoffs.

Post Season Lineups

During the playoffs, the prospects of naming your starting lineup can become challenging when many NFL teams begin benching their starters to ensure their health for the NFL playoffs. Because of this in 2006 we instituted a flexible roster. For every playoff game you can name an extra QB, RB and WR to your lineup. **Your score will then be calculated when all of the games are finished, giving you the players at each position who scored the most points.** This rule replaces our previous emergency position rule which substituted players if it can be proved that a RB or WR did not play at all.

Post Season Game Tiebreakers

Also during the playoffs each team will name a player to be their tiebreaker. In the event of a tie, that player's individual statistics would be added to the team totals. If the teams are still tied the highest scoring non-starter would be added in until a winner is reached.

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III Scoring:

<u>Standard Scoring</u>		
Touchdowns:	1-24 yards	6 pts
	25-49 yards	8 pts
	50+	10 pts
Field Goals:	17-39 yards	2 pts
	40-49 yards	3 pts
	50+ yards	4 pts
Point after tries:	1 point conversion	1 pt to kicker
	2 point conversion	2 pts to participants
<u>Team Yardage Scoring:</u>		
Total Team Passing:	Every 50 yards	1 pt
Total Team Rushing:	Every 20 yards	1 pt
Total Team Receiving:	Every 20 yards	1 pt
<u>Individual Player Bonus Levels:</u>		
Rushing and Receiving yards:	100-149 yards	2 pts
	150-199 yards	3 pts
	200+ yards	4 pts
Receptions:	5-6 (TE and RB) 8-9 (WRs)	2 pts
	7-8 (TE and RB) 10-11 (WRs)	3 pts
	9+ (TE and RB) 12+ (WRs)	4 pts
Passing:	300-399 yards	2 pts
	400-499 yards	3 pts
	500+ yards	4 pts
<u>Defensive Scoring:</u>		
Sacks:		1 pt
Safeties:		2 pts
Interceptions:		1 pt
Fumble recoveries:		1 pt
Points Allowed:	0	3 pts
	< or = 5	2 pts
	< or = 9	1 pt
Offense yds Allowed:	< 100 yards	3 pts
	< 200 yards	2 pts
	< 300 yards	1 pts
Defensive T.D.:	Any distance	3 pts

Points of Clarification

- Blocked punts and field goals that are returned for TDs are defensive scores.
- Missed field goals that are returned for TDs are defensive scores.
- Kick-offs and punt returns that are returned for TDs are scores for the individual player. The distance of the TD will determine the amount of points they get however, they will not get credit for the return yardage.
- If a Kicker runs a 2pt conversion in or scores a TD on a trick play, the Kicker does get credit for all applicable points.

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Scoring Variances

There are 3 types of scoring variances: **Scoring Error**, **Scoring Change** and **Scoring Dispute**. The definition of the variance and how they are resolved are detailed below:

- **Scoring error:** This is something that happens every once in a while, for example defensive results could be misread and could cause a team to be shorted a few sacks. Please be aware if a game is close (decided by 4 pts or less), the commissioner always asks a second league member to score it as well. In addition, the commissioner encourages all owners to score their own games so that, even in a blowout, the standings reflect the correct total points scored for each team.
Resolution: *Errors will always be corrected as long as it is brought the commissioner's attention by midnight prior to the first kickoff of the following week.*
- **Scoring change:** At one point in 2000 an astute NFL employee, while watching film caught a mistake by an official scorer. The end result was a change on a play, from a reception of 11 yards, to a rush of 11 yards. Now before you dismiss this as no big deal, realize that taking away those 11 yards from receiving may cause this team to lose a point or adding 11 yards to rushing could add a point scored. This "official" change occurred several days after the game concluded.
Resolution: *Changes will be instituted if they are verifiable and brought the commissioner's attention by midnight prior to the first kickoff of the following week.*
- **Scoring dispute:** This occurs when the statistics that the commissioner uses from a particular source, Chicago Sun Times for example, do not match what can be found at another source. First, the commissioner photocopies the Sun Times box scores every week so that in case of a tie at the end of the season, we can go back and audit the entire season to ensure the scores are correct. The newspaper is a paper trail, unlike on-line web sites, which can be changed without the user being able to tell. For example the above mentioned "official" scoring change resulted in 3 web sites listing the running back with 411 rushing yards, and 7 websites listing the running back with 422 rushing yards. Who is right? What is more important is consistency. In 1999 John brought one such example to my attention, and as it was done immediately (next day), I was able to confirm the variance, document it in a different newspaper, and made the change.
Resolution: *Disputes will change the score of a game only if it is:*
 1. *Brought to the commissioner's attention by midnight, prior to the first kickoff of the following week.*
 2. *Verifiable (By NFL.com)*
 3. *Documentable (I will use the paper or a printout from NFL.com for auditing purposes.)*

I hope that this is never a subject for protest or disagreement. I would like to think that at the very least if we are consistent we are all playing on the same field and subject to the same benefits and damages by variances. Most importantly we will always try to do what is right for the league.

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IV Transactions:

Three types of transactions can be made during the regular season: Trades, Pickups and Injured Reserves.

- **Trade:** A deal consummated between two or more teams. (See *Addendum: The Off-Season* for pre-season trading information.)
- **Pickups:** Claiming a player not on any team.
- **Injured Reserves:** Moving a player to your IR slot.

All Trades, Pickups and IR moves must be completed between Tuesday 8:00 a.m. and Sunday at 11:00 a.m. The only exception I will make is if a team will play short unless they get their trade or pickup in. If there are Thursday/Saturday games, players from those teams must be claimed or traded 1 hour prior to the start of those games.

TRADING DEADLINE: November 2Xth at 12:00 a.m. (Usually Week 12/Thanksgiving weekend)

WAIVER DEADLINE: One week after the trading deadline.

Trades

A trade is a deal consummated between two or more teams. All trades are subject to approval by the commissioner. Three owners are required to approve a trade involving the commissioner. In other words no trades will be approved if they are **unfair to the league**.

Please do not call the commissioner at 10:55 a.m. on Sunday with a trade. In most cases more than 5 minutes is needed to evaluate a trade. (Especially if an owner is suspected of being under a hypnotic trance or on an illegal substance.) Also, both owners should be able to give a rational reason why a trade is being made. If you can tell the commissioner you are going for it all, trying to make the playoffs, or building for the future this should never be a problem. The commissioner will routinely bounce a trade off of other owners to solicit their opinion on the commodities involved. If a trade is rejected, the commissioner will always explain why and tell both owners how they need to tweak the trade to make it happen. When a trade involves the commissioner, **an** attempt will be made to make sure that two consecutive trades do not have the same approvers.

Trading Commodities

Along with players, there are other commodities you as an owner have to offer another owner. They are:

- **Draft picks:** Draft picks for the coming year may be traded, but you must always have 11 picks. You can trade a 2008 1st round pick, but you must also receive a 2008 draft pick (any round) in return. You may not trade draft picks for any year except for the forthcoming draft.
- **Auction Money:** Every owner is allowed to trade up to \$5 of auction money for the coming year. This can be accomplished in one trade or many. However, the total amount of cash given or received throughout the year can only equal plus or minus \$5. Owners that have received money in a trade can still only trade a maximum of \$5 per trade.

Example: Team A can get \$3 in a trade from Team B. If Team A receives money in another trade from Team C it can only be for a maximum of \$2. With \$5 of extra money Team A can still only trade Team D a maximum of \$5 in one trade, even though he has a total of \$10 to trade.

- **Pickups:** Every team starts with 13 pickups when the season begins. Additional pickups can be gained from trades with other owners.
- **Free Agent Money:** Every team starts with \$20 worth of free agent cash which is used to bid on players not on anyone's team. The free agent money is usable on Tuesday and Wednesday every week. Free agent money is subject to the same trading limitations as **Auction Money**.

You cannot under any circumstances make a trade that is conditional to something else that is not disclosed to the commissioner. For example: You can not complete a trade with an under the counter agreement to either trade the player back, not protect that player as a keeper, or even complete a different trade later in the year.

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We are all on the honor system with this, but if it is done there could be a penalty of lost draft picks, or possible reduction of the salary cap. I know that none of us would do this, so this is just a formality, but we now have an official policy.

Also, owners who are not committed to playing in the FFFL in the next year cannot trade draft picks or auction money. Doing so would not be fair to the other owners who are committed to playing and would have to deal with the ramifications should they make such a deal themselves.

Pickups

A pickup is claiming someone who is not on anyone's team. To pickup a player, you must cut a player. Each team starts with 13 pickups when the season begins, however, a pickup is a commodity that can be traded to other owners just like a player, auction money or draft pick. Players who have been cut are ineligible for pickup until the following Tuesday at 8:00 a.m.

You can use your 13 pickups to make blind bids on players on Tuesdays and Wednesdays, using Free Agent Money. Or, you use your 13 pickups to make pickups on a first come first serve basis from Thursday through Sunday.

Free Agent Money (New in 2008!)

Between Tuesday 8:00am and Wednesday 11:59pm you can make blind bids for available players using your free agent cash. Every team starts with \$20, and can only trade or trade for an additional \$5 of free agent cash throughout the year.

Blind bids are entered on the website. The player who bids the most for a free agent gets them and the cost is subtracted from their Free Agent Cash. If two owners bid the same amount on a free agent, the commissioner will contact both teams and allow them to make another blind bid. This process continues until the tie is broken. If the commissioner is involved in the tie for a free agent, a third party will take the blind bids.

The amount you bid for a free agent becomes their price. To keep them next year costs an additional \$3. For example if you just have to have RB W. Payton and you bid \$12 for him, he is \$15 to keep next year (\$12 + \$3 keeper). Additionally, you only have \$8 of free agent cash left.

Regular Pickups

Beginning Thursday at midnight, you make pickups by contacting the commissioner. This is handled on a first-come-first-serve basis. **The cost to keep a player picked up this way is \$3 in the next year's auction.**

Retired Players (The Barry Sanders/Cris Carter Rule)

Officially retired players cannot be bid on during the auction, drafted, or claimed during the season. If a player who has officially declared retirement comes out of retirement during the season, before the trade/pickup deadline, we will have a supplemental waiver draft with the worst team having the first opportunity to claim the player. The player's keeper value would revert to the last keeper value he had.

Injured Reserves

Each team will have 1 IR slot that may be used to hold a player that is injured. By placing a player on IR, an owner can make a pickup that does not count against their 13 allotted pickups. You may use this slot however you wish but any player added to Injured Reserve can only be taken off by cutting the player. Remember that if the NFL has a player on IR, they are ineligible to play in that season. In other words you can put a player on your IR if they are out 8-10 weeks, but unless you cut the player and try to add them the next week, you cannot use them.

Players on IR can be traded as long as the trade the receiving team has an available IR slot. You may not place a Defense on IR.

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V Keepers

Owners are allowed annually to designate two types of keepers: Franchise Players and a Rookie Developmental Player.

- **Franchise Players:** 1-3 players that will be kept for an additional auction cost.
- **Rookie Developmental Player:** 1 player that will be kept for a draft pick.

Franchise Player Designations

Franchise players are the cornerstones of your team. Annually, owners can keep 1-3 players from their previous roster with incremental additional fees of \$3 the first year, \$6 the second year, \$9 the third year...etc.

Example: In 2005 you draft RB Walter Payton at a cost of \$0.00.

- In 2006 as a franchise player, you can keep him for \$3.00 (0 + \$3)
- In 2007 as a franchise player, you can keep him for \$9.00 (\$3 + \$6)
- In 2008 as a franchise player, you can keep him for \$18.00 (\$9 + \$9)
- In 2009 as a franchise player, you can keep him for \$30.00 (\$18 + \$12)
- In 2010 as a franchise player, you can protect him for \$45.00 (\$30 + \$15)...etc.

Note: Every team must keep at least 1 player.

The same incremental increase applies to players you pay auction dollars for.

Rookie Developmental Designation (Implemented in 2004)

The purpose of this position is to allow owners who have drafted the rights to an NFL rookie to keep the player without paying auction dollars. These players are to be named with a team's keepers but, in order for them to qualify, the rookie cannot have surpassed all the following statistical plateaus in their first season:

- **Quarterbacks:** 1500 yards and 10 TDs.
- **Running Backs:** 800 rush yards or 1000 combined rush and rec yards, and 6 TDs.
- **Wide Receivers:** 800 receiving yards and 6 TDs.
- **Tight Ends:** 500 receiving yards and 6 TDs.
- **Kickers:** 90 kicking points.

Note: Not every team will have players eligible for this rule.

If a player drafted as a rookie stays under one of the plateaus listed for their position, in their second year as a pro, they may be added to a team's Rookie Developmental slot. The cost is a draft pick in the same round or better that the rookie was originally chosen in. In their third year as a pro, the player can then be kept at a cost of \$6. (\$0 + \$6 for keeping someone a second time.)

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VI Team Management

Every team needs a team name, and a city in which it plays. I need to know these in advance of draft day in order to prepare your roster sheet. If you feel really creative a team logo is encouraged. You can't use the name of an existing NFL team, but all cities and color schemes (if you decide to make a logo) are fair game.

League Minimal Expectations

Every owner is expected to meet the following minimal criteria in order to continue membership.

- **Pay your fee.** Entrance fee is \$33. Owners are expected to pay the fee at the draft. The money goes to engrave our trophy and plaque, a jersey for the Super Bowl champ, and our owners' meeting.
- **Attend the Draft/Auction.** The only exception here is if you have an "excused absence" (something that is absolutely unavoidable) and you have a pre-approved (by the commissioner) substitute. Leaving the draft early is not acceptable either. In order to avoid forfeiting choices during each round, you must adhere to the same policy for attendance.
- **Set your lineup EVERY WEEK.** This is crucial guys! Even if you are starting the same players as the previous week, **call the commissioner and announce you are rolling over. Not setting your lineup is 0 points and a loss.** If you are not in contention at the end of the year and don't care if you win, **do your fellow owners the favor of setting your lineup.** There is nothing worse than an owner losing a playoff spot to another team because a bored owner threw in the towel early and gave someone an easy win. **Set your lineups!**

RULES VIOLATIONS MAY BE SUBJECT TO LEAGUE FINES, THE LOSS OF DRAFT PICKS, THE LOSS OF SALARY CAP MONEY, AND/OR DISMISSAL!

Final Notes

- The owners' meeting is held during the off-season with the purpose of amending rules and making a better and more enjoyable league for all. League funds are used to pay for food at this party, so everyone should plan on attending. (See *Addendum: The Off-Season* for information on the post-season party.)
- We draft the first round in reverse order of finish. So do not despair if you are not doing well. There is always a light (or rookie star) at the end of the tunnel.
- Everyone is welcome to contribute an article to the weekly report the commissioner sends out. If that is not your style, feel free to talk trash on the message boards or post stories on our league website. See our resident Web Guru, Nelson, for access to this year's website.

Note: Please make every attempt to keep the league's content suitable for all. If you wish to use profanity in an update, e-mail, or league post, disguise the **F^<&!#g** thing.

- This rulebook is intended to be fair to all and in tune with the spirit of our league. We play for fun, not money. All of these rules may be subject to slightly different interpretations. However, the commissioner will always try to keep the interpretation in the spirit for which the rule was written. **If you have a dispute with a rule or interpretation, you can propose a change to the commissioner in writing. To aid in the process of developing a rule we suggest the following format:**
 1. A topic I would like to discuss is: _____. [Name the topic]
 2. I think it is worth talking about because: _____. [Reasons for wanting change]
 3. For that reason I would like to propose: _____. [Name specific rule change]
 4. Here's how it would work: _____. [Explain how it works]

All proposals sent to the commissioner will be voted on at the owners' meeting. If you are serious about a rule change, you should attend the meeting to help decide its fate.

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Addendum: The Off-Season

There are two significant off-season events: The post-season party and pre-season trading. In addition, the Off-season schedule is explained below.

Post-Season Owner's Meeting

After the NFL season, we have an end of the year party with leftover funds. At this party, we discuss league business and solicit feedback from the owners in attendance regarding potential rule changes. In the past, this meeting has taken place on Superbowl Sunday (Late January) or the NFL Draft (April).

In 2008 a Rules Committee, comprised of owners who have an interest in voting on rules, was formed. This was done for scheduling purposes. All owners are invited to the owners' meeting, but attendance is not mandatory. If you want to be on the Rules Committee, contact the commissioner. If you are unable to make the owners' meeting, please understand that rule changes will be voted in by participating members. In the event that neither of these dates provides an acceptable attendance (at least 4 owners), we will postpone using league money to fund the party until the following year's auction/draft.

If a post-season party cannot be had because of low attendance, potential rule changes can be brought up, discussed and voted on at any time during the off-season. In this case, all owners will be contacted and asked to weigh in and vote on the rule change in question.

Pre-Season Trading

Pre-Season trading was voted in to the FFFL prior to the 2003 season. Since then, some real blockbuster trades have taken place, including the unprecedented 1st pick in the 1st round trade in 2004. There are some risks involved with off-season trading, because not all position battles might be settled by the deadline, however, it is your chance to position your team favorably before the Auction/Draft.

Pre-season trading typically:

- Begins in the first two weeks of August.
- Lasts three weeks.
- Ends one week before the auction/draft.

Note: The exact dates for pre-season trading are worked out once the NFL schedule is released.

Off-Season Schedule

To ensure key position battles are worked out on NFL teams and so everyone has a chance to view pre-season games, we typically draft the weekend before the first game of the NFL season (Usually Labor Day weekend). Because we don't all live next door to one another anymore, some compromises to this date may be made to ensure all owners (or as many as possible), can be in attendance. The Auction/Draft day date determines the rest of the off-season schedule, including the pre-season trading schedule.

The off-season is 5 weeks long and counts backwards from NFL kickoff Thursday:

- **Thursday, Week 5:** NFL season starts.
- **Saturday, Week 4:** Auction/Draft Day. Unless amended for a given year, this is the Saturday before the first game of the season. Keepers are announced at the auction/draft.
- **Saturday, Week 1-3:** Pre-season trading commences.

Dates will be formally announced in an email to all league members when available.

The Commissioner can be reached at any of the following:

Phone:

Office: (773) 804-4707
Cell: (630) 989-3646
Home: (630) 527-0401

Address:

Email: jes.cortes@comcast.net
Home: 201 N. Whispering Hills Rd.
Naperville, IL. 60540

**Office Hours
are Flexible!**