

League Rules:

This section consists of rules external to the stated Yahoo! settings.

Season-End Roster: The trade deadline for any given season will be established in the Yahoo! settings. The transaction deadline for the season will be the transaction deadline for the final week of the season. After that, rosters are set for the start of the offseason.

Offseason Trades: The offseason consists of the time between the completion of the final game of the BC Football Super Bowl and the due date for keeper selection. During the offseason, teams may trade players or draft picks for the upcoming draft. Any player acquired in such a trade must be kept, unless that player has an injury that will keep him out for most or all of the upcoming season. Player adds (transactions) are not allowed during the offseason.

Select Keepers: The keeper deadline will be set each year by the commissioner, but typically occur one week before the draft date. Keeper rules:

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- a) Prior to the season, teams may select three players to keep.
 - b) A player can be kept for a maximum of two drafts.
 - c) Following the draft, each player's "FA year", the year of the first draft where they cannot be kept, will be recorded at the alternate BC Football web page. Any player who is eligible for the current year's draft will receive an FA year that is three years after the current year. (E.g., all players eligible to be drafted in the 2021 draft will have an FA year of 2024). For players who are kept, the prior year's FA year carries over each year until they are next eligible to be drafted.
 - d) If a player is released during the season, that player's FA year remains the same. A player's FA year only changes when they are not kept, and thus eligible for the draft.

Pre-Draft Trades: The period between selecting keepers and the draft will be called the "pre-draft" period. After keepers are selected, any number of players or draft picks can be traded for any number of players or draft picks.

Draft: The draft shall consist of 12 rounds. With three keepers, each team will finish with 15 players. The initial draft order of the first round will be determined as follows:

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1. The winner of the Toilet Bowl.
 2. The second highest scorer in the Toilet Bowl.
 3. The third highest scorer in the Toilet Bowl.
 4. The fourth highest scorer in the Toilet Bowl.
 5. The winner of the consolation bracket finals.
 6. The loser of the consolation bracket finals.
 7. The winner of the consolation bracket third place game.
 8. The loser of the consolation bracket third place game.
 9. The loser of the third place game.
 10. The winner of the third place game.
 11. The loser of the Super Bowl.
 12. The winner of the Super Bowl.
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If two teams accumulate the same number of points in the Toilet Bowl, the team that scored more points in the final week of the Toilet Bowl shall rank higher. If a tie remains, the team that scored more points in the second-to-last week of the Toilet Bowl shall rank higher. If a tie remains, the team that scored more points in the third-to-last week of the Toilet Bowl shall rank higher. If teams finish with the exact same points in all four weeks of the Toilet Bowl, the team with the worse regular-season record shall rank higher.

For picks 5-8, if the regular season records are the same, the first tie-breaker is head-to-head record; the team with the worse head-to-head record ranks higher, and gets a higher draft pick. If the tie is not broken, the next tie-breaker is points; the team with the most points ranks higher, and gets a higher draft pick. If the tie remains, head-to-head points scored will break the tie: the team with the most points in head-to-head matchups ranks higher, and gets a higher draft pick. The draft order of the second round will be the same as the order of the first. Starting with the third round, the draft order will “snake”: the third round will be the reverse order of the first round, the fourth round will revert to the original order of the first round, the fifth round the reverse, and so on.

The draft order for each round will be applied before trades are considered; i.e., the fact that the team traded their first round pick will not change their position in later rounds, unless those picks were traded as well.

In-Season Transactions: After the draft, In-Season transaction rules apply until the deadline of transactions for Week 18. Each team will receive a budget (of fake money) to bid on players who are on waivers. This system will be handled by Yahoo!’s mechanism. Trades will be completed and subject to approval through Yahoo! Any number of players or future draft picks can be traded for any number of players or future draft picks.

Postseason: The regular season lasts 14 weeks. After 14 weeks, all teams will be ranked by best record, with the 8 best teams making the playoffs. Ties will be broken as follows:

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- Total fantasy points (season total).
 - Fantasy points scored in the most recently completed matchup.
 - Fantasy points scored in the matchup two weeks prior (this continues until the tie is broken)
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Playoff teams are seeded by rank, with playoff reseeding in subsequent rounds. The winners of the semifinals face in the Super Bowl. The losers of the semifinals face in a Third-Place matchup.

Toilet Bowl: Starting week 14, eligible teams will compete to score the most points over the four week period of week 14 to week 17. Only the four non-playoff teams make the Toilet Bowl. The winner of the Toilet Bowl will be the team that scores the most total points in weeks 14 through 17. The order of the first four picks in the draft will be the same as the order of the points scored in the Toilet Bowl.

Canceled Games: If a game is canceled before being completed, players whose games were not completed will be given their mean points in previous games for the season. (E.g., if a RB averages 15 points per week, and that player’s game is cancelled before completion, that RB will earn 15 points for the week, not the amount of points he had generated in that game’s performance. If the game that is canceled is the first game of the season (i.e. no average performance for the year exists yet), the player will be given the week 2 Yahoo projected points.

Fees and Awards: Annual contribution to the pot is \$100 per person. Additional operating fees are also charged. Monetary awards will be as follows for the given outcomes:

Total Pot: \$1200

Super Bowl Winner: \$600

Super Bowl Loser: \$200

Winner of the Third Place Game: \$100

Most Points: \$100

Top-ranked Team in Regular Season: \$100

Second-ranked Team in Regular Season: \$75, less the cost of engraving.

Toilet Bowl Winner: \$25

Setting	Value
League ID#:	153546
League Name:	BC Football
Auto-renew Enabled:	Yes
Custom League URL:	https://football.fantasysports.yahoo.com/league/brooklyncollegefantasy
Draft Type:	Offline Draft
Cash League Settings:	Not a cash league
Max Teams:	12
Keeper Settings:	Yes, enable Keeper League Management tools
Keeper Deadline Date:	Thu Aug 24 3:00am EDT
Scoring Type:	Head-to-Head
Start Scoring on:	Week 1
Can't Cut List Provider:	None
Max Acquisitions for Entire Season:	55
Max Acquisitions per Week:	5
Max Trades for Entire Season	No maximum
Trade End Date:	November 18, 2023
Allow Draft Pick Trades:	Yes
Trade Review:	Commissioner
Trade Reject Time:	1 day
Waiver Time:	2 days
Waiver Type:	FAB w/ Reverse order of standings tiebreak

Setting	Value
Weekly Waivers	Game Time - Tuesday
Allow injured players from waivers or free agents to be added directly to injury slot:	No
Post Draft Players:	Follow Waiver Rules
Invite Sharing Tools:	Enabled
Playoffs:	8 teams - Week 15, 16 and 17 (ends Tuesday, Jan 2) Note: Week 17 runs 8 days from Dec 26 to Jan 2
Playoff Tie-Breaker:	Best regular season record vs opponent wins
Playoff Reseeding:	Yes
Divisions:	No
Lock Eliminated Teams:	No
League Pickem:	Yes
Apply Injured Status For Postponed Games	Yes
Roster Positions:	QB, WR, WR, WR, RB, RB, TE, W/R/T, W/R/T, K, DEF, BN, BN, BN, BN, IR, IR
Fractional Points:	Yes
Negative Points:	Yes
Lock Benched Players:	Yes
Make League Publicly Viewable:	No
Invite Permissions:	Commissioner Only

Offense	League Value	Yahoo Default Value
Passing Yards Yahoo Default	30 yards per point; 1 points at 400 yards	25 yards per point
Passing Touchdowns Yahoo Default	6	4
Interceptions Yahoo Default	-2	-1
Rushing Yards	10 yards per point; 1 points at 150 yards	
Rushing Touchdowns	6	
Receptions	.5	
Receiving Yards	10 yards per point; 1 points at 150 yards	

Setting	Value	
Receiving Touchdowns	6	
Return Yards	25 yards per point; 1 points at 150 yards	0
Return Touchdowns	6	
2-Point Conversions	2	
Fumbles Lost Yahoo Default	-1	-2
Offensive Fumble Return TD	6	
Pick Sixes Thrown Yahoo Default	-2	0
40+ Yard Passing Touchdowns Yahoo Default	2	0
40+ Yard Rushing Touchdowns Yahoo Default	2	0
40+ Yard Receiving Touchdowns Yahoo Default	2	0
Kickers	League Value	Yahoo Default Value
Field Goals 0-19 Yards Yahoo Default	1	3
Field Goals 20-29 Yards Yahoo Default	2	3
Field Goals 30-39 Yards	3	
Field Goals 40-49 Yards	4	
Field Goals 50+ Yards	5	
Point After Attempt Made	1	
Defense/Special Teams	League Value	Yahoo Default Value
Sack	1	
Interception	2	
Fumble Recovery Yahoo Default	1	2
Touchdown	6	

Setting	Value	
Safety	2	
Block Kick	2	
Kickoff and Punt Return Touchdowns	6	
Points Allowed 0 points Yahoo Default	8	10
Points Allowed 1-6 points Yahoo Default	6	7
Points Allowed 7-13 points	4	
Points Allowed 14-20 points Yahoo Default	2	1
Points Allowed 21-27 points Yahoo Default	1	0
Points Allowed 28-34 points Yahoo Default	-2	-1
Points Allowed 35+ points	-4	
Defensive Yards Allowed 0-99 Yahoo Default	3	0
Defensive Yards Allowed 500+ Yahoo Default	-3	0
Extra Point Returned	2	
