CUMMINS FANTASY FOOTBALL LEAGUE
LEAGUE RULES & REGULATIONS

Article I. League Constitution

SECTION 1.01 *Franchises*

The league will consist of 12 franchises individually owned. An owner may elect to co-own their team with one other individual.

Each franchise is entitled to one vote on all league matters.

Should a franchise decide to relinquish its ownership, ownership of said franchise will become the property of the remaining franchise owners (League). Any franchise owned by the League shall be awarded based upon current owner recommendations and confirmed by a League majority vote.

SECTION 1.02 *Annual Meeting*

The League will conduct one annual meeting in December of each year to address any proposed rule and/or organizational changes. A minimum of 7 franchise owners must be in attendance (onsite or remotely) for any league changes to be considered for vote. All proposed changes must carry a League majority of those franchise owners in attendance in order to be adopted. In the case of any voting ties on proposed changes, the acting league commissioner will cast an additional vote to break the tie.

Only franchise owners and co-owners are permitted to be in attendance.

Article II. Team Rosters

SECTION 2.01 *Players*

Each franchise shall carry twenty(19) players on their roster, eleven (11) of which will "play" and earn points for the franchise during one NFL scheduled week of games. The remaining players (8) will be considered reserve or bench players.

A franchise may carry one (1) additional player as a roster exemption should that player be designated as on injured reserve (IR).

The starting eleven roster shall consist of the following player positions:
Quarterback (1), Running Back (2), Wide Receiver (2), Running Back, Wide Receiver or Tight End (flex) (1), Tight End (1), Defensive End (1), Linebacker (1), Cornerback(1), Kicker (1).

There are no restrictions to the number of players at any position a franchise may have.

At the conclusion of the season, each franchise has the option to retain 1 (one) player (keeper) the franchise originally drafted (not acquired via trade or free agency) for 1 (one) additional year in exchange of forfeiting their upcoming draft pick which that player was originally drafted, all remaining players are released from their respective franchises. All players kept (keepers) must be released to the general league after the year retained.

SECTION 2.02 *Player Draft*

At the beginning of each new season, the player draft will be held on the Thursday immediately preceding the annual Labor Day Holiday and will commence at 8pm eastern time sharp. The league shall endeavor to hold the draft in person for any and all franchises able to attend a mutual agreeable location, however, the league will use an agreeable Web Fantasy Draft Utility provided by league utilized software application.

Each franchise will be allotted 60 seconds for each draft selection.

The order of the draft will be based upon franchise selection (1st through 12th) using the final results (in descending order) from the previous season playoff and consolation playoff results. As franchises which qualify for the playoff championship are eliminated (by losing in the playoff round) their next week's matchup will be versus the other eliminated franchise. The winner of the consolation game will receive the lower (better) round draft pick with the exception of the 3rd/4th place consolation game. The winner of this game will win 3rd place and appropriate 3rd place prize/award. The loser (4th place) will receive the lower (better) draft spot.

Each franchise must select its draft position prior to August 1st in the year of the forthcoming season or the next best available draft position order will be assigned to that franchise. This order will be used for the initial (first) round, each round thereafter will reverse the order of the previous round (snake draft method).

Stench Bowl Consolation Playoffs, those six (6) teams will play for the rights to select the first draft position. The winner of the Stench Bowl shall have the first choice. The remaining teams shall be granted draft positions based on their regular season record and tie breakers (worst to best).

SECTION 2.03 *Trading of Players*

Should two (2) or more franchises agree on trading one (1) or more players, the trade shall be presented to the League for approval. The franchise owners shall have two (2) days to review the proposed trade; should five (5) or more franchises object to the proposed trade, the trade will not be approved and the players involved in the proposed trade shall remain with their respective franchises.

Prior to the start of the annual player draft, franchises may mutually agree to exchange (trade) draft selection spots, however, the franchises involved are limited to a maximum of two (2) draft selection spots per franchise for the entire draft. Franchises may enter into additional agreements (trades) for draft selection spots with the other remaining franchises with the same stipulation of a maximum of two (2) draft selection spots per franchise for the entire draft.

All trade proposals must be submitted to the League at least one day before the first NFL game of NFL week 13.

SECTION 2.04 *Free Agents*

Players may be selected from NFL players currently not part of a franchise roster.
Should a player become available (i.e. dropped/waived from a franchise), said player will become available after two (2) days at which time claims by all franchises interested in acquiring the player shall be evaluated.

Each week, players are ”frozen” and may not be added to a team's roster, or cut, or traded from a team roster from the time their team begins play for the NFL week until the end of the Monday night game. At that point in time, the waiver period begins.

A waiver amount auction shall be maintained and the franchise with the highest waiver auction bid for a given claim of a player shall be awarded the waived player. Each franchise shall begin the season with a mythical $100 waiver amount for the season. When a player is awarded by claim to the highest bidding franchise, the bid amount shall be deducted from the franchise total waiver amount and the result carried forward to the next claim and/or following week.

Article III. Scoring & Results

SECTION 3.01 *Points*

Passing:
Every 5 passing yards = 0.2 fantasy points
Touchdown pass = 5.0 fantasy points
Interception = -2.0 fantasy points
2 point conversion pass = 2.0 fantasy points
300-399 passing yards (game) = 3.0 fantasy points
400+ passing yards (game) = 7.0 fantasy points

Rushing:
Every 1 rushing yard = 0.1 fantasy points
Rushing touchdown = 6.0 fantasy points
2 point conversion rushing = 2.0 fantasy points
100-199 rushing yards (game) = 4.0 fantasy points
200+ rushing yards (game) = 9.0 fantasy points

Receiving:
Every 1 yard = 0.1 fantasy points
Each pass reception = 0.5 fantasy points
Receiving touchdown = 6.0 fantasy points
2 point conversion reception = 2.0 fantasy points
100-199 receiving yards (game) = 3.0 fantasy points
200+ receiving yards (game) = 7.0 fantasy points

Miscellaneous & Special Teams:
Every 10 kickoff return yards = 0.4 fantasy points
Every 1 punt return yard = 0.1 fantasy points
Kickoff return touchdown = 6.0 fantasy points
Punt return touchdown = 6.0 fantasy points
Fumble recovery touchdown = 6.0 fantasy points
Fumble's lost = -2.0 fantasy points
Interception touchdown = 6.0 fantasy points
Fumble recovery touchdown = 6.0 fantasy points
Blocked punt or field goal returned for touchdown = 6.0 fantasy points

Kicking:
Extra Point successful = 1.0 fantasy points
Extra Point missed = -0.5 fantasy points
Field Goal successful (0-39 yards) = 3.0 fantasy points
Field Goal successful (40-49 yards) = 4.0 fantasy points
Field Goal successful (50+ yards) = 5.0 fantasy points
Field Goal missed (0-39 yards) = -1.0 fantasy points
Field Goal missed (40-49 yards) = -1.0 fantasy points

Defensive Players:
Sack = 3.0 fantasy points
Stuff = 3.0 fantasy points
Interception = 4.5 fantasy points
Pass defended = 2.0 fantasy points
Fumble recovery = 3.0 fantasy points
Fumble forced = 3.0 fantasy points
Safety = 4.0 fantasy points
Solo Tackle = 1.0 fantasy points
Assisted tackle = 0.5 fantasy points
Blocked punt, point after touchdown or field goal = 3.0 fantasy points

Complete ESPN Fantasy Settings:

Basic Settings EDIT

League Name	Cummins Fantasy Football League
Number of Teams	12
Scoring Type	Head to Head Points, 0.5 Points Per Reception
Format	League Manager
Make League Viewable to Public	No

Draft Settings EDIT

Draft Type	Snake
Draft Date	Sep 3, 2020 @ 8:00 PM EDT
Seconds Per Pick	60
Draft Order	Manually Set by League Manager
Allow Draft Pick Trading	Yes

Roster EDIT

Roster Size	19
Total Starters	11
Total on Bench	8 (1 IR)

CUMMINS FANTASY FOOTBALL LEAGUE
LEAGUE RULES & REGULATIONS

POSITION	STARTERS	MAXIMUMS
Quarterback (QB)	1	No Limit
Team Quarterback (TQB)	0	N/A
Running Back (RB)	2	No Limit
Running Back/Wide Receiver (RB/WR)	0	N/A
Wide Receiver (WR)	2	No Limit
Wide Receiver/Tight End (WR/TE)	0	N/A
Tight End (TE)	1	No Limit
Flex (FLEX)	1	N/A
Offensive Player Utility (OP)	0	N/A
Defensive Tackle (DT)	0	No Limit
Defensive End (DE)	0	No Limit
Linebacker (LB)	1	No Limit
Edge Rusher (EDR)	0	N/A
Defensive Line (DL)	1	N/A
Cornerback (CB)	0	No Limit
Safety (S)	0	No Limit
Defensive Back (DB)	1	N/A
Defensive Player Utility (DP)	0	N/A
Team Defense/Special Teams (D/ST)	0	N/A
Place Kicker (K)	1	No Limit
Punter (P)	0	N/A
Head Coach (HC)	0	N/A
Bench (BE)	8	N/A
Injured Reserve (IR)	1	N/A

Scoring EDIT

Passing	
Every 5 passing yards (PY5)	0.2
TD Pass (PTD)	5
Interceptions Thrown (INT)	-2
2pt Passing Conversion (2PC)	2
300-399 yard passing game (P300)	3
400+ yard passing game (P400)	7

Rushing
Rushing Yards (RY)
TD Rush (RTD)
2pt Rushing Conversion (2PR)
100-199 yard rushing game (RY100)
200+ yard rushing game (RY200)

Receiving	
Receiving Yards (REY)	0.1
Each reception (REC)	0.5
TD Reception (RETD)	6
2pt Receiving Conversion (2PRE)	2
100-199 yard receiving game (REY100)	3
200+ yard receiving game (REY200)	7

Kicking
Each PAT Made (PAT)
Each PAT Missed (PATM)
FG Made (0-39 yards) (FG0)
FG Made (40-49 yards) (FG40)
FG Missed (0-39 yards) (FGM0)
FG Missed (40-49 yards) (FGM40)
FG Made (50-59 yards) (FG50)
FG Made (60+ yards) (FG60)

Team Defense / Special Teams		Miscellaneous
Every 10 kickoff return yards (KR10)	0	Every 10 kickoff return yards (KR10)
Punt Return Yards (PR)	0	Punt Return Yards (PR)
Kickoff Return TD (KRTD)	0	Kickoff Return TD (KRTD)
Punt Return TD (PRTD)	0	Punt Return TD (PRTD)
Interception Return TD (INTTD)	0	Fumble Recovered for TD (FTD)
Fumble Return TD (FRTD)	0	Total Fumbles Lost (FUML)
Blocked Punt or FG return for TD (BLKKRTD)	0	Interception Return TD (INTTD)
Each Sack (SK)	0	Fumble Return TD (FRTD)
Blocked Punt, PAT or FG (BLKK)	0	Blocked Punt or FG return for TD (BLKKRTD)
Each Interception (INT)	0	
Each Fumble Recovered (FR)	0	
Each Fumble Forced (FF)	0	
Each Safety (SF)	0	
Stuffs (ST)	0	
Passes Defensed (PD)	0	

Defensive Players

Categories Selected **10**

☑ SK	Every 1 sacks		3
☐ TK	Every 1 total tackles		0
☑ BLKK	Blocked Punt, PAT or FG		3
☑ INT	Each Interception		4.5
☑ FR	Each Fumble Recovered		3
☑ FF	Each Fumble Forced		3
☑ SF	Each Safety		4
☑ TKA	Assisted Tackles		0.5
☑ TKS	Solo Tackles		1
☑ ST	Stuffs		3
☑ PD	Passes Defensed		2

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Player Rules EDIT

Observe ESPN's Undroppable Players List	Yes
Player Universe	NFL

Acquisition And Waiver Rules EDIT

Lineup Changes	Lock individually at Scheduled Gametime
Player Acquisition System	Free Agent Budget
Season Acquisition Limit	No Limit
Waiver Period	2 Days
Player Acquisition Budget	100
Minimum Offer	0
Free Agent Budget Tiebreaker	Reset Each Week to Inverse Order of Standings

Trade Rules EDIT

Trade Limit	No Limit
Trade Deadline	Nov 27, 2020 @ 3:00 AM EST
Trade Review Period	2 Days
Votes Required to Veto Trade	5

Keepers Rules EDIT

Use Keepers for 2020 Season	No
Use Keepers for 2021 Season	No

SECTION 3.02 *Game Results*

Points for each fantasy team will be totaled for each week of NFL games, and the team scoring the most fantasy points will earn a win.

Should both fantasy teams total the same score during the regular season, each team will be awarded a tie; in the playoffs, the better seeded shall be awarded the victory.

Article IV. Divisions, Schedule & Playoffs

SECTION 4.01 *Divisions*

The league will consist of a single division containing of all 12 franchise teams.

SECTION 4.02 *Schedule*

The regular season schedule will consist of 14 weeks, weeks 1 through 14 of the NFL season schedule.

Each fantasy team will play all other fantasy teams one time (11 games/weeks).

NFL weeks 1, 7 and 14 will be played according to team standings in each division and seeding considering league tie breakers (where necessary) and referred to as “bumper week”. Seeding 1 vs 2, 3 vs 4, 5 vs 6 etc. Week 1 bumper positions will be based on prior season ending seedings which also are used for Draft Spot selection.

Playoffs

At the conclusion of the 14-week season, the top six (6) fantasy teams will qualify to compete for the season league championship based on playoffs seeded on the following criteria.

Seed #1-5: Teams with best Win/Loss/Tie (W/L/T) record
Seed #6: Team with the Most Total Points for the 14-week regular season schedule of the remaining 7 teams.

Remaining 6 Teams will be seeded 7-12 based upon W/L/T Records and play for the "Stench Bowl".

All Seeding Tie Breakers are as follows:
1. W/L/T record
2. Head to Head record
3. Total Highest Points Scored
4. Coin Flip

If 3 or more teams are tied with the same record and all teams have not played all other teams in an equal number of games which are in the tie, TOTAL HIGHEST POINTS shall be used instead of HEAD TO HEAD to determine the FIRST team. The FIRST team will be awarded the SEEDING which is being contested for, the remaining teams in the tie will revert back to ALL above tie breakers to determine the next SEEDING (including if still 3 or more teams remaining) which is being contested.

Cummins Bowl (League Championship)

Round 1 (Week 1-NFL Week 15)
Seeds 6 at 3 and 5 at 4 (seeds 1 & 2 receive playoff round bye and automatically advance to next round)

Round 2 (Week 2-NFL Week 16)
Winners of CFL playoff round 1 at seeds 1 & 2. lowest (best) winning seed plays seed 2, higher (worst) plays seed 1.
Losers of Round 1 play for next season 7th/8th round draft selection. Winner awarded 7th selection.

Cummins Bowl (League Championship) (Week 3-NFL Week 17)
Winners of round 2 games play for Championship
Losers of round 2 games play for 3rd & 4th place

Stench Bowl (Consolation Playoffs)

Round 1 (NFL Week 15)
Seeds 10 at 7 and 8 at 9 (seeds 11 & 12 have bye and advance to next round)

Round 2 (NFL Week 16)
Round 1 winners at seeds 11 & 12 - lowest (best) winning seed plays seed 11, higher (worst) plays seed 12.

Round 3 (NFL Week 17)
Winners of Consolation Playoff round 2 games play for Stench Bowl (Consolation Playoffs)

Article V. Awards

SECTION 5.01 *Prizes*

$50 Best Regular Season Record (W/L/T)
$50 Highest Single Week Team Score (17 Weeks of FANTASY)
$50 Highest Points Season (all 17 weeks totaled)
$25 Winner of "Stench Bowl" to buy a bottle to drown your sorrows!

Cummins Bowl Championship Playoffs
Champion $725
2nd Place $450
3rd Place $300
4th Place $150

** no FANTASY GAMES or prize money awarded for NFL Week 18 **

Article VI. Fees

SECTION 6.01 *Franchise Costs*

League Entry Fee $150
Cost Per Trade $0
Cost Per Acquisition $0
Cost Per Drop $0
Cost to Move Player to Active $0
Cost to Move Player to IR $0
Misc League Fee $0
Cost Per Loss $0