

1. Defending Champion: **Hostile Amish**

2. Draft Order

The draft order has been set. The results are:

	Team	Manager	Round 1	Round 2	Round 3	Round 4	Round 5
1.	BigV	Wei Li	L.Tomlinson	M.Faulk	D.McNabb	K.Robinson	J.Walker
2.	Critical Mass	Roman Lubynsky	P.Holmes	T.Holt	B.Westbrook	D.Jackson	C.Pennington
3.	Big Dog Clyde	Larry Bruder	A.Green	T.Owens	M.Bennett	S.Moss	L.Coles
4.	Smashers	Al Tarbous	D.McAllister	D.Culpepper	H.Ward	C.Rogers	C.Brown
5.	WNC	Tim/Blake Moore	E.James	M.Harrison	C.Dillon	A.Brooks	A.Johnson
6.	Hostile Amish	Greg Venne	S.Alexander	K.Barlow	C.Johnson	M.Hasselbeck	J.Smith
7.	Lethal Lobsters	Larry Reed	C.Portis	R.Johnson	S.Davis	M.Vick	B.Favre
8.	Purple Bail Bondsmen	Ivan Packer	D.Davis	J.Lewis	S.Smith	J.Horn	S.McNair
9.	Beachtown Bobos	Mark Bazell	P.Manning	P.Burress	E.Moulds	T.Gonzales	T.Wheatley
10.	FireAntz	Xin Bi	R.Moss	F.Taylor	T.Henry	D.Mason	T.Heap

Quick Analysis

Through	QB	RB	WR	TE	DEF/K
1 st Round	1	8	1		
2 nd Round	2	13	5		
3 rd Round	3	18	9		
4 th Round	6	18	15	1	
5 th Round	9	20	19	2	

3. Draft Time

The draft is set for Monday, September 6th at 9:30 am Eastern.

- An Enter Live Draft link will appear on the league page.
- Please arrive ten minutes early as your draft will start promptly at the assigned time.
- Pre-Ranking will help you get the players you desire.....

4. Draft Resources

Check out those R&A tools. They are all available to you.

- Draft Analysis..... Analysis of all drafts that have already taken place.
(Should give you a feel for the players likely to be available in/around your slots.)

5. Changes

Team Names:

- Hidden Dragons, has been renamed as the [FireAnts](#).
- Thunder Ducks, has been renamed as [Big Dog Clyde](#).

Hello/Goodbye

Hello: **SMASHERS**... Al Tarbous, New Jersey

Goodbye: ASLEEP AT THE WHEEL... Daniel Kierleber

6. Notable Stuff

	Item	Status
1.	Can't Cut List	Disabled.. You can cut any player you want.
2.	Trade Disputes	Are settled by the commission (who will use the "qualify a protest" + "hold a vote" system.)
3.	Defense, Additional Categories:	Return Yardage and Return TDs for both DEF and Special Teams will factor in the scoring.
4.	NFL Season:	17 Weeks, Each NFL team gets one bye.
5.	Season Opener:	THU, Sept 8th, night game. Indianapolis Colts @ NE Patriots
6.	NFL Byes:	All Byes will occur during weeks 3-10. Everyone plays from Week 11 onward.
7.	Head-2-Head Ties (Tie Breakers)	<p>Will be broken with the following tiebreaker (Yahoo Playoff H2H tiebreak).</p> <p>In the event that a playoff game ends in a tie, the deadlock will be broken using the following system:</p> <ol style="list-style-type: none"> 1. Most touchdowns scored by entire starting roster. 2. Most fantasy points by starting quarterback(s). 3. Most fantasy points by starting defensive team(s). 4. Most fantasy points by starting defensive player(s). 5. Most fantasy points by starting defensive back(s). 6. Most fantasy points by starting defensive linemen. 7. Most fantasy points by starting wide receiver(s). 8. Most fantasy points by starting running back(s). 9. Most fantasy points by starting tight end(s). 10. Most fantasy points by starting kicker(s). 11. Random "coin flip."

7. League Overview

7.1. Lineup

14 players per team. (9 starters + 5 benchwarmers*).

1 - QB	1 - TE
2 - RB	1 - DEF*
3 - WR	1 - K

*Includes Point Modifiers for Special teams that belong to the defense (Return Yards and TD's). See grid below.

7.2. Two Divisions

Big Cattle

BigV

Critical Mass

Hostile Amish

Smashers

We're No Cheeseheads

Big Oil

Beachtown Bobos

Big Dog Clyde

Lethal Lobsters

FireAntz

Purple Bail Bondsmen

7.3. Playoffs

The top four teams will make the playoffs.

- 2 Division Winners
- 2 Wildcards (both wildcard teams can come from the same division)

Tiebreakers:

<http://help.yahoo.com/help/us/footballp/footballp-31.html>

7.4. Games/Format

14 regulars season games total.

You will play each division rival twice.	8 games
You will play each non-division rival once.	5 games
You will play one non-div rival a 2nd time.	1 game

7.5. Scoring Grid

Passing:	PTS	Defense	PTS
TD	6	TD	6
INT	-2	Fumble Recovery	2
Completion	0.2	INT	2
Every 40 yards	1	Sack	1
		Safety	3
		Blocked Kick	2
Rushing/Receiving		Points Allowed	
TD	6	Shutout	12
Every 10 yards	1	2-6 Points	9
Every Catch	0.5	7-13 Points	6
		14-20 pts	3
Misc Points		21-27 pts	0
2PT Conversion	2	28-24 pts	-1
Fumble Lost	-2	35+	-4
		Kick/Punt Returns	
Kicking		Every 50 Return Yds	1
FG, 0-49 yards	3	Return TD	4
FG, 50+	4		
Missed FG	-1		
XP	1		
Missed XP	-2		

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