

Rules

Since you have commissioner access, you may change your league settings by clicking the appropriate red links below. Links are not available to non-commissioners when viewing this page.

- Draft:**
 - Live Draft, 9/8/10 09:00 pm ET.
 - 6 Rounds.
 - Draft robot not enabled - no time limit between picks.
- Player Pool:** AFC and NFC Players.
- Positions:** QB, RB, WR, TE, RB-WR-TE, K, DL, LB, DB and ST.
- Transactions:**
 - Lineup deadline is 5 minutes before gametime for each player.
 - Owners may not set their own lineups.
 - Transactions will lock five minutes before the first game on Sunday. Players whose teams play before Sunday will be locked for the remainder of the scoring period.
 - Owners may not do add/drops.
 - Trades are not allowed.
 - Owners may not make trades during the offseason.
- Schedule:** Playoffs start in Week 14 and last for 3 Weeks.
- Scoring:** Head-to-Head, Points Based System.
Ties go to the team with more points from Reserves.
Scoring based on total stats each period.
Ties in the standings are resolved in this order: Winning Percentage, Division Record, Total Points.

Scoring for Offensive Categories	
FG - Field Goals	3 points Plus 1 point for a FG of 35 to 49 Yds Plus 2 points for a FG of 50+ Yds
FL - Fumble Lost, Including ST plays	-3 points
IFRTD - Individual Fumble Recovery TD	6 points Plus a 1 point bonus @ 20 to 39 IFRTD Plus a 2 point bonus @ 40 to 59 IFRTD Plus a 3 point bonus @ 60+ IFRTD
IKRTD - Individual Kick Return TD	6 points
IKRYd - Individual Kick Return Yards	.1 points
IPRTD - Individual Punt Return TD	6 points
IPRYd - Individual Punt Return Yards	.1 points
OFR - Offensive Fumble Recovered	3 points
OFRTD - Offensive Fumble Recovery TD	6 points
Pa2P - Passing Two-point Conversion	2 points
PaInt - Passing Interception	-3 points
PaTD - Passing TD	6 points Plus 1 point for a PaTD of 20 to 39 Yds Plus 2 points for a PaTD of 40 to 59 Yds Plus 3 points for a PaTD of 60+ Yds
PaYd - Passing Yards	.05 points
Re2P - Receiving Two-point Conversion	2 points
ReTD - Receiving TD	6 points Plus 1 point for a ReTD of 20 to 39 Yds Plus 2 points for a ReTD of 40 to 59 Yds Plus 3 points for a ReTD of 60+ Yds
ReYd - Receiving Yards	.1 points
Ru2P - Rushing Two-point Conversion	2 points
RuTD - Rushing TD	6 points Plus 1 point for a RuTD of 20 to 39 Yds Plus 2 points for a RuTD of 40 to 59 Yds Plus 3 points for a RuTD of 60+ Yds
RuYd - Rushing Yards	.1 points
XP - Extra Points	1 point

Scoring for Defensive Categories	
ATK - Assisted Tackles (ID only)	1 point
BFB - Blocked Field Goals (ID/ST/DST)	3 points
BFTD - Blocked Field Goal Touchdown (ID/ST/DST)	6 points Plus 1 point for a BFTD of 20 to 39 Yds Plus 2 points for a BFTD of 40 to 59 Yds Plus 3 points for a BFTD of 60+ Yds
BP - Blocked Punts (ID/ST/DST)	3 points
BPTD - Blocked Punt Touchdown (ID/ST/DST)	6 points Plus 1 point for a BPTD of 20 to 39 Yds

Draft Order	
Pick	Team
1	Reading ROYALS
2	Green Bay PACKERS
3	Oski's Golden BEARS
4	Santa Barbara DREAMS
5	Los Angeles EXPRESS
6	San Francisco 49ERS
7	Shreveport STEAMER
8	Kingston COUGARS
9	Pleasant Hill PILOTS
10	Indianapolis COLTS
11	Miami DOLPHINS
12	Atlanta FALCONS
13	Georgia DAWGS
14	Fort Worth CAVALRY
15	USC Trojans
16	 San Diego CHARGERS

Order stays the same each round

Roster Limits			
Status	Min	Max	
Active Players	15	15	
Reserve Players	7	7	
Injured Players	0	3	
Practice Players	0		
Total Players	22	25	
Position	Min	Max	Tot
Active QB	1	1	2
Active RB	2	2	3
Active WR	3	3	4
Active TE	1	1	2
Active RB-WR-TE	1	1	1
Active K	1	1	1
Active DL	2	2	3
Active LB	2	2	3
Active DB	2	2	3
Active ST	0	0	0

Injured players do not count against positional roster limits.

	Plus 2 points for a BPTD of 40 to 59 Yds Plus 3 points for a BPTD of 60+ Yds
BXP - Blocked Extra Points (ID/ST/DST)	1 point
DFR - Defensive/ST Fumble Recovered (ID/DT/DST)	3 points
DFRTD - Defensive Fumble Recovery TD (ID/DT/DST)	6 points Plus 1 point for a DFRTD of 20 to 39 Yds Plus 2 points for a DFRTD of 40 to 59 Yds Plus 3 points for a DFRTD of 60+ Yds
DFRYd - Defensive/ST Fumble Recovery Yards (ID/DT/DST)	.1 points
FF - Forced Fumble	3 points
Int - Interceptions	3 points
IntTD - Interception TD	6 points Plus 1 point for a IntTD of 20 to 39 Yds Plus 2 points for a IntTD of 40 to 59 Yds Plus 3 points for a IntTD of 60+ Yds
IntYd - Interception Yards	.1 points
KRTD - Kick Return TD (ID/ST/DST)	6 points Plus 1 point for a KRTD of 20 to 39 Yds Plus 2 points for a KRTD of 40 to 59 Yds Plus 3 points for a KRTD of 60+ Yds
KRYd - Kick Return Yards (ID/ST/DST)	.05 points
PDef - Pass Defensed (ID only)	2 points
PRTD - Punt Return TD (ID/ST/DST)	6 points Plus 1 point for a PRTD of 20 to 39 Yds Plus 2 points for a PRTD of 40 to 59 Yds Plus 3 points for a PRTD of 60+ Yds
PRYd - Punt Return Yards (ID/ST/DST)	.05 points
SACK - Sack	1 - 9 SACKs = 2 points for every 1 SACK 10+ SACKs = 3 points for every 1 SACK Plus a 1 point bonus @ 3+ SACK Plus a 2 point bonus @ 5+ SACK
SFRTD - Special Team Fumble Recovery for TD	6 points Plus 1 point for a SFRTD of 20 to 39 Yds Plus 2 points for a SFRTD of 40 to 59 Yds Plus 3 points for a SFRTD of 60+ Yds
STTD - Special Teams TD	0 points
STY - Safety	6 points
TK - Tackle (ID/DT/DST)	1 point

Constitution: DRAFT ORDER: Teams will draft in the inverse order of their TOTAL season (regualr season plus playoffs) record from the previous year. Thus, the team with the worst winning percentage will draft first, the team with the second-worst winning percentage will draft second, and so on. If two or more teams are tied in winning percentage, the tied teams will be ranked by total points scored in the previous year (regular season plus playoffs) , with the team scoring the fewest points reanked first, the team with the second-fewest points ranked second, and so on. THE DRAFT ORDER WILL REMAIN THE SAME IN EACH ROUND OF THE DRAFT.

DIVISIONAL ALIGNMENT: Teams will be assigned to divisions based on their total season records (regular season plus playoffs) from the previous year. The team ranked first will have the best winning percentage and the highest ranking, the team ranked second will have the second-best winning percentage and the second-highest ranking, and so on. Ties for ranking will be broken by total points scored in the previous year (regular season plus playoffs). The team with more points will receive the higher ranking among the tied teams.

The PREMIER DIVISION will consist of the teams ranked 1st through 4th. The UPPER DIVISION will consist of teams ranked 5th through 8th. The LOWER DIVISION will consist of teams ranked 9th through 12th. The BOTTOM DIVISION will consist of teams ranked 13th through 16th.

PLAYOFFS: 6 teams will make the playoffs: the four division winners and two wild-cards. The wild-card teams will be the two teams with the best winning percentages among the 12 non-division-winning teams.

SEEDING: The division winners will be seeded from #1 to #4, based on winning percentage. The wild-card teams will be seeded #5 to #6, based on winning percentage.

QUARTER-FINALS: #1 and #2 get BYES. #3 plays #6, and #4 plays #5.

SEMI-FINALS: #1 plays the quarter-finals winner with the lowest seeding (#6 being the lowest). #2 plays the quarter-finals winner with the highest seeding (#3 being the highest).

SUPER BOWL: The winners of the semi-finals matches play for the championship.

TIES: All ties for division titles will be broken first. The first tiebreaker will be division record. The second tiebreaker will be total points scored in the regular season. Once all ties for division titles have been broken, then any ties for wild-card spots will be broken. The sole tiebreaker for wild-card spots will be total points scored in the regular season. Thus, if two or more teams are tied for the final wild-card spot, then the team that scored the most total regular season points will be awarded the final wild-card spot. Once the six playoff teams are determined, then any ties for seeding will be determined by the most total points scored in the regular season.

PRIZE SCHEDULE

The cash prizes are funded by the estate of my late father in his memory. They in no way change the "no fees" policy of the OFFL. There are no fees of any kind in the OFFL. All prizes will be awarded following the conclusion of the Super Bowl.

For each regular season win: \$3

For making the playoffs: \$50

For winning a Round 1 game or getting a Round 1 BYE: \$100

For winning a Round 2 game: \$200

For winning the Super Bowl: \$300

Total Prize Pool= \$1,712

LAST WEEK OF SEASON: Beginning with the official conclusion, as determined by CBSSportsline.com, of the OFFL Super Bowl, all teams may participate in a short trading period leading up to the final cutdown. This trading period will conclude at NOON, Pacific Time, on the day after the date of the NFL's last regular season game. All teams may also continue to make free agent adds/drops during the last week of the season in accordance with the rules in force throughout the season.

OFF-SEASON: The off-season begins at NOON, Pacific Time, on the day after the date of the NFL's last regular season game. All rosters must be reduced to 22 players at that time. There is no trading and no free agent adds/drops allowed during the off-season. Final rosters **MUST** consist of the following players: exactly 2 QBs, exactly 3 RBs, exactly 4 WRs, exactly 2 TEs, exactly 1 K, exactly 1 special team, exactly 3 DLs, exactly 3 LBs and exactly 3 DBs.

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