

# 2010 RotoBowl Rules

## » Section I. Overview

The RotoBowl Fantasy Football Tournament is a national fantasy football league, whose season is broken into 3 segments: the live draft (online or Atlantic City), the regular season and the Postseason (League Playoffs, Championship Tournament). Upon registering for a RotoBowl team, you will be given the choice between drafting online or in Atlantic City. Prior to the draft date, each team will be randomly assigned into a league of 12 teams. It is among this league of 12 teams that you will draft and compete against during the RotoBowl regular season. The Regular Season season, which will last 11 weeks, will be based on Head-to-Head record

At the end of the Regular Season, the top 6 teams in each league will be seeded according to Win-Loss record and advance to their League Playoffs, which will run from Weeks 12-14. The League Playoffs will determine both League Prizes and entries into the Overall Championship Tournament. Similar to the NFL Conference Playoffs, the League Playoffs will be a 6-team single elimination head-to-head tournament, with the top 2 seeds receiving a 1st round bye

The RotoBowl Postseason will culminate with the Overall Championship Tournament from Weeks 15-16. The tournament will be based entirely on cumulative points from Week 15 and Week 16, in addition to each team's average weekly point total from Weeks 1-14. Overall prizes will be awarded to those teams with the highest sum of point totals from these 3 scores.

## » Section II. Draft

The RotoBowl season kicks off with a live 12 team draft. Each team will have the option of drafting online or in person in Atlantic City, NJ. There will be draft time options for online drafts running nightly from Sunday, September 5<sup>th</sup> thru Saturday, September 11<sup>th</sup>. Online drafts will take place at the RotoBowl Commissioner service at rtsports.com. The in-person drafts in Atlantic City will take place on Saturday, September 11th at the Atlantic Convention Center.

All teams will be randomly pre-assigned to a league of 12 teams, from which a team will draft and compete against during the regular season. Each league consists of 12 teams and will have a 20 round draft using the entire pool of eligible football players (discussed later). Team draft order will be determined prior to the draft in a random manner, and the draft will follow a Serpentine Order Format.

### **i.Draft**

League placement and draft order will be decided in an entirely random fashion. Teams that register by August 8th will find out their draft position on August 13th. Teams that register after August 8th will receive their draft position 2 days before their scheduled draft. Teams will be randomly placed in a league and will be given a team number in that league (1-12). Team number refers to the order in which a team will draft in the first round. For example, a team assigned League 12, Team Number 3 will have the 3rd overall draft selection in League 12.

All RotoBowl drafts will utilize a Serpentine Order Format. In round 1, the draft will proceed from Team 1 to Team 12. In round 2, the draft will proceed from Team 12 to Team 1. In round 3, from Team 1 to Team 12, and so on.

## **ii. Draft Supervisors**

Each league draft (Online and Live) will be overseen and managed by a RotoBowl staff member known as a Draft Supervisor. Draft Supervisors will be in charge of timekeeping, tracking the official draft results for the entire league, as well as answering any questions a team may have.

## **iii. Draft Restrictions**

A team is required to draft the full 20 rounds, and must draft a starting lineup – at least 1 QB, 2 RB, 3 WR, 1 TE, 2 Flex, 1 Kicker, 1 Defense.

## **iv. Draft Pick Time Limit**

### **a. Atlantic City Draft**

A team has 75 seconds to make a draft pick once the Draft Supervisors notify that the team is on the clock. The Draft Supervisors will keep track of the time between picks and will give regular updates on how much time is left on the clock for each pick. If a team does not select a player after the 75 seconds, the draft moves on to the next team. After the next team selects a player, the passed over team is given another 20 seconds to pick a player before being passed over again.

### **b. Online Draft**

A team has 90 seconds to make a draft pick once the Draft Timer begins. If a team fails to make a selection, the online draft room will take the top player from the team's queue. If the queue is empty, the system will select the highest ranked player according to [rtsports.com](http://rtsports.com)'s rankings.

There are no exceptions to this rule. We highly suggest that you test the draft software beforehand to make sure it is compatible with your computer. Please make sure you test on the same computer at the exact location that you will be drafting from.

## **v. Week One Starting Lineups**

### **a. Atlantic City Draft**

After the draft is complete, each team representative will be required to submit a week one starting lineup to the RotoBowl Draft Supervisor. Lineups may be altered up until kickoff of each player's game. Please see note D below for an important notice regarding the Thursday night game.

### **b. Online Drafts**

For online drafts, rosters will be available shortly following the online draft. Each team will be responsible to submit their Week 1 lineup using the commissioner service at [RTsports.com](http://RTsports.com). Week 1 lineup decisions for players from the Thursday night Vikings/Saints players can be altered until Sunday at 12:30 pm EST, regardless of your draft day.

### **c. Thursday Night Vikings/Saints Game**

Please note that all players from the Thursday night Vikings/Saints game are eligible to be in your Week 1 starting lineup, regardless of your draft day. Their points will count towards Week 1 scores if you choose to start them.

### » **Section III. Rosters & Free Agency**

Each roster will consist of 20 players. Each week, a team will submit a starting lineup of 11 players. The deadline to make weekly lineup changes will be the time of kickoff of each NFL game. It is these 11 players that will count towards the weekly regular season score.

#### **i. Roster**

Team Rosters will consist of:

1 Quarterback

2 Runningbacks

3 Wide Receivers

1 Tight End

2 Flex Players (a RB or WR, or TE)

1 Place Kicker

1 Team Defense/Special Team

9 Bench Players (any position)

#### **ii. Roster Verification**

If a Week 1 roster error is noticed after the draft (wrong player on team, missing player, i.e.), RosterDoc staff must be informed by Wednesday, September 15<sup>th</sup> by emailing [info@rosterdoc.com](mailto:info@rosterdoc.com) or calling 877-768-6269. After this date, all drafted rosters will be considered final and unable to be changed.

#### **iii. Lineup Submission**

Weekly starting lineups can be submitted via the online commissioner at [RTsports.com](http://RTsports.com). Starting lineups may be edited at any time before a player's scheduled game. Once a player's game has begun, he can no longer be moved in/out of the lineup, with the exception of the Week 1 Vikings/Saints game.

#### **iv. Free Agent System**

Each week during the regular season (weeks 2-11 only), teams will have two opportunities to pick up free agents (players who aren't on a team's roster in your league). Bidding will begin each week at 6am Eastern on Tuesday morning of each week. Free Agents will be processed each Thursday at 5pm EST (Free Agent Period 1) and each Saturday at 5 pm EST (Free Agent Period 2). Please note that players dropped during Free Agent Period 1 are not eligible to be picked on Free Agent Period 2. The system used for free agent acquisitions will be a blind bidding process, where each team will be given 1,000 free agent units to bid on players during

the course of the year. Each week, a team interested in a free agent will submit a bid via website in free agent units for that free agent player. Bids will not be seen by any other team in the league until after the results are listed on the website.

A free agent will be awarded to the team that bid the most free agent units. Each time a team successfully acquires a free agent for x amount of free agent units that x amount will be subtracted from the team's available free agent units. Please note that the initial 1,000 free agent units cannot be replenished. Once a team uses up 1,000 free agents units, that team is no longer eligible to bid on free agents the rest of the season. At no time can any team bid an amount higher than their available free agent units. Free agent bids must be in whole amounts.

### **Player Drops**

With every Free Agent bid, a team must also name a player from the team's roster to be dropped. This is done to ensure all rosters stay at 20 players. The player will only be dropped from the team if the free agent is acquired.

### **Bidding Time Frame and Deadlines**

There will be 2 Free Agency Bidding Periods each week of the Regular Season. The first weekly Free Agency Period will begin on Tuesday 11:00 AM EST and concludes on Thursday at 5:00 PM EST. Free Agency Results will be posted on RotoBowl.com by Thursday 7PM EST. As soon as results are posted, the weekly Free Agency Period 2 will begin. Free Agency Period 2 will run from each Thursday at 7pm EST to Saturday at 6pm EST. Results of Free Agency Period 2 will be posted on RotoBowl.com on Saturday at 7pm EST. Please note that there will be no bidding of free agents during week 1 or after week 11.

Bidding deadlines throughout the season will be as follows:

Week 2: Period 1 - Thursday, September 16th @ 5:00 PM Eastern; Period 2 - Saturday, September 19th @ 5:00 PM Eastern

Week 3: Period 1 - Thursday, September 23th @ 5:00 PM Eastern; Period 2 - Saturday, September 26th @ 5:00 PM Eastern

Week 4: Period 1 - Thursday, September 30th @ 5:00 PM Eastern; Period 2 - Saturday, October 3rd @ 5:00 PM Eastern

Week 5: Period 1 - Thursday, October 7th @ 5:00 PM Eastern; Period 2 - Saturday, October 10th @ 5:00 PM Eastern

Week 6: Period 1 - Thursday, October 16th @ 5:00 PM Eastern; Period 2 - Saturday, October 17th @ 5:00 PM Eastern

Week 7: Period 1 - Thursday, October 23rd @ 5:00 PM Eastern; Period 2 - Saturday, October 24th @ 5:00 PM Eastern

Week 8: Period 1 - Thursday, October 30th @ 5:00 PM Eastern; Period 2 - Saturday, October 31st @ 5:00 PM Eastern

Week 9: Period 1 - Thursday, November 4th @ 5:00 PM Eastern; Period 2 - Saturday, November 7th @ 5:00 PM Eastern

Week 10: Period 1 - Thursday, November 11th @ 5:00 PM Eastern; Period 2 - Saturday, November 14th @ 5:00 PM Eastern

Week 11: Period 1 - Thursday, November 18th @ 5:00 PM Eastern; Period 2 - Saturday, November 21st @ 5:00 PM Eastern

### **Conditional Bids**

In case a team does not get a player that was bid on, any number of conditional bids may be used. Subsequent conditional bids will only take effect if the previous bid is not the winning bid. Conditional bids are not required at any time.

### **Number of Bid Limits**

RotoBowl does not limit the amount of bids you can place on any given week, so long as you have the free agent dollars to cover your bid. However, there is a maximum of 10 successful free agent transactions you can make in a given free agent period.

### **Tied Bids Tiebreakers**

If 2 or more teams bid the same amount on a free agent in a given week, the player is awarded to the team lowest in the standings.

### **Available Players**

As long as a player is not on the roster of any team in the league, he is available to be bid on.

### **v. Trades**

No trades involving players or free agent units are permitted.

### **vi. Best Interest of the League Rule**

RotoBowl staff will not actively intervene in team management issues, except in cases where RotoBowl staff feels the integrity of the league is being compromised. Under these cases, RotoBowl Staff reserves the right to intervene in any team management issue and/or implement necessary league moves. These moves may include, but are not limited to: reversing free agency adds or drops, correcting any possible errors involving free agency, and submitting starting lineups for abandoned teams (bye weeks, injuries, etc.).

## **» Section IV. Scoring**

The following is a breakdown on the scoring system. Please note that scoring will be rounded to the nearest 100th decimal place (a team can have a weekly score of 145.15):

### **Lineup Requirements**

**Offense**

**Other**

1 Quarterback	1 Kicker
2 Runningbacks	1 Defensive Team
3 Wide Receivers	2 Flex Players (RB/WR/TE only)
1 Tight End	9 Reserve
Passing	
<b>Category</b>	<b>Points</b>
Passing Yardage	0.05 point per passing yard
Passing Touchdown	4 points
Interception	-1 point
2pt Conversion	2 points
Rushing	
<b>Category</b>	<b>Points</b>
Rushing Yardage	0.1 point per rushing yard
Rushing Touchdown	6 points
2pt Conversion	2 points
Receiving	
<b>Category</b>	<b>Points</b>
Receiving Yardage	0.1 point per receiving yard
Reception	1 point
Receiving Touchdown	6 points
2pt Conversion	2 points
Place Kicking	
<b>Category</b>	<b>Points</b>
Extra Point	1 point
1-39 Yard FG	3 points
40-49 Yard FG	4 points
50+ Yard FG	5 points
Defense & Special Teams	
<b>Category</b>	<b>Points</b>
Sack	1 point
Interception	2 points
Fumble Recovery	2 points
Safety	2 points
Defense or Special Teams Touchdown*	6 points

<b>Points Against</b>	.5 (one-half point) for every point under 20 allowed ( <b>Example:</b> 10 points for a shutout, 13 points allowed equals 3.5 pts, 17 points allowed equals 1.5 points, etc.)
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\*Defensive or special teams touchdown include: kickoff return, punt return, fumble return, interception return, blocked punt return and returns after a missed field goal.

**Note 1:** In plays that contain more than one turnover, fumble recovery points will be awarded to the recovery team's defense and special teams. For example, Team X's offense fumbles and Team Y's defense recovers, but then fumbles the ball back to team X's offense. In that scenario, team X's defense and special teams (as well as team Y's defense and special teams) are both awarded a fumble recovery.

**Note 2:** Touchdowns scored on fake field goals or fake punts do not count as Defense/Special Teams scoring. Touchdowns scored by the offensive team after a blocked punt or blocked field goal do not count as a Defense/Special teams score.

**Note 3:** Points allowed includes all points scored by the opposing team, regardless if the opposing team scores on offense, defense or special teams.

**Note 4:** In the unlikelihood of a scoring occurrence that is not covered in the RotoBowl rules, we will defer to the official game scoring.

**Note 5:** Special teams touchdowns will only be credited to Team Defense/Special teams.

#### **i.Stat Changes & Official End of Week Rule**

All weekly stats will be considered final on Fridays at 11:59PM Eastern. Occasionally, official NFL game stats will be altered several days after a game has ended. After each Friday at 11:59PM Eastern, no stat changes will be reflected in RotoBowl league games and standings. For example, Week 1 Stats will be considered final on Friday September 17, 2010 at 11:59PM Eastern. Please note that this deadline also applies to challenging any potential statistical errors made by RosterDoc League Staff. To challenge a statistic, you notify the RosterDoc.com Staff via email [info@rotosterdoc.com](mailto:info@rotosterdoc.com) by the deadline.

## **» Section V. League Structure and Regular Season**

RotoBowl will be segmented into leagues of 12 teams. There will be no divisions or conferences within the league (in essence, each league is one big division of 12 teams). Teams will be randomly assigned a league and draft order according to Section II above.

• **Regular Season Schedule**

The regular season runs from week 1 through week 11.

Standings will be based on a Head-to-Head Win/Loss system.

**Weekly Matchups**

Head-to-Head

From weeks 1-11, each team will play a weekly double-header. This results in each team playing the other teams in their league twice over the course of the regular season. The higher scoring team of the two will receive a win.

» **Section VI. POSTSEASON - LEAGUE PLAYOFFS, CHAMPIONSHIP TOURNAMENT, CONSOLATION BOWL**

**i. League Playoffs**

League prizes and entry into the Overall Championship Tournament will be decided through a 3 week head-to-head single elimination playoff tournament within each league. League Playoffs run from Week 12-14.

Following Week 11, each team will be seeded 1-12 in their league according to regular season Win/Loss Records. The top 6 seeds will advance to the League Playoffs on Week 12.

Win/Loss Record Tiebreakers:

1) total regular season points; 2) regular season head-to-head record; 3) points scored head to head; 4) random selection).

The bottom 6 teams in each league who do not qualify for the League Playoffs are moved to the Consolation Bowl (discussed later).

**Week 12 - Round 1 of League Playoffs**

- Seed 3 vs 6

- Seed 4 vs 5

The winners of each game move onto Round 2 on Week 13; the losers are moved to the Consolation Bowl.

Seeds 1 & 2 will automatically receive byes and move onto Round 2 on Week 13. Additionally, Seed 1 is automatically qualified for the Overall Championship Tournament.

**Week 13 - Round 2 of League Playoffs**

- Seed 1 vs lowest seed to advance

- Seed 2 vs highest seed to advance

The winners of each game move onto the League Championship Game on Week 14; the losers move onto the 3rd/4rd Place Game on Week 14.

**Week 14 - Round 3 of League Playoffs**

- League Championship Game: winner will win 1st place league prize of \$900 and advance to

Championship Tournament; loser will win 2nd place league prize of \$300 and also advance to Championship Tournament.

- 3rd/4th Place Game: winner will win 3rd place league prize of \$100 and advance to Championship Tournament; loser will be moved to Consolation Bowl.

\*Note: If there is a tie in any League Playoff game, the higher seeded will get the tiebreaker.

### **iii. Overall Championship Tournament**

The top 3 teams in each league (as determined from the League Playoffs), in addition to those Regular Season League #1 seeds who did qualify via the Playoffs, will receive births into the RotoBowl Championship Tournament, which will run from weeks 15-16. The winner of this tournament will be the RotoBowl Champion.

Note: There will be no Wildcard Entries to the Championship Tournament

### **RotoBowl Championship Tournament Format**

The Championship Tournament will utilize a cumulative points format consisting of 3 scores:

1. Week 15 point total
2. Week 16 point total
3. Average weekly score from Weeks 1-14.

The winner of the RotoBowl Championship Tournament will be the team with the highest point total from these 3 scores. The teams with the Top 10 scores will be awarded prizes according to the RotoBowl prize payout schedule.

Tiebreakers to determine Post-Season Tournament prize winners will be:

1. Total Season Points from Weeks 1-16
2. Win/Loss Record in Weeks 1-11
3. Higher Regular Season Point Differential ('points for' minus 'points allowed')
4. Total Active QB points from Weeks 1-11
5. Random Selection

### **iii. Consolation Bowl Knockout Tournament**

Every team that does not make the RotoBowl League Playoffs or Championship Tournament will be included in their league League Consolation Bowl. The Consolation Bowl will run from Weeks 12-16. Each League Consolation Bowl winner will win \$100 credit for RotoBowl 2011.

#### **Week 12: Round 1 of Consolation Bowl**

All 6 teams that do not advance to their League Playoffs will compete in the first round of their League's Knockout Tournament. The team with the lowest score for Week 12 will be eliminated; the top 5 scores will move onto Week 13.

#### **Week 13: Round 2 of Consolation Bowl**

The 2 losing teams of Round 1 of the League Playoffs will be added to the Consolation Bowl. The lowest scoring team for Week 13 will be eliminated; the remaining teams will advance to Week 14.

**Week 14: Round 3 of Consolation Bowl**

The 2 lowest scoring teams for Week 14 will be eliminated; the remaining teams will advance to Week 15.

**Week 15: Round 4 of Consolation Bowl**

The losing team of the 3rd/4th Place League Playoff game will be added to the Consolation Bowl. The top 3 scoring teams from the week will advance to the final week of the Knockout Tournament. The remaining teams will be eliminated.

**Week 16: Final Round of Consolation Bowl**

After Week 16, the team with the highest score (only for Week 16) will be named the League Consolation Bowl Champion and be awarded with a \$100 certificate towards RotoBowl 2010.

Tiebreakers to determine RotoBowl Consolation Tournament prize winners will be:

1. Win/Loss Record in Week 1-11
2. Total Points in Weeks 1-11
3. Higher Regular Season Point Differential ('points for' minus 'points allowed')
4. Random Selection