

HARGER FANTASY FOOTBALL LEAGUE RULES AND REGULATIONS  
2019

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## TEAM OWNERS

There are ten (10) teams in the Harger Fantasy Football League (HFFL).

TEAM NAME	TEAM OWNER
BIG SEXY	ROBIN LUCAS
THE MIGHTY WARRIORS	MARK HARGER
JJJAMMIN' ON-THE-ONE	A. J. HARGER
THE ROUGHRIDERS	BRYAN FERRYMAN
DOOMSDAY II	TOM HARGER
THE GENERAL	MATTHEW HARGER
THE FEDS	PAUL T. HARGER
THE COLUMBUS KNIGHTS	JAMIE JOHNSTON
NO MERCY!	PHILLIP HARGER
PIGSKIN PRINCESS	LEAH HARGER

## COSTS

There are costs associated with this league, although there are no fees to play in this league, if a team owner can help with any of the costs it will be appreciated (give money to Commissioner [Phillip]). **Costs include:** Website Manager and Draft Software and Food for draft day.

## DRAFT

The draft order will be selected on a designated day before the draft. This will allow preparation to do mock drafts for each franchise. Each team owner will have their name selected, by an impartial non-league person from a group of ten (10) cards, one for each team owner. The first team owner selected will have tenth choice on where they want to draft, the second team owner selected will have the ninth choice, etc., and until the last team owner selected will have first choice on where they would want to draft. For example, the last team owner selected can choose to draft first or choose any draft order position. The ninth team owner selected will then choose any of the available draft positions left. This is done until all draft order positions are filled.

There will be sixteen (16) rounds in the draft. The odd rounds, (1,3,5...15), will be held in ascending order--(1,2,3,4,5,6,7,8,9,10), while the even rounds, (2,4,6...16), will be held in descending order--(10,9,8,7,6,5,4,3,2,1).

## SCORING SYSTEM

OFFENSE	PTS
TD Pass	4
TD Receiving	6
TD Rushing	6
Position Player / Punt Return for TD	6
Position Player / Kick-off Return for TD	6
Tight End TD	8
2 point conversion / Passing	2
2 point conversion / Rushing	2
2 point conversion / Receiving	2
Every 25 yards Passing	1
Every 10 yards Rushing + Receiving	1
Every 10 yards Receiving	1
Every -10 yards Rushing	-1
Every -10 yards Receiving	-1
Turnovers from QB, RB, WR, TE	-1
Field Goal < 50 yards	3
Field Goal Between 50 and 59 yards	4
Field Goal >= 60 yards	6
Extra Points	1

DEFENSE	PTS
Interception	1
Fumble Recovery	1
Sack	1
Block FGs <sup>NEW</sup>	1
Block Punts <sup>NEW</sup>	1
Block Extra Points <sup>NEW</sup>	1
Safety	2
Nine (9) to Zero (0) points allowed	1 - 10
Interception for TD	6
Fumble Recovery for TD	6
Punt Return for TD	6
Kick-off Return for TD	6

**NOTE:** Two decimal points are used to determine scoring. Scores for players are not final until the first game the following week. The Commissioner will notify owners of changes and make the proper changes to final scores and standings, if applicable.

The Teams that have the same fantasy point total for the specified week (They may not be playing each other), the teams tied will get the higher power point total. For example, if Team A ties Team C in week 2 for the third highest point total (90.45) for the week, then they both get 8 power points (plus points for a win where applicable).

## ROSTERS

Each team owner will draft a sixteen (16) man roster. Each week the team owners must select one of five (5) possible offenses and declare their starters at each position. The five offenses are as follows:

	QB	RB	WR	TE	K	DT
<b>PRO SET</b>	1	2	2	1	1	1
<b>TWO TIGHT END</b>	1	2	1	2	1	1
<b>THREE WIDE OUT</b>	1	2	3	0	1	1
<b>3 WIDE OUT &amp; TE</b> <small>new</small>	1	1	3	1	1	1
<b>RUN &amp; SHOOT</b>	1	1	4	0	1	1

**RED** = Standard in every offense.

## STARTING LINE-UP

Phone: (937) 409-7008

E-mail: [pdharger@yahoo.com](mailto:pdharger@yahoo.com)

Starting line-ups must be called in, e-mailed or on-line managed before kick-off of each game. If you do not call, e-mail or on-line manage your line-up, it will be taken that you have no changes and the Commissioner will use your previous week's line-up as your current line-up.

***Example:** If a player is starting in a 4:00 p.m. game you have until that time to choose your starter. If you have a Monday night player you have until kick-off of Monday game to choose player.*

On non-Sunday games, you only need to call in the player(s) that are going to play on those non-Sunday games. If you do not call in your players that played on a non-Sunday game and those players were in your line-up from the prior week, you must start them. Once you made this decision you can not change it after kick-off on those days and if you do not call before kick-off time to let the commissioner know about the player(s) that you want to start, then you cannot start the player(s).

***Example:** This is WK 6 and Brett Favre was your starting QB for WK 5...the Packers play on Thursday for WK 6...you must let the Commissioner know whether you are still starting Brett Favre on Thursday...if you do not, then come Sunday you must change your QB starter.*

## PICKING UP PLAYERS

The HFFL does not use the injured reserve, so each team owner must always keep their roster size at sixteen (16) players. Any player not drafted by a team owner is a free agent. Any team owner may use a roster move to add a player to their team. Team owners can make unlimited roster transactions without penalty. Players may be picked up **Wednesday starting at 6pm through Sunday** (up to game time of each player). Any player dropped will be added to the waiver wire. See **WAIVER REQUEST** for details.

If a team owner adds a free agent to the team then another player must be dropped from the team making that player a free agent. It is **not** necessary to drop a player position for position. For example, if a team owner uses a roster move to add a quarterback to their team, a quarterback does not have to be dropped from the team. You then must wait a week before you can pick up that same player you dropped the week before. If two (2) or more teams make a bid on a dropped player before the 24-hour waiver period is up then the player will go to the team with the lowest total power points.

The change in rule is to include that the player dropped is placed on waivers--then owners could put in for the player on the waiver request application (excluding owner who dropped player).

## WAIVER REQUEST

The Harger Fantasy Football League uses "Waiver Request for Locked Players, First Come/First Served (FCFS) for Rest." This option allows to lock all players at the start of the week and require them to go through a waiver request period. These players then process, and all players are then free agents and available on a FCFS basis. The system automatically processes your waivers for locked players at the end of each specified time. The waiver request period to pick up **Free Agents** starts on Monday's through Tuesday's 8:59pm throughout the season.

Waiver Requests will always award each franchise one player per round and no franchise will receive a second player until all franchises that have requested players receive their first. The system maintains a season-long rolling waiver order, moving the franchise that picks to the bottom of the list. When processing, each team will have the option to receive 1 player per that round before advancing to the next round. Once a player is dropped, he is "locked" for 48 hours. After this waiver period expires the dropped player is then first-come, first-served. A Franchise has the option to claim any dropped players that are "locked" via the waiver process throughout the season. For example, The Mighty Warriors want to pick up Pittsburgh DT that was dropped on Tuesday. Pittsburgh DT is not available until Thursday 9:00pm. They can submit a waiver request for that player on Tuesday. When the waiver is processed on Thursday, the waiver process will give precedent to the waiver request before processing the FCFS. The system automatically processes the waiver request and The Mighty Warriors moves to the bottom of the waiver order.

## TRADES

Trades can be made anytime Tuesday through Sunday. New to the 2015 HFFL season is a trade deadline. No trade is allowed starting week 13.

## TIEBREAKERS

POWER POINTS / WEEK	POWER POINTS / YEAR
1.] Year-To-Date starting points*	1.] Head-To-Head
2.] Won / Lost record	2.] Won / Lost record
3.] Coin Flip	3.] Year-To-Date starting points

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**NOTE:** \* If there is a tie in the first week of play, the tiebreaker will be non-starting (bench) points.

**NEW!!!** In Head to Head ties, the points for a win (4) is split between the two (2) teams. For example, if Team A ties Team B in week 2 for the third highest point total for the week, then they both get 2 points for the win added to their power point total.

## POWER POINTS

The power points system is a method used to accumulate a score for each franchise to determine the weekly winner and the overall winner. The franchise with the most power points at the end of the year wins.

How do you get power points? If you win your head-to-head match-up you get five (5) power points. This was new starting in the 2015 HFFL season. This is determined by each of the franchise's starting line-up score according to the HFFL scoring system. Then the franchises are rewarded by what place they come in, this is the bonus power points. If you have the highest starting point total then you get ten (10) power points, if you have the second highest you get nine (9) power points...and one power point for coming in last. You then add the power points and bonus power points to come up with your power point score for the week.

**NOTE:** Power points will be posted on the following website:

<http://www.thehffl.com>

## MISCELLANEOUS

- Play lasts for seventeen weeks with no play-offs.
- The official stat source [NFL.com](http://www.nfl.com).
- Change made by NFL.com before the start of the first game will be corrected.
- To change any rules and to settle any disputes, the team owners will be asked to vote on the matter and the majority will rule.
- League news, info and other happenings can be found at the official HFFL website:  
<http://www.thehffl.com>
- The web league manager is located on the following site:  
<http://www71.myfantasyleague.com/2018/home/19726#0>