

# League rules summary

This is a Draft & Forget League. No Add/Drops, Waivers, or Trades.

## General

- Scoring System: Points-based
- Maximum # of teams: 12
- Your league stats begin accumulating on: Tue Aug 31, 2021
- Your league stats end accumulating on: Mon Nov 29, 2021

## Player Pool

- Player Pool: Full FBS (Only players in the Fantrax CFF player pool are eligible to be drafted—no placeholders)

## Restrictions

- Minimum Active Players: 0
- Maximum Active Players: 26

Pos	Min Active	Max Active	Total Max
Quarterback (QB)	0	8	
Running Back (RB)	0	12	
Wide Receiver (WR)	0	12	
Tight End (TE)	0	6	
Defense and Special Teams (DST)	0	6	

## Best Ball Position Settings

- Players with highest points each week count towards team standings totals.

Pos	Include Top	Omit Bottom	Omit Top
Quarterback (QB)	2		
Running Back (RB)	2		
Wide Receiver (WR)	3		
Tight End (TE)	1		
Running Back/Wide Receiver/Tight End (RWT)	2		
Defense and Special Teams (DST)	1		

## Scoring

Scoring Group	Scoring Category	Points
Offense	Fumbles Recovered for Touchdowns - Offense (FRTD)	6
Offense	Kickoff Return Touchdowns (KRT)	6
Offense	Passing Touchdowns (TD)	4
Offense	Passing Yards (Yds)	0.05
Offense	Punt Return Touchdowns (PRT)	6
Offense	Receiving Touchdowns (TD)	6
Offense	Receiving Yards (Yds)	0.1
Offense	Receptions (Rec)	0.5
Offense	Rushing Touchdowns (TD)	6
Offense	Rushing Yards (Yds)	0.1
Offense	Two Point Conversion Passes (2Pa)	2
Offense	Two Point Conversion Rushes & Receptions (2RR)	2
Defense/Special Teams	Extra/2Pt Point Attempts Returned for 2Pt (XPB2P)	2
Defense/Special Teams	Extra Points Made (XP)	1
Defense/Special Teams	Field Goals 40-49 Yards (FG40-49)	4
Defense/Special Teams	Field Goals 60+ Yards (FG60+)	6
Defense/Special Teams	Field Goals 50-59 Yards (FG50-59)	5
Defense/Special Teams	Field Goals 1-39 Yards (FG1-39)	3
Defense/Special Teams	Points Allowed by the Defense/Special Teams (PA-DST)	<i>Calculate Per Game, NonCumulative:</i>
Defense/Special Teams	Sacks (Sk)	1
Defense/Special Teams	Safeties by the Defense (Sft)	4
Defense/Special Teams	Fourth Down Conversion Stops (4DCS)	0.5
Defense/Special Teams	Takeaways (TA)	2
Defense/Special Teams	Touchdowns - Defense and Special Teams (TDDST)	6

## Transactions

### Lineups

- Lineup Change System: Lineup changes are not allowed

### Trades

- Trade System: Trades are not allowed
- Allow trading of draft Picks: No

### Claims/Drops

- Claim/Drop System: Claims & drops are not allowed

### Draft

- Division:
- Draft Type: Live Online Standard
- # of rounds: 26
- Draft Date: —
- Time limit per pick: 2 mins
- Fill rosters legally when drafting: Yes

- Draft Order creation: Random

Miscellaneous

Tie Breakers

- None

Fees

- League Entry: (League Fees may vary)

Prizes

Name:	Prize Pool
Description:	1st—65%; 2nd—35%

Prizes