

HARTLAND VALLEY  
FANTASY FOOTBALL™  
( HVFF )

COMMISSIONER ( COMMISH ) : **TROY LEHNHART**

:: ALL QUESTIONS, CONCERNS AND DISCREPANCIES WILL BE DIRECTED TO THIS PERSON/ INDIVIDUAL, WITH ALL FINAL DECISIONS/ APPROVALS BEING MADE BY THE LISTED COMMISH .

ASSISTANT COMMISSIONER ( AC ) : **JOHN MILLER**

:: ANY PROBLEM OR CONCERNS RELATED TO THE *COMMISH* WILL GO TO THE INDIVIDUAL LISTED AS THE *AC* . ALSO AIDES IN NEW RULE CONSTRUCTION, PARTIAL DECISION MAKING AND ANY OTHER FORM OF ASPECTS THE COMMISH SEEKS HELP FOR.

ASSISTANT COMMISSIONER 2 : **BRUCE HOLLAR**

HELPS IN NEW RULE REGULATIONS, NUMBERS AND ALL OTHER ASPECTS ( 3'S COMPANY )

**ENTRY FEE:**

A ONE TIME FEE OF \$40.00 IS DUE .NO LATER THAN **DRAFT DAY** of that year.

**FEE DIVIDENDS:**

25% OF THE TOTALS FEES WILL GO TOWARDS THE PURCHASE OF THE DESIGNATED PROGRAM , FOR STATS KEEPING AND ADDITIONAL ACCESSORIES USED IN RUNNING THIS GAME.

THE REMAINING KITTIE FUNDS, GOES TO **THE HVFF CHAMP** AND THE LOSING TEAM PLAYING IN THE CHAMPIONSHIP WILL ALSO BE REWARDED ON A JOB WELL DONE. AS WELL AS THE WINNER IN THE ( TOILET BOWL )

ALL THE CURRENT YEARS KITTIE FUNDS WILL BE USED WITH IN THE HVFF CAMPAIGN.

Toilet Bowl Champ \$10.00

4<sup>th</sup> and 3<sup>rd</sup> place finisher's get HALF of the entry fee.\$20.00

2<sup>nd</sup> place receives \$100

Remaining goes to CHAMP

**KEEPERS :**

THE ANNUAL KEEPER DATE FOR RETURNING AND OR NEW OWNERS WILL BE JULY 1<sup>st</sup>.

**MANDATORY** 2 PLAYER MUST BE KEPT FROM YOUR PREVIOUS YEARS ROSTER.

( NUMBER OF KEEPERS IS SUBJECT TO CHANGE)

## **DRAFT:**

2 WEEKS OR SO PRIOR TO THE NFL START. THE HVFF DRAFT WILL BE HELD  
**5 MINUTE CLOCK LIMIT.**

IF YOU FAIL TO CHOOSE AT THE END OF THE 5 MIN. TIMER, YOUR TURN IS LOST UNTIL ALL DRAFTING RD'S ARE COMPLETE. THEN YOU MAY CHOOSE . IF MORE THAN ONE OWNER IS INVOLVED IN LATE DRAFTING YOU WILL CHOOSE IN YOU ORIGINAL DRAFT POSITION.

EACH OWNER WILL CHOOSE POSITIONS TO FILL THEIR ROSTERS.12 MAN ROSTER..  
DRAFTING WILL BE CONDUCTED IN NFL style format 1-12, 1-12 etc

i.e ANY COMBINATION OF POSITIONS FOR YOUR ROSTER IS ALLOWABLE, THIS IS TOTALLY UP TO THE OWNER HOW YOU FILL YOUR ROSTER. BUT BE AWARE TO THE WEEKLY LINEUP FORMAT.

## **ROSTERS:**

✳EACH OWNER WILL HAVE A 14 MAN ROSTER

EACH WEEK AN 8 POSITION ROSTER WILL BE TURNED INTO THE COMMISH CONSISTING OF :

- 1 QUARTERBACK ( QB )
- 2 RUNNING BACKS ( RB )
- 3 RECEIVERS/TIGHT ENDS ( WR )
- 1 KICKER ( K )
- 1 TEAM DEFENSE/SPECIAL TEAMS ( D/ST )

## **WEEKLY LINEUP :**

EACH OWNER IS TO SUBMIT THEIR TEAMS WEEKLY ROSTER LINEUP TO THE COMMISH  
**1 HOUR** PRIOR TO THAT WEEKS FIRST MATCH UP. NO CHANGES ARE ALLOWED AFTER THIS TIME.

Exception of Thursday game/games being played you may alter your lineup upto the next first kickoff of the weekend. Lineups may **ONLY** be changed for injured players.

***FAILURE TO SUBMIT YOUR LINEUPS BY THESE DESIGNATED TIMES WILL RESULT IN YOUR PREVIOUS WEEKS LINEUP BEING PLAYED, REGARDLESS OF THE STATUS OF THE NFL PLAYERS ROSTER OR CONDITION..!!***

***·ie/ WEEK 1 FAILURE TO TURN IN YOUR LINEUP ON TIME WILL RESULT IN AUTOMATIC FORFEITURE. 0 POINTS WILL BE AWARDED. THE OWNER WILL CONTINUE TO FORFEIT EACH WEEK UNTIL A LINEUP IS TURNED IN. LINEUPS ARE THE OWNERS RESPONSIBILITY!  
· YOU WILL NOT BE REMINDED..***

✳THE PREFERRED METHOD FOR SUBMITTED LINEUPS IS VIA INTERNET AT OUR WEB SITE:

WWW.ANGELFIRE.COM/PRO/HARTLANDVALLEYFF

CLICK ON FLM REPORTS

FIND AND CLICK YOUR TEAM NAME

CLICK SUBMIT LINEUP AT THE TOP LEFT

PLACE CHECKS NEXT TO THE PLAYERS NAMES YOU WISH TO START

VERIFY LINEUP , CLICK SEND TO COMMISSIONER AND OPPONENT

CHECK OUR WEB SITE PRIOR TO THE SUBMISSION DEADLINE TO VERIFY THAT YOUR LINEUP WAS RECEIVED AND POSTED TO WEEKLY LINEUPS..

**VIA E-MAIL SUBMISSIONS: TITLE SUBJECT LINE AS " STARTERS FOR WEEK [ ] "**

**BY PHONE DO NOT LEAVE INFO WITH ANY ONE EXCEPT COMMISH.  
LEAVE A RETURN CALL NOTE. OR A QUICK LINEUP SUBMISSION VIA ANSWERING  
MACHINE.**

**FREE AGENCY AND WAIVED PLAYERS: NO TRANSACTIONS UNTIL AFTER WEEK 1 !!  
(DEADLINE WEEK 14).**

**★ ONLY 2 TRANSACTIONS PER WEEK PER OWNER**

**√ ONCE A TRANSACTION IS COMPLETED ( ADDED TO THE DATABASE) BY THE  
COMMISH IT IS FINAL. AND IF UNDONE ( YOU MADE A MISTAKE) IT WILL COUNT AS 2  
TRANSACTIONS. I just want you to pay attention to what's going on, and not make decisions on a  
whim.,.**

**THE FREE AGENT ( FA ) MARKET IS ALWAYS OPEN !**

**✘WAIVED PLAYERS../ (WISH LIST)**

Players that are dropped/ waived by an owner becomes a FREE AGENT after 24 hours, first come first serve.

BUT!!!.... within this 24 hrs if you are seriously interested in this waived player you should let the commish know ASAP. And you will be added to the WISH LIST . Then any interested owner will automatically be awarded this player or if more than one owner is on the list the owner with the worst record will be awarded the transaction ( only 1 worst record acquisition per week ) at the end of the 24 hrs. This gives fairness to all owners, some may not be able to be a first come to be served. WE INCORPORATED THE WISH LIST TO BE FAIR! If you want a waived player tell the commish or chance the first come first serve.

**TRADES:( Deadline WEEK 10 )**

These may occur and are only valid once BOTH owners have contacted the commish.

## **SCHEDULES:**

Our league is comprised of the Hartland Valley Conference and 3 Divisions, we play a head to head match up. The team scoring the most points will receive a win and the losing team gets a loss. The players that are not on your starting lineups will be scoring points on the bench according to their NFL week. If a starting lineup match up should end up tied then the bench point will be added and a loss or win will be decided. If bench points are tied then a tie shall be marked up..

## **SCORING:**

### **OFFENSIVE TD SCORING:**

#### **QB/RB/WR**

6 pts Per RUSHING TD  
6 pts Per RECEIVING TD  
4 pts Per PASSING TD  
2 pts Per 2 PT RUN/CATCH/PASS CONVERSION

### **OFFENSIVE YARDAGE SCORING:**

#### **QB/RB/WR**

Passing 3 pts per 300yds 1 pt for every 100 yds after  
Rushing 2 pts per 100 yds 1 pt for every 25 yds after  
Receiving 2 pts per 100 yds 1 pt for every 25 yds after

#### **RB/WR**

2 pts for every 200 all purpose yards ( rushing and receiving )

### **KICKER**

1 pts Per EXTRA POINT  
3 pts Per 0 - 39 yard FIELD GOAL  
4 pts Per 40 - 49 yard “  
5 pts Per 50 - → yard “

**DEFENSIVE/ SPECIAL TEAMS SCORING :**

6 pts Per D/ST TD  
2 pts Per DEF QB SACK  
2 pts Per SAFETY  
1 pt Per Interception / Fumble recovery

5 pts For a SHUTOUT ( 0 points scored by offense )

**PLAYOFFS:**

Starting Week 15 The top 6 teams from each division will play for the Championship.  
The Top 3 division winners advance then the next 3 best records . Teams 1 and 2 ( best records )will have a bye week, week 15 round 1. ( 1<sup>st</sup> tie breakers will be division record, 2<sup>nd</sup> tie breaker will be head to head, 3<sup>rd</sup> tie breaker will be total points.)

The other 6 teams will play in The Toilet Bowl..

IN THE EVENT OF A TIE DURING A PLAYOFF GAME, THE HOME TEAM  
(HIGHEST SEED ) WILL ADVANCE

**Championship GAME:**

*Week 15*

3<sup>rd</sup> division winner Team 3 vs Team 6  
Team 4 vs Team 5

Top 2 Division Winners Teams 1 and 2 bye week

*Week 16*

Team 1 vs 3/6 or 4/5 ( Team 1 plays worst record of winners in week 15)  
Team 2 vs 4/5 or 3/6 ( Team 2 plays best record of winners in week 15)

*Week 17*

Winners from Week 16

## Toilet Bowl

Same format as Championship game.  
Team 1 and 2 become Teams 7 and 8

Week 15

Team 9 vs Team 12

Team 10 vs Team 11

Week 16

Team 7 vs Team 9/12

Team 8 vs Team 10/11

( Team 7 plays worst record of winner in week 15 )

( Team 8 plays best record of winner in week 15 )

Week 17

Winners from Week 16