

Section 1. The League, Teams, and the Draft

1.1 League Overview

A. League and Teams - Madskillz FFL is the MackDaddy of fantasy football leagues, comprised of 10 teams organized into 2 Divisions, with 5 teams in each Division. Teams are comprised of one or more owners. Teams compete each week in a Head-to-Head matchup with the top 6 teams moving into the playoffs at the end of the 13 week regular season. One Super Bowl champion will be crowned from the winners bracket and one Toilet Bowl looser will be crowned and flushed from the losers bracket.

B. Entry Fee – The Madskillz entry fee is \$500. Each team will pay the commish the entry fee no later than 30 days prior to the draft date. If the entry fee is not received by that time your team will be assumed to have quite the league and we will attempt to find a new owner. If you quite the league after having paid your entry fee your fee will not be refunded unless we can find a replacement owner. If a replacement owner cannot be found a “Ghost Team” will be used for scoring purposes. See the sections on Owner Illness and Owner Removal for more information.

1.2 Teams

A. Division Assignment – Once the league is full, teams will be randomly assigned to 1 of the 2 divisions using the draft randomizer from ProFantasySports.com. Before running the randomizer you will receive an email from the Commish telling you that the randomizer will be run. Appendix A shows what the email will look like after running a 1 round randomizer and how the teams will then be assigned to divisions.

1.3 Draft

A. Auction – Teams will fill their rosters by acquiring players in an auction draft. Each team will have \$200 Madskillz Dollaz to spend on their auction picks. The auction rules are:

- Nominations will proceed from Team 1 through to Team 10 (as assigned by the randomizer) and then back to Team 1
- You have 1 minute to nominate a player. When it is your turn you must nominate a player, you are not allowed to pass or swap nomination order with another team
- If you nominate a player you cannot retract the nomination. This means that if you nominate a player and everyone in the room laughs at your pick you will not be able to retract the pick. You may not draft deceased players or players on the NFL Injured Reserve
- When you nominate a player you will state the players name, his position, and the opening bid
- The minimum opening bid is \$1 and the bidding increment is in whole dollar amounts
- You must have \$1 in free cap space for every empty roster spot. For example, if we were doing a draft with a 10 player roster, your maximum bid on the first player would be \$191 because you would need to save a minimum of \$1 for the remaining 9 roster spots
- Each team must fill their roster during the auction and at a minimum you must draft a legal starting roster
- You may not cut players during the auction. You are also not allowed to trade players during the auction or give/trade money to other teams
- Any money that was not used during the auction will be lost at the conclusion of the auction
- The auction concludes when all teams have filled their roster. The official start of the Madskillz FFL season is at the beginning of the auction
- At the end of the auction each team will receive \$200 fictitious dollars to spend on blind bid waiver claims over the course of the season

B. Draft Materials – You are welcome to bring any draft materials that you wish to the draft.

Section 2. Rosters, Lineups and Scoring

2.1 Rosters

A. Starters and Bench – A legal roster consists of 11 starters and 10 bench players for a total of 21 roster spots. The below chart outlines the rules for the number of minimum and maximum number of starters as well as the maximum roster spots allowed by position.

Minimum Starters	Maximum Starters	Maximum Roster Spots
1 QB	1 QB	4 QB
1 RB	3 RB	7 RB
1 TE	4 WR	7 WR
1 WR	2 TE	3 TE
1 PK	1 PK	2 PK
1 DL	1 DL	3 DL
1 LB	1 LB	3 LB
1 DB	1 DB	3 DB

You will always need to start exactly one of: QB, RB, WR, TE, PK, LB, DL, DB. In addition, you have “flex” positions for RB/WR/TE where you must start 6 of those players adhering to the minimum and maximum roster spots for each position. That makes 11 Starters. Some examples:

Example 1	Example 2	Example 3
QB x1	QB x1	QB x1
RB x3	RB x1	RB x1
WR x2	WR x4	WR x3
TE x1	TE x1	TE x2
PK x1	PK x1	PK x1
DL x1	DL x1	DL x1
LB x1	LB x1	LB x1
DB x1	DB x1	DB x1

2.1 Lineups

A. Submitting Lineup – Each team must submit a starting lineup that adheres to the rules outlined in section “2.1 Rosters, A. Starters and Bench”. Teams will not be allowed to submit a lineup that is not legal. If you do not submit a lineup your lineup from the previous week will carry over.

B. Backup Players – Owners may submit one backup player as part of their lineup submission. The points for the backup player will be scored only if a player in the lineup does not play and if the backup is eligible to be submitted at that position. For example, if you specify a RB as a backup but the QB does not play, the RB’s points do not count. Also, if you specify a WR as a backup and a RB does not play, the WR points will count as long as lineup minimums and maximums are not violated by substituting the WR for the RB. To determine whether a player played or not, the NLF Gamebook

PK

Event	Points
Field Goal ≤ 30 yards	3
Field Goal > 30 yards	0.1/yard
Extra Point	1

B. Official Scoring, Scoring Errors, and the NFL Gamebook - Owners are solely responsible for verifying the scores and the legality of lineups of both their own team and their competition. The live scoring feed is not official and it often has errors. MFL finalizes the scoring early Tuesday morning and the results of the head-to-head matchups are posted. Sometimes MFL will change the ruling of the plays later in the week based on their interpretation of the rules. They do not change the scoring in this case and neither will we. However, if you feel that a scoring mistake was made and your claim is supported by the NFL Gamebook, I will correct the score. In order for a scoring change to be made two criteria must be met:

1. While we will use the stats as reported by MFL, if any dispute arises as to the scoring of a play we will use the NFL Gamebook as the deciding factor. You can find it by going to www.nfl.com/scores and then find the game and select the "Gamebook" link. You can see an example [here](#). Note that we will use the Gamebook to determine such things as number of tackles, number of fumbles, passing yardage, length of field goals, etc. However, while the Gamebook will be the final say on the *numbers*, the Madskillz FFL rules outlined in the Scoring Addendum section will take precedence over how certain plays are interpreted. When there is a discrepancy between the Gamebook and Scoring Addendum, the Scoring Addendum will take precedence.

2. You *MUST* post a scoring change request in the *FORUM* no later than 8PM PST on Wednesday for the previous weeks games. We need to select a day to finalize the previous week and move on. Sometimes the NFL will correct scoring mistakes weeks after the game. I don't think it's fair to your opponent to go back and change the outcome of a game that happened weeks ago. So, the cutoff will be Wednesday 8 PM PST for the previous weeks games. If you post after 8 PM PST no scoring change will be made. If the only notification I receive by the cutoff time is an email, no scoring change will be made. It would be a bummer if you emailed me a valid scoring change that would give you a win, only to have me tell you that since you didn't post it in the forum I can't make that change.

C. Scoring Addendum - The addendum rules listed here and in the below "Scoring Scenarios" take precedence over how MFL scores plays. All scoring rules will be enforced as per the intent of the rules. This means that if a play happens that is not specifically covered in the rules, the scoring outcome will be decided by using the intent of our rules as a guide. The same applies for any typos that may exist in the rules or scoring setup. If further guidance is required we will refer to how MFL scores "strange plays" in their help section. Owners are solely responsible for verifying scores. If a scoring change is warranted it must be submitted as per the rules outlined in the above "Scoring Errors" section.

- I. IDP's will get credit for all of our usual IDP categories on *BOTH* Defense and Special Teams. The two exceptions will be that IDP tackles/assists on ST will not be scored due to how the NFL tracks stats, and IDP's will not get points for punt/kickoff/missed FG return TD's/Yards

- II. Offensive players will only receive offensive stats scoring (no scoring for tackles, fumble recoveries, etc) and IDP's will not receive points if lined up on an offensive play. I believe the only plays that MFL will score incorrectly now will be in the rare case when an offensive player is on a DEF/ST play and makes or recovers a turnover. If that type of play is scored and brought to my attention as per the rules outlined above it will be reversed.
- III. No player will lose points for a turnover on ST
- IV. IDP's do not lose points if they commit a turnover on DEF
- V. The lowest a player can score is zero

D. Scoring Scenarios –The plays listed below should help clarify how our scoring system works, particularly for strange or unusual plays. They are listed here so that in the event this type or a similar play occurs we have a rule to fall back on to ensure the play is scored accurately.

Offensive Fumble Recovery TD Following a Turnover

- **Scenario:** QB throws an interception to a Linebacker. While returning the interception LB is hit and fumbles the ball. WR picks it up and runs for a TD.
- **Result:** QB gets –2 for INT, the LB gets 2 for the INT and .1/every yard returned, the WR gets 0 for the fumble recovery and 6 for the TD. The LB is not penalized for fumbling and the WR is not awarded points for the fumble recovery.

Offensive Fumble Recovery TD

- **Scenario:** RB takes handoff at the 5 and runs toward the goal line. He fumbles at the 1 where it is recovered in the end zone by a WR for a TD.
- **Result:** RB gets .1 for yardage rushed, the WR gets 6 points for the TD. The RB does not lose points for the fumble and the WR does not get fumble recovery points.

Receiving Lateral Resulting In a TD

- **Scenario:** QB throws a pass from midfield to the WR at the 20. WR runs to the 10 and before he laterals the ball to the RB at the 12 who runs it in for a TD.
- **Result:** QB gets 4 points for a TD pass and gets credited for 50 yards passing, the WR gets 30 yards of receiving points, the RB gets 6 for the receiving TD as well as the points for the receiving yardage (I believe in this case it would be 10 yards). For a real life example of this, see Min Vs. Den in 2003, http://www.nfl.com/liveupdate/gamecenter/26372/MIN_Gamebook.pdf

Defensive Fumble Recovery TD Following a Turnover

- **Scenario:** IDP1 intercepts a pass. In the process of returning the ball he fumbles. Ball is picked up by IDP2 who runs it in for a touchdown.
- **Result:** QB gets -2 for the interception, IDP1 gets 2 points for the interception, yardage points from the point of turnover, and does not lose points for the fumble. IDP2 gets 6 points for the touchdown, yardage points starting at the point of recovery. The IDP who fumbled the ball does not get penalized for the fumble. The IDP who picked the first IDP's fumble does not get credit for a fumble recovery .

QB Pass-to-Himself TD

- **Scenario:** QB throws a pass from the opponents 20 yard line that gets deflected back to himself. After catching his own pass he runs for a TD.
- **Result:** QB gets points for both a TD pass (4 points) and a TD reception (6 points) as well as passing yardage (1 point) and receiving yardage (2 points).

Fake or Broken FG resulting in a TD

- **Scenario:** The snap on a FG attempt is bad and the PK elects to pass the ball to a WR for a 25 yard touchdown.
- **Result:** The NFL, and by extension MFL, recognizes this as a passing TD awarded to the team offense and the players involved for the distance from the line of scrimmage to the end zone. The PK get 4 points for a passing TD and passing yardage, the WR gets 6 points for the receiving TD and receiving yardage.

Section 3. Waivers, Free Agency and Trades

3.1 Waivers

A. Transactions – All transactions committed on the web site by an owner are final. There will be no “taking back” of incorrectly dropped players or incorrect bid amounts. The responsibility is on the owner to verify all transactions both before and after submittal.

B. Blind Bid Waivers – Madskillz FFL uses a conditional blind bidding waivers system. Each team will be issued \$200 Madskillz Dollaz (that’s 2 Benjamin’s for those keeping score at home) to be used during the season for waiver claims.

C. Conditional Blind Bidding – Bidding works by having each owner select a player they would like to add from the waiver pool, assigning a hidden dollar amount they are willing to pay for that player, and then selecting a player currently on their roster that they will drop for the added player. When waivers end the person who bid the most for a player will receive that player for the amount bid. Conditional bidding allows for submitting multiple, prioritized bids. Please see the example titled “Conditional Blind Bidding” [here](#) for an example. The key to understanding conditional bidding is to realize that if you want to pick up multiple players *you must submit bids in multiple rounds*. If you use multiple rounds as soon as you are successful in winning a player all other bids below that bid will be ignored and the system will then look at your next round of bidding. If you did not enter bids in the next round you will not receive any further players. “Ladder” bidding is not allowed and if an owner is found trying to game the system, all bids in all rounds will be ignored and after a warning a second offense will be grounds for removal from the league.

D. Ties – If two or more owners bid the same amount for a player the tie goes to the person who submitted their claim the earliest. If you modify a previously submitted claim the timestamp for the claim will change to the later time point.

E. Illegal Bids – Bids that, if successful, would result in an illegal roster will be ignored. Pay particular attention to roster maximums when submitting blind bids.

F. Calendar – You may enter your blind bidding waivers starting at 10 am PST on Sunday running until Wednesday at noon. The bids remain hidden until waivers are run. When waivers are processed players will be awarded to the teams with the highest bids. If there are Thursday or Saturday games please check the calendar for any changes in the waiver or free agency schedule. Teams that are eliminated from the playoffs may not make any blind bid waiver claims.

G. Madskillz Dollaz – If you run out of Madskillz Dollaz you will only be able to acquire players through Free Agency or trades.

3.2 Free Agency

A. Free Agency – First-come-first-served Free Agency begins at 7:30 am PST on Thursday and will run until game time on Sunday. No add/drops can be made from kickoff of a particular player's game until claims are run on the next Wednesday at 12 pm PST. If there are Thursday or Saturday games please check the calendar for any changes in the waiver or free agency schedule. Teams that are eliminated from the playoffs may not make free agency moves other than what is allowed as outlined in the forums.

3.3 Trades

A. Trading Calendar – Teams may enter a trade agreement starting at the commencement of the Madskillz FFL Season, which begins immediately following the draft. No trades will be permitted after kickoff of the first game of Week 11. Teams that are eliminated from the playoffs may not make trades.

B. Uneven Trades – Uneven trades are allowed. For example, you may trade 1 RB for 2 WR's. However, this will create an illegal roster when the trade is processed if you were previously carrying a full roster as you will now have more than the legal number of players on your team. In addition, you may have more than the legal number of WR's. Although this trade will be allowed you must make your roster legal by dropping the necessary number and type of players. If you do not make your roster legal you will not be able to add players via Waivers or Free Agency. In addition, if your roster is illegal at the time of kickoff of the first game of the week you will forfeit the game and receive a score of zero. Any moves you make in waivers or free agency while you have an illegal roster will be reversed as soon as it is brought to the attention of the commish. The correct way to proceed after an uneven trade is to immediately drop players to make your roster legal. It is solely the responsibility of the owner to ensure they have a legal roster.

C. Collusion – Trades do not require league or commissioner approval. There is nothing wrong with getting a good deal on a trade. However, trades that obviously involve collusion are subject to immediate reversal by the commissioner with both teams involved being kicked out of the league. The determination of collusion will be made by a committee of the commissioner and the co-commissioner.

D. Offering Trades – Trades offered on the web site are considered valid offers until they are revoked or rejected. Owners are responsible for removing previously made offers. Due to the risk of a player that is being asked for in a trade becoming injured while the trade is still active, it is strongly recommended that owners conduct negotiations outside of the MFL website and only use the MFL trading feature to consummate trades that are agreed to. Trades must be consummated on the website to be official. Agreement by any other medium is not binding.

E. Trading Cap Monies – In addition to trading players, you may also trade waiver cap monies. For example, Team A proposes a trade of LT to Team B in exchange for Brian Westbrook and \$100 in waiver money. If accepted, Team A's cap money would increase by \$100 and Team B's would decrease by \$100. In order to process the trade of cap money, it needs to be brought to the attention of the commish immediately following the trade. If the two teams have the necessary funds when the transaction was completed on MFL, the commish will manually process the cap money transfer. If the team trading away the cap money does not have the necessary funds at the time the transaction was finalized on MFL, the commish will reverse the entire trade. If after the trade but before the transfer of money has been carried out by the commish, the team trading away cap money makes waiver moves such that the necessary cap monies are no longer sufficient, the trade will still be processed but the subsequent waiver moves will be reversed.

Section 4. Schedule, Tiebreakers, and Playoffs

4.1 Schedule

A. Random Assignment – The schedule is created using a generic Schedule Template of the Team 1 Vs. Team 2 variety, before teams are assigned to a division and before the Madskillz FFL draft. Once teams are assigned to their divisions using the draft randomizer the schedule will be set using the Schedule Template. The purpose of this is to avoid any possible suggestion of teams being assigned a schedule based on player byes weeks or any other factors which may influence the outcome of a game.

B. Bye Weeks – NFL schedule permitting, as many as possible division head-to-head games will be played during non-bye weeks.

4.2 Tiebreakers and Playoff Rankings

A. Head-to-Head tiebreakers – Weekly matchups that end in a tie score will be decided using the following tiebreakers:

H2H Tiebreakers	
1 st Tiebreaker	Total number of TD's by active players
2 nd Tiebreaker	Fewest turnovers by active players
3 rd Tiebreaker	Total number of 1 st downs made by starting RB's, WR's, and TE's
4 th Tiebreaker	Coin toss using Draft Randomizer (team listed 1 st is the winner)

B. Division Ranking – Teams in each division will be ranked from 1 to 5 with the first sort criteria based on overall record. If necessary, tiebreakers for intradivision ranking are:

Intradivision Tiebreakers	
1 st Tiebreaker	Head-to-head games won (2 teams only, if 3 teams have the same winning percentage this tiebreaker will be skipped)
2 nd Tiebreaker	Record within the division
3 rd Tiebreaker	Most points for, highest wins
4 th Tiebreaker	Most points against, highest wins

C. Playoff Seeding – Six teams will advance to the playoffs. After ranking the teams in each division from 1 to 5 using the above sort criteria, the top two teams from each division will advance to the playoffs. Of the remaining 6 teams the two teams with the most points scored during the season will secure the two wildcard playoff spots. The six teams will be seeded as follows:

- 1: Of the two division winners, the one with the best record will be "1".
- 2: Of the two division winners, the one with the 2nd best record will be "2".
- 3: Of the two teams that came in second in their division, the one with the best record will be "3".
- 4: Of the two teams that came in second in their division, the one with the second best record will be "4".
- 5: Of the 6 remaining teams the one with the most points will be "5".
- 6: Of the 6 remaining teams the one with the second most points will be "6".

Note, tiebreakers for seeds 1 Vs. 2, and seeds 3 Vs. 4 will use the above "Intradivision tiebreakers" but will skip the "Record within the division" tiebreaker. See Appendix B for an example of how teams would be seeded for the playoffs.

D. Playoff Bracket – Using the above seeding, the playoff bracket will be as follows:

Week 14 – Playoffs Round 1

P1: 1 gets a bye

P2: 2 gets a bye

P3: 3 Vs. 6

P4: 4 Vs. 5

Week 15 – Playoffs Round 2

P5: P1 Vs. lowest remaining seed

P6: P2 Vs. remaining team

Week 16 – Super Bowl

Winner P5 Vs. Winner P6

Toilet Bowl

The four teams who do not make the playoffs will play in the Toilet Bowl. The two losing teams in Week 14 will compete in Week 15 of the Toilet Bowl. The winner of the Toilet Bowl gets to rename the loser and the loser must use that name the following year.

Section 5. Payouts, Transactions, and Addendum

5.1 Payouts

A. $\$500 \times 10 = \$5,000$ total. Of that, \$160 will go towards the MFL league fees, web site, forum and the draft board. That leaves \$4,840. The prize payouts will be:

Super Bowl Winner: \$4,000

Super Bowl Loser: \$500

Third Place: \$250

Fourth Place: \$90

Payouts will be mailed the Monday following the Super Bowl.

5.2 Transactions

A. Transactions – All transactions committed on the web site by an owner are final. The responsibility is on the owner to verify all transactions before and after submittal. The lineup you submit should be verified to be accurate after you submit it. Please pay careful attention to players with the same name.

B. Communications with the Commish – In the event that you need to contact the commish to request a lineup change or for other official league business the preferred way is to post in the forum. That way the request is time-stamped and it removes any doubt as to the time and contents of the request. If the web site is down or otherwise unavailable, the other option is to use email, but you must email the entire league. In the event that you do not have access to the internet, the final option is to phone the commish, but you must phone both the commish **and your opponent**.

Also, all requests must adhere to our league bylaws. For example, if you wanted to make a lineup change but the MFL site was down and you posted to the forum that you wanted to, "Put Michael Pittman in", but you didn't say who you were replacing Pittman for, the request would be completely ignored, even if the choice was "obvious", such as the person you wanted to replace had been killed in a car crash on the way to the game. The reason for taking such a hard line is that if an exception is made once, the commish will be put into a situation at some future time where he will have

to make a judgment call when it isn't so cut and dried. Rather than having to make a judgment call, every case will be treated as if they were the same. To continue, you would also have to have made the lineup change request within the time limits specified in our bylaws. This includes if for some reason you have to phone in a lineup change, you must contact both myself and your opponent by phone before the lineup submission deadline has passed. If you are unable to do so your request will not be granted. It is each owners responsibility to have all contact information for all owners. This seems to happen more than it should, PLEASE DO NOT LEAVE LINEUP CHANGES TO THE LAST MINUTE, you are only asking for trouble. Also, MFL allows you to submit future lineups so you can enter your lineup for any week of the season at any time. If you know you will not be near a computer for any week of the season, go ahead and enter your lineup for that particular week.

5.3 Addendum

A. Owner Illness/Removal – If an owner is unable to manage his team due to illness (or if he pulls a Jason Bourne and falls off the grid) the owner will be able to appoint someone from outside of the league to take over the management of his team. Until that time or if the owner is unable to appoint someone to manage his team, his team will remain locked such that no roster moves can take place. From that point forward any H2H games involving that owner will still take place but instead of using the point total for the owners players the point total will be a league average of all other teams (ie, a "Ghost Team"), excepting the team that the owner is playing that week. In the event that the Ghost Team makes the playoffs, the Ghost Team will be replaced with the team next in playoff rankings. Any league dues paid into the league by the owner that is ill and cannot find a replacement owner will not be refunded after Week 3. If the owner finds a replacement for his team all monies won by his team will go to the replacement owner. The above will also apply to teams kicked out of the league, except that they will not be able to find a replacement owner. The decision to pull the plug on an owner and replace him with a ghost team will be at the discretion of the commish.

B. Rule Changes – The preseason is the best time to make rule changes or rule additions. During the preseason a rule addition will require > 50% approval. A rule change will require at least 70% approval. If less than 50% of owners respond to the rule change/addition the commish will determine whether the rule change/addition goes through. During the season (ie, once the draft starts) the only way a rule can be changed is if we put it to a vote and 100% of owners agree to the rule change. If even one team does not agree to the rule change the existing rule will stand. The only other scenario where a rule will be changed mid-season is if a rule is not being enforced with the intent of the rule the way it was originally written in our rules. For example, if the scoring rule was entered incorrectly in the MFL software it would be corrected as soon as the error was noticed and any corrections would be retroactively applied with no time constraints on the corrections. This is the only circumstance under which a scoring change could change the outcome of a previous week(s) result. Note that the commissioner accepts no responsibility and shall not reimburse any team for any error that he unknowingly committed. These errors include but are not limited to accepting starting line ups that had errors in them, erroneous assumptions on the part of the commissioner, miscalculations of money at the auction draft and unknowingly allowing a roster to exist that doesn't meet the minimum or maximum roster requirements.

C. NFL Work Stoppage – In the event that there is either a work stoppage by the NFL that results in a shortened season or if the NFL season is cancelled, all monies paid into the league will be fully refunded to the owners minus expenses incurred as outlined in the payout section.

D. Game Postponement – If a player in your lineup has his game cancelled the results of the H2H matchup will be delayed until the game is played. However, if the game has not been played and the NFL Gamebook is not available by the Wednesday following the week 13 games, you will receive a 0 for that player.

E. Decision Making Structure – The final decision on a rule interpretation will be by the commish. If the dispute involves the commish the co-commish will decide. If the dispute involves both the commish and the co-commish the matter will be put to a league vote with a majority rule deciding.

Appendix A – Division Assignment and Schedule

The one round draft randomizer from Profantasysports.com will look like this:

- 1.1----Team1
- 1.2----Team 2
- 1.3----Team 3
- 1.4----Team 4
- 1.5----Team 5
- 1.6----Team 6
- 1.7----Team 7
- 1.8----Team 8
- 1.9----Team 9
- 1.10----Team 10

Teams will then be assigned to Divisions and then the schedule template will be populated using the below:

DIVISIONS

Lager	Ale
Team 1	Team 6
Team 2	Team 7
Team 3	Team 8
Team 4	Team 9
Team 5	Team 10

SCHEDULES BY WEEK

Week #1		Week #2		Week #3	
Team 2	at Team 1	Team 3	at Team 1	Team 8	at Team 2
Team 4	at Team 3	Team 5	at Team 2	Team 5	at Team 3
Team 6	at Team 5	Team 7	at Team 4	Team 1	at Team 4
Team 8	at Team 7	Team 10	at Team 6	Team 6	at Team 9
Team 10	at Team 9	Team 9	at Team 8	Team 7	at Team 10
Week #4		Week #5		Week #6	
Team 2	at Team 4	Team 5	at Team 4	Team 4	at Team 2
Team 1	at Team 5	Team 3	at Team 7	Team 10	at Team 3
Team 6	at Team 7	Team 1	at Team 8	Team 1	at Team 6
Team 10	at Team 8	Team 2	at Team 9	Team 5	at Team 8
Team 3	at Team 9	Team 6	at Team 10	Team 7	at Team 9
Week #7		Week #8		Week #9	
Team 9	at Team 1	Team 7	at Team 1	Team 4	at Team 1
Team 6	at Team 3	Team 9	at Team 5	Team 3	at Team 2
Team 8	at Team 4	Team 2	at Team 6	Team 10	at Team 5
Team 5	at Team 7	Team 3	at Team 8	Team 9	at Team 6
Team 2	at Team 10	Team 4	at Team 10	Team 7	at Team 8
Week #10		Week #11		Week #12	
Team 2	at Team 3	Team 1	at Team 2	Team 1	at Team 3
Team 4	at Team 5	Team 6	at Team 4	Team 2	at Team 5

Team 8 **at** Team 6
Team 9 **at** Team 7
Team 1 **at** Team 10

Team 3 **at** Team 5
Team 10 **at** Team 7
Team 8 **at** Team 9

Team 7 **at** Team 6
Team 4 **at** Team 9
Team 8 **at** Team 10

Week #13

Team 5 **at** Team 1
Team 7 **at** Team 2
Team 3 **at** Team 4
Team 6 **at** Team 8
Team 9 **at** Team 10

Appendix B – Example playoff seeding

Ale Division				
	Record	Points For	Points Against	Division Record
Team A	8-5	1863	1361	5-3
Team B	6-7	1790	1485	4-4
Team C	6-7	1745	1507	4-4
Team D	6-7	1800	1337	3-5
Team E	5-8	1672	1506	4-4

Lager Division				
	Record	Points For	Points Against	Division Record
Team F	8-5	1746	1255	4-4
Team G	7-6	1712	1411	3-5
Team H	7-6	1741	1375	5-3
Team I	6-7	1646	1396	4-4
Team J	5-8	1746	1359	4-4

Note:

- Team G played Team H twice and Team G won both matchups
- Team B played Team C twice and each won one game
- Team F played Team A once and Team F won

Rankings Explained:

Ale Division – Team A has the best record so is ranked first. Teams B, C and D all have the same overall record so they use tiebreakers. The 1st tiebreaker of H2H matchups is skipped because it only applies to two teams. The next tiebreaker is record within the division. Teams B and C have the same division record but Team D has the worst record, so Team D is ranked last among the three team. The two remaining teams, Teams B and C, go back to the first tie breaker and start again. In H2H matchups they each one a game, so they go to the next tie breaker, Division record, which is also a tie, so they go to the next tiebreaker which is Most Points For. Team B has the most points for, so the ranking goes Team B, followed by Team C then Team D. Team E has the worst overall record so is ranked last.

Lager Division – Team F has the lone best record so is ranked first. Teams G and H have the same record so they go to the first tiebreaker which is H2H games. Team G won both H2H games so is ranked second, which leaves team H ranked third. Teams I and J are then ranked according to overall record.

Playoff seeding :

1 – Team F. Of the two division winners , Team F and Team A both had the same record so they go to the first tiebreaker which is H2H matchups, and Team F won the one matchup, so Team F is ranked “1”

2 – Team A. See above.

3 – Team G. Of the two teams that came in second, Team G had the best record so is ranked “3”

4 – Team B. Of the two teams that came in second, Team B had the 2nd best record so is ranked “4”

5 – Team D. Of the 6 remaining teams, Team D had the Most Points For, so is ranked “5”

6 – Team J. Of the 6 remaining teams, Team J had the 2nd Most Points For, so is ranked “6”