

1. Dues

1.1. Annual dues for each franchise is \$30, to be paid to the commissioner.

1.1.1. 2005 will have a \$40 fee to take advantage of a pricing promotion through Fanball

2. Awards

2.1. Season-end awards include the following

2.1.1. \$150 - Superbowl champion

2.1.2. \$60 - Superbowl Runner Up

2.1.3. \$30 - Lombardi Conference Champion

2.1.4. \$30 - Holmgren Conference champion

2.1.5. \$30 - Points Champion

2.1.5.1. The points championship goes to the team that scores the most points during the entire season but does not win either the playoff or regular season championship

2.1.5.1.1. The entire season consists of the regular season (weeks 1-14), including bye weeks, and the post season tournament (weeks 15-18)

3. Season and Playoffs and Tie breakers

3.1. This league will utilize a 13 week regular season and a 3 week playoff

3.1.1. The MFFL Superbowl will never be played in the final week of the NFL Regular season

3.2. A total of 8 teams will make the playoffs

3.2.1. Automatic bids to the playoffs will go to the winners of each division

3.2.2. There will be 4 wildcard bids

3.2.2.1. These bids will be awarded to the 2 teams from each conference with the best record who did not win their respective division.

3.2.2.1.1. It is possible for both wildcard bids from a division to go to teams from the same division

3.3. Tie breakers will be handled in the following order:

3.3.1. Overall Winning Percentage

3.3.2. Head-to-HEAD Games Played (2 teams only)

3.3.3. Most Points For, Season To Date

3.3.4. Division Winning Percentage

3.3.5. Conference Winning Percentage

4. Points

4.1. Rules regarding points can be found on the Fanball website

4.1.1. As of 8/11/2005, this direct link worked: <http://fbc.fanball.com/commissioner.fbc?prg=league&action=rules&37898>

5. Transactions

5.1. Rules regarding transactions can be found on the Fanball website

5.1.1. As of 8/11/2005, this direct link worked: <http://fbc.fanball.com/commissioner.fbc?prg=league&action=rules&37898>

5.2. Trade Deadline

5.2.1. The trade deadline is week 10.

5.2.1.1. Trades must be accepted before the end of the games played on week 10.

6. Draft

6.1. League draft is held prior to each season at a date and location determined by the league commissioner and team owners

- 6.2. Owners that are unable to attend the draft have the following options:
 - 6.2.1. Teleconference via phone during the live draft
 - 6.2.2. E-mail during the live draft
 - 6.2.3. Submit a ranking of available players prior to draft day, and permit the league to assign to them the top-ranked player not yet drafted for each draft pick
 - 6.2.4. Send a team representative to carry out the draft duties for the owner
 - 6.2.5. Log in to the Fanball Commissioner Website and participate in the online draft room
- 6.3. Team owners have three minutes to make their draft pick
- 6.4. Once the draft pick has been made it can not be changed without permission from the league commissioner and team owners
- 6.5. The draft is held for fifteen rounds
- 6.6. The draft order for the first round will be determined through a selection process where teams will pick their draft position. The order in which teams select their draft position will be based on the standings for the previous year, with the last-place team picking first and Super Bowl winning team picking last
 - 6.6.1. In subsequent rounds, odd-numbered rounds mirror the first round, while the drafting order for even-numbered rounds are reversed
- 6.7. Standings for the previous year are determined by regular season schedule for the non-playoff teams and playoff results for the playoff teams
- 6.8. If a team participating in the draft hasn't participated in the previous season, their draft position will be placed after the non-playoff teams but before the playoff teams
 - 6.8.1. If multiple teams join the league in the same year, their relative position will be determined by a random drawing of names.

7. Retaining Players

- 7.1. Team owners can retain up to 3 players that they have acquired in the previous year, but they must forfeit a draft pick in the round two rounds earlier than the one in which the player was drafted
 - 7.1.1. For example, in order to keep a player drafted in the sixth round of the previous year, the team owner must forfeit their fourth round draft pick in the current year
 - 7.1.2. The player therefore becomes their fourth round draft pick
 - 7.1.3. In the next year, the team owner would have to forfeit their second round draft pick in order to retain the same player for a third consecutive year
 - 7.1.4. As a result, no first or second round draft picks can be retained for consecutive years without making them available to other team owners in the draft
 - 7.1.5. Undrafted players are treated as if they were drafted in the sixteenth round, so owners would have to forfeit a fourteenth round draft pick in order to retain the player for the following year
- 7.2. Players retain their draft position if they are traded to a different team or released to waivers during the season
 - 7.2.1. Team owners can keep their newly-acquired player for the following year, but they will have to forfeit a draft pick two rounds lower than the round in which the player was drafted by the previous owner in the previous year's draft
- 7.3. Team owners can only retain players that they've had on their roster during the last weekend of the regular season
 - 7.3.1. Any players acquired by the team owners via free agency after the last week of the regular season must be made available to all team owners for the following season via the draft
- 7.4. If a team owner decides to retain two players that went undrafted or were drafted in the same round, then the team owner forfeits two draft picks – one three rounds ahead of the original round and one two rounds ahead of the original round

7.5. If a team owner decides to retain three players that went undrafted or were drafted in the same round, then the team owner forfeits three draft picks – one three rounds ahead of the original round, one two rounds ahead of the original round, and one in the round previous to the original round

7.5.1.1. For example, if a team owner wishes to retain three undrafted players, they would have to forfeit their picks in the thirteenth, fourteenth and fifteenth rounds

7.5.2. The only situation in which team owners could retain more than three players that were undrafted and/or drafted in the same round would be if they traded the rights to the additional retained players to a team owner that is retaining less than three players that were undrafted and/or drafted in that same round for a draft pick that is unequal to the three draft picks in question

7.6. Prior to the draft all team owners must state which retained players are being retained and to which round they should be allocated

7.6.1. Please see the Available To Keep Players spreadsheet to see which players can be retained and which draft picks must be forfeited to retain those players

7.6.1.1. This sheet is located at <http://mffl.oconnorfamily.net/>

8. Trading Draft Picks

8.1. Team owners can trade either unused draft picks, newly-drafted players, or retained players at any point before or during the league draft

8.1.1. All transactions must be confirmed by all team owners involved and the league commissioner before the transaction is made official

8.2. Team owners can only have the rights to fifteen players at the conclusion of the league draft

8.2.1. If a team owner has acquired more than fifteen players through either acquiring players for extra draft picks via trade, then they must either trade their excess players for future draft picks or outright release them in order to meet the fifteen player limit

8.3. If a team owner acquires future draft picks from a second team owner via trade, the team owner loses the acquired draft picks if the second team owner decides not to participate in the associated season