

AJ Hoff Memorial Armchair Quarterback League



Rules & Manual

THE LEAGUE

A.J. Hoff Memorial Armchair Quarterback League is a full NFL season, total points league. The league uses a basic/performance/distance scoring method. This type of scoring provides the ultimate all-around fantasy football league. By rewarding players for the times he scores, the distance of that scoring play, and his overall performance in the game. Makes every player a valuable commodity. At the end of each week, franchise players points are totaled, then added to their season total, producing a best to worst league ranking. The franchise with the most total points by the end of the NFL season and ranked number one, is declared the champion.

PLAYER POSITIONS

At the fantasy draft, each franchise will draft 27 players. Of the 27 players selected on drafted day, 13 will be used in your weekly starting lineups.

# Drafted	Type of Players	# Started
2	Quarterbacks	1
4	Running Backs	2
4	Wide Receivers	2
2	Tight Ends	1
2	Kickers	1
4	Defensive Backs	2
2	Linebackers	1
2	Defensive Lineman	1
2	Kick Returners	1
3	Rookies	1

The players position listed on NFL.com is the position the player must be drafted for. With the exception of Kick Returners and Rookies. If there is a question about a players position, then it must be brought to the attention of the commissioner. The commissioner will make the decision for the particular players position, by using NFL.com.

Multi-role and/or two-way offensive/defensive players can be drafted for any position (ie. DB/KR/WR, can be drafted as a DB, KR and WR), but can only be started in the position in which he was drafted. No player can be drafted at two offensive or two defensive positions (ie. no player can be taken as a RB and a WR, or LB and a DL).

Rookies can only be drafted and started as rookies. What is a rookie? Any player that has never been on a active NFL roster and/or playing his first year in the National Football League - is a rookie. If a player has played in the WLFL, USFL, WFL, CFL and/or AFL and has never been on any NFL team roster during the regular season, then he can be drafted as a rookie.

NFL.com will determine if a player is a rookie or not. If there is still a conflict with a players experience, the commissioner will review the player at NFL.com and make the final decision on said player.

No Player Trading Allowed

THE DRAFT

The league draft is held on the Friday before the first regular season game (unless otherwise noted). The draft order is the reverse of last year's final overall standings. The draft goes from 1st pick thru the 13th pick then reverses from 13th thru 1st then reverses back and so on (the snake).

When an owner is "**On The Clock**" they will have **3 minutes** to make their selection. When a team's 3 minutes are up, they will be moved down one pick, and make their pick after the team currently on the clock.

No franchise is allowed to draft for another franchise. If a franchise fails to show up for the draft, they must arrange for someone else to draft for them (NOT ANOTHER FRANCHISE). If they do not draft, they will be given the opportunity to draft remaining players the next day.

The franchise will hold the rights to a drafted player, even if a drafted player gets hurt, gets cut, or is traded.

If a new franchise is added to the league, then that franchise will be put on the end of the draft (pick 13). Current franchise owners will have the option of moving the new franchise up, if they so choose.

STARTING LINEUPS

A starting lineup must be turned into the myfantasyleague.com, prior to the start of the game's first game of that day. Thursday players start on Thursday, and Sunday for Sunday and Monday games. Teams can change their line-ups as many times as they want to, up until the start of the game.

If a starting lineup is not turned in by game time, then the franchise will have 25 points subtracted from their total points scored for that week. If a franchise does not turn in a lineup their lineup from the previous week will be used for the week. After the Sunday games have started, no lineups will be excepted - no exceptions.

Providing an owner does not turn in a lineup for a second week in a row, the owner will be fined 50 points. In the event an owner does not turn in a lineup for a third week in a row, the owner will be fined 75 points, and he will move back one place in the draft order the following season (ie. if you pick second you would move back one and pick third, with approval from team being swapped). When a franchise owner fails to turn in a lineup for four weeks in a row. There will be an emergency meeting held for remaining owners, to vote on a lifetime dismissal of the franchise. (For reasons of - if the owner does not want to play, there is always somebody that does.)

SEASON DROP AND ADDS

There will be three season player drop and add opportunities. They will be held after the 5th, 9th and 14th weeks of the regular season. The franchise with the lowest point total after each of these weeks, will select first and so on.

Each franchise owner will have the option to cut up to 3 players during each session. The franchise will then draft the same number of players and positions they cut. (ie. if an owner drops a QB then he must replace him with a QB).

No franchise is allowed to draft for another franchise.

LEAGUE COMMISSIONER

The position of commissioner is currently held by Jeff Novy

Responsibilities:

- A. Coordinate all league business
- B. Setup and run the drafts

STATISTICS SOURCE

The MyFantasyLeague.com fantasy football league management web host service will be the official source for statistics used for tabulating player points. In the event a scoring error is made. That franchise needs to bring the error to the attention of the league office, prior to the next weeks games (after that it is too late) with printed proof from two sources. If the error is deemed legitimate, the points will be added to the same weeks score. Any league decision will be FINAL.

FRANCHISE FEE

There is a mandatory yearly franchise membership fee of \$60.00 (\$50 for pay-outs and \$10 for league fee) (CASH ONLY ... NO CHECKS). This fee is due on draft night. If you can not pay then you will have until week 4 to pay.

Starting week 5: 100 point loss
week 6: 200 point loss
week 7: 300 point loss
week 8: 400 point loss

After week 8 your franchise is removed from the league.

The money collected will be divided and payed out in two segments. All payouts will not be paid until the friday after week 9 and 18. The first half (weeks 1-9) and the second half (weeks 10-18).

Payout is:	<u>Place</u>	<u>First & Second Half</u>
	1	\$ 125
	2	75
	3	50
	4	25

LEAGUE RULINGS

All money matters are ruled on by the Commissioner and will be FINAL. All other league business will be determined by a league vote at league meetings, with majority wins, tie decided by commissioner (owner must be present to vote).

SCORING SYSTEM

OFFENSE

PASSING, RUSHING, & RECEIVING TD'S (QB, RB, R)

0-9	yards	10 points
10-19	yards	20 points
20-29	yards	30 points
30-39	yards	40 points
40-49	yards	50 points
50-59	yards	60 points
60-69	yards	70 points
70-79	yards	80 points
80-89	yards	90 points
90 + yards		100 points

PASSING YARDS

250-324	yards	30 points
325-399	yards	60 points
400-474	yards	90 points
475 +	yards	120 points

RUSHING & RECEIVING YARDS

75-99	yards	15 points
100-124	yards	30 points
125-149	yards	45 points
150-174	yards	60 points
175-199	yards	75 points
200-224	yards	90 points
225-249	yards	105 points
250-274	yards	120 points
275-299	yards	135 points
300 +	yards	150 points

DEFENSE

DEFENSIVE LINEMEN

DL TD		60 points
DL Interception		50 points
DL Sack		10 points
DL Fumble Recovery		10 points
DL Tackle	5 tackles	5 points
	6-99 tackles	1 points
		1 point for each tackle after 5

LINEBACKER

LB TD		50 points
LB Interception		40 points
LB Sack		10 points
LB Fumble Recovery		10 points
LB Tackle	5 tackles	5 points
	6-99 tackles	1 points
		1 point for each tackle after 5

DEFENSIVE BACK

DB TD		40 points
DB Interception		30 points
DB Sack		10 points
DB Fumble Recovery		10 points
DB Tackle	5 tackles	5 points
	6-99 tackles	1 points
		1 point for each tackle after 5

SCORING SYSTEM (CONT)

SPECIAL TEAMS

FIELD GOALS

(Kickers)

0-19 yards	10 points
20-29 yards	15 points
30-39 yards	20 points
40-45 yards	25 points
46-49 yards	30 points
50 yards	35 points
51 yards	40 points
52 yards	45 points
53 yards	50 points
54 yards	55 points
55 yards	60 points
56 yards	65 points
57 yards	70 points
58 yards	75 points
56 yards	80 points
60+ yards	85 points

EXTRA POINT

(Kickers)

5 points

GOLDEN TOE

(Weeks high point kicker)

30 points

2-POINT CONVERSION

(any player)

10 points

2-point conversion consists of passing, rushing, or receiving

KICK RETURNERS

Kick-off Return for TD

100 points

Punt Return for TD

100 points