The Organization and Rules of
SuperSonic Fantasy Football

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— Organization —

SuperSonic Fantasy Football began in 1997 as an 8-team league. In 1998 the league expanded to 12 teams in three divisions and became known by its current name. In 1999 we expanded again to 16 teams in two conferences, each with two divisions.

It is the intention of this league to persist indefinitely.

— Rules —

The Preseason The commissioner will poll the owners to determine a suitable draft date and location. He will not raise the entry fee without unanimous support of the owners, except to reflect a reasonable increase in the cost of league administration.

If an owner elects not to return, the commissioner will recruit a replacement owner.

The commissioner will arrange that the draft order be randomly determined in the presence of at least one impartial witness or at a gathering of at least three owners. The draft order will be identical for all odd-numbered rounds. The draft order for even-numbered rounds will be the reverse of that for the odd-numbered rounds.

The Draft Owners will make their picks without unreasonable delay. Draft picks may be traded before or during the draft for other draft picks and/or players (within the same season only).

Scheduling The commissioner will determine a 14-week regular season schedule such that each team will play two games per year against its division rivals, one game per year against conference rivals, and one game every other year against teams in the other conference.

Rosters A team roster has fourteen spots. A team will draft the following players: QB, RB, WR, TE, K, D (Team Defense).

Lineups A lineup consists of eight players: QB, RB, RB, WR, WR, TE, K, D.

A player's status in the lineup (or on the bench) is assumed to continue from week to week unless a change is indicated by kickoff for that player's game. If a team fails to submit a lineup for Week 1, its lineup will be determined on the basis of draft order.

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The commissioner will determine the means by which lineups will be announced to the entire league. Alternatively, a lineup may be submitted to the commissioner, who will then announce the lineup to the league as soon as is practical.

For a postseason game, a team has the option to designate up to six reserve players, in order. In the event of a tie game, the tie will be broken according to the performance of these players, as described below under "Scoring".

The Bye-Week Carryover If a player will be on bye for a given week's game, his owner has the option to designate that player as a bye-week carryover in the previous week's lineup. If a player is so designated, his score for the week preceding his bye week will also count during his bye week.

Players must be specifically designated in the lineup as bye-week carryovers. It is not sufficient to state "carry over all eligible players". This is to ease the burden on the commissioner.

If a player is started on bye but was not carried over, he will be replaced by:

(1) The most recently-started player at that position.
(2) If no other player has been started, the earliest drafted player.
(3) If there are no such players, the earliest mid-season acquisition.
(4) If there are no such players, nobody will be started.

Scoring Players will score points as follows:

Touchdown	6 pts
TD Pass	3
Field Goal	3
Extra Point	1
Safety	2
20 Passing Yds	1
10 Rushing Yds	1
10 Receiving Yds	1
Interception	1
Sack	1

Defensive and special teams touchdowns, sacks, and interceptions will be recorded for the corresponding Team Defense, and in particular not for an individual player who happens to also be starting at an offensive position.

Ties will occur in the regular season. In the playoffs ties are broken according to the performance of reserve players, if designated. If neither team designates a reserve player, the higher-seeded team (see below under "Post-Season Eligibility and Seeding") wins. If only one team designated a reserve player, that team wins. If both teams have designated reserve players, the scores of each pair of reserve players are compared, one pair at a time, until the tie is broken. If during this process a team runs out of designated reserves, that team loses, unless at that point both teams have run out of designated reserves, in

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which case the higher-seeded team (see below) wins. For the purposes of breaking a tie SuperSonic Bowl and Consolation Bowl teams will be re-seeded.

Trades During the time period beginning with the draft and continuing through kickoff Week 8 owners may trade players for other players. After kickoff Week 8 (the "trade deadline") owners may not trade players. After the draft owners may not trade players for any consideration other than other players, and in particular not for future draft picks. During the draft owners may trade players for other players and/or draft picks as already described. The commissioner will establish the means by which trades are made and recorded.

Add/Drops From the conclusion of the draft until the season is over (including the post-season as applicable), owners may execute up to eight add/drops, up to two of which may be executed after the trade deadline.

The commissioner will establish the means by which add/drops will be executed and announced to the entire league. An owner may instead submit an add/drop to the commissioner, who will execute it and announce it to the league as soon as is practical, however such a transaction is subject to the risk that another owner will execute a conflicting add/drop before the commissioner is able to make the announcement. In such a case, priority will be given to the add/drop that was executed and announced to the entire league.

Postseason Eligibility and Seeding Eight teams, four from each conference, will advance to the postseason, which will be conducted as a single-elimination tournament during Weeks 15-17, except there will also be a third-place game during Week 17.

Seeding for the postseason will be determined as follows for each conference. The division winner with the better record will be the number one seed; the other division winner will be the number two seed. Among the remaining teams in the conference, the team with the best record will be the number three seed and the team with the second-best record will be the number four seed (the "wild card" teams).

The criteria for determining the record of a team (and thus the division winners and wild card teams) are as follows:
(1) Highest Regular-Season Winning Percentage (a tie counts half as much as a win)
(2) Most Total Points
(3) Best Head-to-Head Record
(4) Coinflip

Other Items Situations not addressed in these rules, including changing the rules themselves, will be decided on a case-by-case basis by the commissioner, who may at his discretion bring an issue to a league vote. He may impose a deadline for voting and may require that a certain number of votes be cast for the outcome to be decided. If the commissioner does not bring a certain matter to a vote, his decision may be overruled by the consensus of at least 9 owners.

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Deleted: **Injured Reserve** A player may be placed on IR only if he is on the NFL IR, he has not been on the NFL IR since the draft, and either (1) he has been on the same fantasy team since the draft, or (2) he has been in his current team's lineup at least once. A player placed on IR will cease to occupy a roster spot and may be replaced by a player of the same position. IR transactions do not count towards the Add/Drop limit.¶
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This Document The commissioner will maintain this document and will advise the league whenever substantial changes are made.

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