

RAFFLE 2006 Rules

A key thing to remember is that RAFFLE is pretty much a year-round league. (Or at least the Keeper leagues are.)

There are a lot of changes in this year's rules. Most are due to changes in the legal formations; realignment to two divisions in each league; and shortening the regular season to 13 weeks (which prevents us from playing during Week 17).

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01) 'Net Resources

There's a web site for the football information at the web site I own & manage -- the URL is <http://www.jt-sw.com/football>. It includes NFL, fantasy football, and RAFFLE information. All posts will be available for those times you accidentally delete your copy. :-)

If you have requests for information you wish to see at the site, let me know and I'll see what I can do. Likewise, if you have information you wish to contribute don't hesitate to e-mail it to me.

There are also mailing lists for RAFFLE -- one for each league. The e-mail addresses I have in the owner list are on the lists' distributions. To send mail to the owners in your league, send your mail to raffle_@list.vnet.net. (Replace the underscore with 1, 2, 3, or 4 for the corresponding league.) If you want to get the mail in batch mode (instead of getting them as they're sent), go to http://list.vnet.net/?enter=raffle_. (Again, replace the underscore with 1, 2, 3, or 4 for the corresponding league.) All list options and past posts are available through the web interface.

When posting to the list, please remember that all of the owners in the league will get the message **and the replies**. When a conversation goes down to two owners (working out trade details) please do not use the list.

02) RAFFLE '06 Timeline

Notes:

- Items marked with an asterisk are RAFFLE events.
- Dates after July 1 may change if the NFL changes their dates for the regular season.

Feb. 15 * RAFFLE Trading and Free Agency reopen.

Feb. 27 * RAFFLE 2006 rules (what you're reading) should've been mailed out.

Mar. 15 * Draft Order & schedules should've been ready, but weren't

Apr. 24 NFL Draft (concludes on Sunday).

- May 11 * RAFFLE 2006 rules are mailed out
- May 31 * The 2006 Draft Order and schedules will be posted to the site
- Jun. 15 * Franchise Reservations due -- see Section 03.
- Aug. 6 NFL Preseason starts (Hall of Fame Game).
- Aug. 12 * Keeper designations due -- see Section 04. (Keeper leagues only)
* End of RAFFLE Free agency for the 2006 Off-Season -- See Section 04. (Keeper leagues only)
- Aug. 19 * Initial draft lists due -- see Section 06.
* Trading Period ends -- see Section 04.
- Aug. 26 * RAFFLE draft (concludes on Sunday).
- Aug. 28 * Official start of supplemental picks.
- Sep. 3 * Last mailing of rosters.
* Updates of the Transaction (tranx) files at the Site starts.
- Sep. 7 NFL Regular season starts (Thursday night).
- Nov. 30 * End of RAFFLE regular season (NFL Week 13; concludes with MNF).
- Dec. 21 * Fantasy Bowl (NFL Week 16; concludes with MNF).

03) Securing Your Spot for 2006

To retain your franchise, send a note to me (jtroan@jt-sw.com) by June 15 that includes the following information:

- Your name (as you want it to appear in the mailings).
- The e-mail address to which the mailings are to be sent.
- Your team name (approximately 30 characters). *Restriction:* the nickname cannot already be used.
- Your time zone (continental U.S.) or how many hours ahead/behind the U.S. east coast (New York, Washington, etc.).

Anything left out defaults to the 2005 info -- but I still need a reservation in some form to know if you'll be back or not.

04) Keeper Rules (Leagues I-III)

By August 12, each team indicates which players will be kept going into 2006. I'll have the full list of kept players posted shortly afterwards. See the chart below for limits on numbers of players at each position.

<i>Position Maximums</i>					
<u>Players Kept</u>	<u>QB</u>	<u>RB</u>	<u>WR+TE</u>	<u>K</u>	<u>D</u>
5-8	2	2	3	1	1

Off-season activity is allowed with the following restrictions:

- Only players with prior NFL experience can be involved. (I know who does.)
- Free agency ends on August 12.
- Trading between teams ends on August 19.
- Draft picks can be traded, but only for the next two drafts -- 2006/07 picks until August 25 (or during your league's live draft); 2007/08 picks August 28 to August 24, 2007; etc. (This means that you can't do a Herschel Walker-type deal and leave RAFFLE immediately afterwards -- sticking it to the new owner.)

05) Roster Size/Fielding a Team

The '05-'06 off season roster is 20 positions and will be reduced to 18 positions after the keepers are declared in August. You will need to carry enough players to start a legal formation each week. You can use a different formation each week, depending on which eligibles (RB, WR, TE) you want to use that week.

If you don't submit enough players in a given week's lineup, I'll work alphabetically through your roster to get a complete lineup. For the eligibles, I'll start with two RBs, then move to the WRs. (If you have only one K or D, it can be left benched during that team's bye.)

- QB, WR, WR, WR, WR, WR, K, D
- QB, RB, WR, WR, WR, WR, K, D
- QB, RB, WR, WR, WR, TE, K, D
- QB, RB, WR, WR, TE, TE, K, D
- QB, RB, RB, WR, WR, WR, K, D
- QB, RB, RB, WR, WR, TE, K, D
- QB, RB, RB, WR, TE, TE, K, D

The team defense/special teams (D) position is one team chosen to fill both on defense and special teams. Points are awarded for turnovers, sacks, and points scored.

See Scoring for the rest of the details.

06) Drafting/Filling the Roster

The draft will be 7 rounds for Keeper leagues and 15 rounds for Lg IV. The pre-draft submission from each team will need:

- The team name (so I'll know which team the list is for).
 - A draft order of preference for picking positions (i.e., draft my highest available RB for round one, WR for round 2, etc.). This ordering will play a major role in the shape and [lack of] strength(s) of your team.
 - A position-by-position draft ordering, preferably in a single- or three-column format. (Since I print the lists, I'd prefer to minimize my paper usage. Three columns is great, but I can also put a single column into multiple columns before printing it.)
 - Please use this order to make the draft easier for me to do for you: QB, RB, WR, TE (if you're drafting any), K, Defense (D).
- ◆ Do realize that you will NOT get all of your desired top choices, so make your lists as long as reasonably possible.
 - ◆ Please realize that I *am* human and may occasionally make a mistake during the draft. Considering the number of picks each year, I do pretty well.

If your list runs out before the drafting is over, I'll choose the highest remaining player for the position from the lists in the Fantasy Football Pro Forecast 2006. The O's in "Football" are footballs and has had Mel Kiper's photo on the front cover in years past. It usually goes on sale around the middle or end of July and sells for about six bucks. I've found copies at my local book stores and grocery stores. (It's got forecasts for all player positions and defenses.)

I hold on to these lists through the draft only.
Once the draft is over, I toss the lists on the recycle pile.

NOTE: Some owners make use of Top 50 (or some other number) lists. Please place them at the top of the list (just after the position preference list). If you put any conditions on the list (i.e., no more than two from any position), place that before the Top 50 list so that it's not missed.

Initial draft lists are due by August 19. Changes can be made (via COMPLETE list replacements) until two hours before the start of your league's live draft. At that time, the draft lists will be printed for draft execution at the RAFFLE office.

The additional positions will be filled by supplemental picks submitted by e-mail. These additional picks can be taken anytime after midnight EDT Sunday night. They're processed FIRST-COME, FIRST-SERVED -- just let me know what your choices are. Any supplemental picks included with your draft list will be honored as time-stamped midnight EDT Monday night, based on the order of the each e-mail's receipt at the RAFFLE office (oldest going first).

 * The draft will occur during the weekend of August 26-27. I'll mail (and post to the Site) the initial *
 * rosters and draft results after all the drafts are completed. *
 *

The draft order is available from the web site. It is based upon how the team faired in 2005, with normal tiebreakers applying. Teams with the same record will rotate with each other -- like the NFL does. Example: four of the teams to make the playoffs lose before reaching the championship game. Three of them are 8-6 (Tms A, B, & D) and one is 9-5 (Tm C). After normal tiebreakers are applied, the teams are ordered A, B, D, and C in the first round; B, D, A, and C in the second; D, A, B, and C in the third; and the fourth round is the same as the first.

Starting with the 2006 post season and 2007 draft, the last four teams will play for the first draft pick in the "Tidy Bowl." The best team (using normal tie breakers) will get the first pick, next-best will get the second, etc. The eight teams playing for the championship get the other eight picks each round.

The number of players kept by each team affects the number of picks. The "baseline" is eight players kept and seven picks in the draft -- keeping fewer players will add more picks after the listed rounds.

<u>Players Kept</u>	<u>Picks Added</u>
8	- None -
7	after 6th
6	after 5th, 6th
5	after 3rd, 5th, 6th

There will be a live on-line draft for the three Keeper leagues. Based on the time zones given in the reservations, I'll do my best to schedule each league's draft when the majority of the owners will be in midmorning to evening (but hopefully not late night). Last year, Lg II started around 2:00 Saturday afternoon; Lg III's was at 11:00 Sunday morning; and Lg I was Sunday at 3:00. (All times are U.S. EDT.) Each draft lasted 2-3 hours.

AOL instant messenger is used to conduct most of the live draft, with my own custom draft application handling the player & team tracking. (I don't have an AOL account, but I do have a AIM ID.) If you're participating in the live draft and not in the IM chat room, you need to submit a "Message to Commish" in the draft app to let me know you're on-line.

07) Waiver Wire

Obtaining an unselected player is perfectly legal (and probably necessary for most of us). Please wait until after the weekly reports have been mailed before starting any waiver wire activity. Players cut from a RAFFLE roster cannot be signed that same week.

If you see a problem with your roster, you have one week to spot it and let me know. (I.e., you make a transaction during Week 6 and it's noted in the weekly report, but the Sunday roster posted to the Site doesn't show the player on your roster. You have until the end of Week 7 to inform me or the mistake stands.)

During the first three weeks of the season, owners can acquire unselected players on a first-come, first-served after the weekly reports are posted. Experience has shown that the good selections are taken

during the first month or so. Therefore, it'll be a good idea to stay on top of things (and be active on the waiver wire) during the first several weeks of the season.

After the first three weeks of play, all waiver wire requests received by Wednesday at 18:00 ET will be processed based on the order of teams listed in the previous week's report. The worst team will get to choose first as long as the request is sent BEFORE the waiver deadline.

NOTE: This does not mean that you can't pick up free agents after the waiver wire deadline. It simply gives the losing teams the ability to become better by getting the developing players first. After the deadlines, it's first-come, first-served until the lineup deadline.

08) Trades

Trades between teams are OK at anytime except between league posts usually 11:00 Sunday to sometime Tuesday evening (eastern time). The only thing required is for both owners to let me know so that you don't get flagged for an illegal substitution, resulting in a missing starter. (I need to hear from both owners to ensure that one team isn't trying to get away with anything. Through all of the years I've been in RAFFLE, no one has ever tried to do so.)

REMEMBER THAT YOU CAN TRADE ONLY WITH TEAMS IN YOUR OWN LEAGUE.

09) Lineups

Lineups for each week will need to be submitted to me two hours before the start of the first game each week (usually on Sunday at 11:00 EDT/EST, but occasionally on Saturday at 10:30 EST).

For weeks with Thurs/Fri games, players involved in the game(s) must be designated as starting two hours before the [first] game, otherwise they can't be started that week. The other players on the roster can be benched/started until the normal deadline for lineups. Lineups will be mailed after the week's normal deadline.

Any lineup submission you make will copied/returned (or the arrival acknowledged) within 24 hours. If you don't get an acknowledgment, you need to resend it before the deadline.

If you choose to keep the same lineup, you don't need to submit anything. Likewise, if you wish to change your lineup you need to submit a new one or I'll use the lineup from the previous week.

If a player doesn't play in a particular week, it is the owner's responsibility to field another player for that position for the week. Since several teams will have the same week off, you'll probably have more than one that won't play.

For players that play multiple positions (i.e., Deion Sanders as WR and CB for the Cowboys in past years), see the Scoring notes.

10) Scoring

Basic Scoring:

TD scored	6 points	2-pt scored	2 pts
TD pass	3 pts	2-pt pass	1 pt
INT thrown	-1 pt		
Field Goal	3 pts		
Extra Point	1 pt		
Shutout	4 pts (Team D)		
Safety	2 pts (Team D)		
Sack	1 pt (Team D)		
Turnover Recovery	1 pt (Team D)		

Performance scoring:

Rushing/Receiving	1 pt/10 yds (0-9 is 0 pts, 10-19 is 1, etc.)
Passing	1 pt/20 yds (0-19 is 0 pts, 20-39 is 1, etc.)
Kickers' FGs	40-49 yds gives 1 additional point
	50-59 yds gives 2 additional points
	60+ yds gives 3 additional points
Def. Sack Yardage	1 pt/10 yds (0-9 is 0 pts, 10-19 is 1, etc.)

Games ending in a tie will be scored as such. RAFFLE post-season games ending in a tie will go to the home team (always the higher seed).

Notes:

- A player cannot have negative points in a game.
- If a player is selected for an offensive position but scores during special teams play (punts/kickoffs), ONLY the special teams (D) gets the points. I.e., Deion scored two TDs in a game in 1993 -- one as a WR and one on special teams. The team who had him as a WR would get one TD and the Dallas D would get the other 6 points.

11) Scheduling

There are 8 divisions across the four leagues. League I consists of the Sisko and Kira divisions; League II has the Picard and Riker divisions; League III has the Kirk and Spock divisions; League IV has the Janeway and Chakotay divisions. Check the site for each League's schedule.

The RAFFLE regular season is during weeks 1-13. Weeks 14-16 are devoted to the RAFFLE playoffs.

Playoffs: The top eight teams will be going to the playoffs. They will be seeded 1 to 8 based on record (with the usual tiebreakers applied as needed) -- with the Division Winners seeded 1 and 2. When one of these teams loses, they will play another team that lost at the same level that week. The home teams are always the highest-seeded teams at each level. (If the eighth seed upsets the top seed the first week of the playoffs, that team will still be on the road.) Each round of the playoffs will be re-seeded so that the highest-seeded team will always play the lowest-seeded team at that level -- winners bracket and losers bracket.

The last four teams will play each other in a round-robin tournament for the first pick in the next season's draft.

12) Standings

Standings will be decided by:

1. Winning percentage (ties count as half-win, half-loss)
2. Number of wins
3. Points for (most points)
4. Head-to-head
5. Conference record
6. Points against (most points)
7. Coin toss (witnessed by as much of the Comp Comm as reasonably possible)

By the time the end of the season rolls around, we probably won't have to drop below the head-to-head line -- but you never know!

13) Weekly Reports

After each week's games are completed, the following information will be mailed/posted:

- Standings through that week
- Final scores for the week
- Waiver Wire and Trades for the week
- The order for waiver wire activity for the next week (starting with the Week 3 report)
- Next week's games

If you notice a scoring error, etc., in the report, you have until 18:00 ET that following Wednesday to let me know about them -- this will finalize problems before the next week's lineups are mailed out.

14) Awards

There are several awards given in RAFFLE each season -- most of them for regular-season performances only. Balloting to be conducted between Weeks 14 and 16 with results posted in the Week 16 report.

- ◆ Fantasy Bowl (one per league since 1991) -- the winner of the post season playoffs.
- ◆ Brent Trophy (one per league since 1998) -- the best record in the regular season and top seed in the playoffs. The award is named for a friend and fellow RAFFLE owner who passed away during the 1998 season after losing his battle with leukemia. (His team name is also permanently listed in League I, effectively retiring the name from all of RAFFLE.)
- ◆ Most Points (one per league and one overall, starting in 2000) -- the team with the most points scored during the regular season. (This isn't always the team with the best record.)
- ◆ RAFFLE All-Pro team (one "team" overall, starting in 2000) -- a ballot among all owners for the NFL players who had the best year. The team will be based on the "standard" formation.
- ◆ RAFFLE Sleeper and Bust of the Year (one each overall, starting in 2000) -- a ballot among all owners for the Sleeper of the Year and the Bust of the Year.
- ◆ NFL MVP (from a RAFFLE perspective, starting in 2001) -- a ballot among all owners for NFL MVP (for RAFFLE).

15) Unresponsive Ownership, Etc.

If an owner is not heard from by the Commissioner for four consecutive weeks, the Commissioner will send a note to the owner asking whether the owner wishes to maintain ownership of the team. If a NO is returned (or no response within three days), the Commissioner becomes the temporary owner of the team until a new owner is found (via the 'net). If a YES is returned, the owner maintains ownership of the team.

If a second four-week period elapses with no communication from the same owner, the Commissioner automatically takes over temporary ownership until a new owner is found.

Also counting is the second week between the draft and Week 1. This could give the ol' heave-ho to an owner after the Week 3 lineups are mailed/posted.

The only exception is when the owner lets the Commissioner know that he/she will be away from the computer for an extended period of time (a couple of weeks or more) and not have access to Internet and/or necessary the RAFFLE materials.

To combat a problem we've had in the past:

If an owner tosses in the towel and throws the remainder of his games, that team -- if the owner is still around for the next draft -- will draft last in all rounds. (I finished dead last in '95, but still kept trying to win until the very end.)

16) Miscellaneous

There is no monetary requirement for this league.

We are a league that believes in being run by the owners. Any owner can submit a proposal to modify the rules. All owners who were active with the RAFFLE offices during 10 of the 16 weeks, including at least one post season week, are eligible to vote on the proposals. Issues have also come up during the season and all owners have been asked for input before a decision is made. I have had my tentative decision change based on these comments, so I *do* listen to everything that comes in.

I am always open to changes in the rules, but they will always be voted on during the annual E-meetings as the next year's rules are assembled. (Usually the week leading up to the Superbowl.)

If you have any questions, feel free to drop me E-mail. (I check my mail just about every evening.)