

1. Defending Champion: **Smashers**

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.	Critical Mass	Roman Lubynsky	P.Manning	A.Green	M.Harrison	T.Bell	S.Smith
2.	Hostile Amish	Greg Venne	L.Tomlinson	B.Westbrook	T.Holt	D.Jackson	M.Clayton
3.	FireAntz	Xin Bi	S.Alexander	T.Barber	C.Johnson	T.Brady	A.Boldin
4.	Purple Pecans	Ivan Packer	P.Holmes	D.Davis	D.McNabb	H.Ward	D.Bennett
5.	Beachtown Bobos	Mark Bazell	E.James	R.Moss	C.Martin	T.Green	C.Chambers
6.	North Texas Drillers	Larry Bruder	C.Dillon	C.Portis	T.Owens	M.Bulger	F.Taylor
7.	Smashers	Al Tarbous	W.McGahee	L.Jordan	J.Walker	N.Burleson	B.Favre
8.	WNC	Tim/Blake Moore	D.McAllister	D.Culpepper	S.Jackson	R.Wayne	J.Witten
9.	BigV	Wei Li	J.Jones	J.Lewis	J.Horn	A.Gates	M.Hasselbeck
10.	Lethal Lobsters	Larry Reed	R.Johnson	K.Jones	T.Gonzalez	A.Johnson	Ro.Williams

Quick Analysis

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

3. Draft Time

The draft is set for Monday, **September 5th** at **10:30 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:

- Purple Bail Bondsmen, has returned to their original moniker, [Purple Pecans](#).
- Big Dog Clyde, has been renamed as [North Texas Drillers](#).

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

15 players per team. (9 starters + 6 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
 ⬅ Purple Bail Bondsmen

Big Oil

Beachtown Bobos
 Big Dog Clyde
 Lethal Lobsters
 FireAntz
 ➡ We're No Cheeseheads

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
260 Yards Bonus	3	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
111 Yard Bonus	3	14-20 pts	3
Misc Points		21-27 pts	0
2PT Conversion	2	28-24 pts	-1
Fumble Lost	-2	35+	-4
Kicking		DEF Returns	
FG, 0-49 yards	3	Every 50 Return Yds	1
FG, 50+	4	Return TD	4
Missed FG (0-39)	-1	OFF/TD Returns	
XP	1	Return TD	0
Missed XP	-2		

Last update: Sep 6, 2005