

STRIKE UNO SPORTS

FOOTBALL

(updated 2022)

Roster and Lineups:

1. Each team must field a 20 man active roster that consists of:
 - 2 - Quarterbacks
 - 2 - Running Backs
 - 3 - Wide Receivers
 - 1 - Tight End
 - 2 - Kickers
 - 1 - Utility player
 - 3 - Defensive Lineman
 - 3 - Linebackers
 - 3 - Defensive Backs
2. You are allowed to also carry up to an 8 man reserve roster that can be made up of any position except for Kicker and no more than 2 quarterbacks.
3. The kicker and QB restriction do not count players on the IR.
4. Players position is determined by NFL.com for the draft, then based on what the website has the player listed at.
5. You can petition the league for a position change if the player is listed on NFL.com at a different position.
6. Kickers are only allowed to be on your active roster or IR, you cannot place any kicker on your reserve roster.
7. If you pick up a third kicker for the week, he cannot be released or cut that same week unless he is injured.

Draft:

1. 22 man auction style draft.
2. 4-6 man reserve squad draft (taken after auction) depending on rookies drafted, excluding kickers and QBs if once you draft 4 on your combined roster.
3. \$260 salary cap.
4. Only players that have been on an NFL roster are eligible for drafting, IE you cannot draft a college player.
5. Every team must finish the auction draft with 2QB, 2RB, 3WR, 1TE, 2K, 3DL, 3LB, 3DB and 3 extra players of any position, only one can be a kicker.
6. After you have filled a position and your extra player spot, you cannot bid on or bring up for bidding a player at that position.
7. Draft order determined by last year's finish.
8. Taxi squad draft will be a straight draft in reverse order of last years finish for the each round, there is no snake to the draft.
9. Salary for Reserve squad players will have a salary of \$5 and follow normal keeper/contract rules.

Fees and Prize Money:

1. League fees will consist of \$150 per team, which includes the league fee and the first \$75 worth of transactions.
2. Your roster can be frozen and your team will be forfeited in the event that you do not pay your league fees when requested. ***Please make payment at or before the draft.***
3. There is no rebate if you do not spend \$75 on transactions.
4. You are responsible for the additional \$25 if you spend over \$75.
5. Commissioner pays no entrance fee and has a \$25 credit towards additional transactions to cover software and time.
6. Pick-ups cost the amount of the bid and come out of your \$100 cap.
7. The prize money will be split based on the following:

1st place	50% (After HTH and Category Paid out)
2nd place	25% (After HTH and Category Paid out)
3rd place	15% (After HTH and Category Paid out)
4 th place	10% (After HTH and Category Paid out)
Head to Head Winner	15%
Category Winners	\$25/each

Scoring System:

1. Teams are ranked from first to last in each of the ten categories above and given points for each place.

For example, in a thirteen-team league, the first place team in each category receives 13 points, the second place team receives 12, and so on down to one point for the last place team.

 - Rushing Yards
 - Passing Yards
 - Pass Completion %
 - Pass Receptions
 - Receiving Yards
 - Solo Tackles
 - Sacks
 - Kicker Points
 - Passes Defended
 - Touchdowns minus Interceptions
2. At the end of the season, all 18 weeks, the team with the highest number of points in all ten categories combined wins the league.
3. In case of ties in an individual category, the tied teams are assigned points by totaling points for the rankings at issue and dividing the total by the number of teams tied.
4. In case of ties in total points, final standings are determined by comparing placement of teams in each of the individual categories "Head-to-Head". The team who wins the most categories of the ten would be declared the winner.
5. In the event that we are still tied, we will use the head to head record of the teams against each other. If they are still tied, then prize money is split and the tie is broken by a coin flip at the draft.

Head to Head Title:

1. The league will be split into two divisions each year based prior years finish, even teams in one division odd teams in the other.
2. The head to head will run from week 1 through week 14.
3. The actual schedule will be determined based on the number of teams in the league, the intention is to play 17 games, including double headers.
4. Double headers will attempted to be scheduled on the weeks when there is no NFL bye, unless the schedule prohibits it.
5. The games are based on how your team does in each category vs. the team you are playing. If you win more categories, you get the win for that week.
6. There will be no head to head games during week 18 due to NFL teams resting players for the playoffs.
7. Your schedule will be different every year based on the order of finish the prior year in the rotisserie finish.
8. The schedule will be adjusted based on changes to the NFL schedule as well as changes to the number of UNO teams in the league.

Playoffs

1. Each division winner and four wildcard teams, the teams with the next best record, will make the playoffs.
2. The playoffs will run during weeks 15 through week 17.
3. Home Team during the playoffs receives a ½ point home field advantage to break ties (2013)
4. During the first week of the playoffs, the top two seeds get a bye and 3 will play 6 and 4 will play 5.
5. During week 16, number 1 will play the lowest remaining team and 2 will play the other remaining team.
6. The final week will consist of the two remaining teams playing for the championship.

Pick ups

1. Pickups may or may not be made between the draft and the start of week one. If you draft a player that is hurt, you may not be able to replace him until after week 1.(This rule depends on how early the draft is, pick ups will be confirmed at the draft)
2. All picks are due by 7:00 p.m. on Wednesday.
3. You are responsible for ensuring your moves have made it to the statistician in time for the game.
4. Any player can be picked up or claimed on waivers who is on the 53 man roster, regardless of his position or if he played the prior week. The 53 man roster excludes any player on IR, PUP, Non-Football Injury or suspended.
5. Pick Ups after Wednesday are all subject to rebid on the following Wednesday
6. If you pick up a player did not play the prior week you cannot IR him until he plays an NFL game after you pick him up. **(2018)**
7. Pick-ups are based on a bid process for Wednesday's moves. You bid the amount that you want the salary to be. The highest bid wins the player. In the event of a tie, the rebid wins if applicable, if not then lowest spot in the standings gets the player. If there is a still a tie, you go back to the prior weeks standings until the tie is broken.

8. After Wednesday, players are available on a first come first serve basis up until kickoff for \$1 but are eligible to be re-bid the follow Wednesday.
9. If the player you release is on your reserve list, the new player also moves to your reserve list.
10. The salary for a player that is non-drafted during the auction will be whatever his bid amount is.

Injured Reserve

1. If a player is listed as out for his NFL team you can place him on the IR.
2. Suspended or released players can also be added to your IR.
3. There is a limit of 3 players that can be on your IR at one time.
4. Covid exception allows you to IR any player that out due to covid and it does not count towards you limit of 3 players.
5. Once a player is activated, you have two weeks to activate or that player is released.

Lineup Changes:

1. All changes are due prior to the start of the players game, including the later games
2. If you want to change a player who has not played yet, after 1:00 pm on Sunday the replacement MUST come from you existing roster.
3. If you have a player in your active lineup and his team played prior to you making your change, that player can not be changed.
4. You can not activate or release a player on Sunday for the week if his NFL has played prior to Sunday
5. You are responsible for ensuring your moves have made it to the statistician in time for the game.

Trading:

1. Trading can take place with any team prior to the trade deadline.
2. You can trade an injured player up to the initial trading deadline
3. You will be able to trade players or draft picks or a combination
4. Your roster may never exceed 28 players.
5. The Initial trade deadline is first Sunday at 1:00 pm after the NFL trading deadline..
6. After the initial trade deadline, you can only trade with teams you are touching in the standings or within 5 points of.
7. The final trade deadline is 5:00p.m.on Friday, prior to week # 11.
8. You cannot trade a player to the same team that traded him to you.
9. You cannot trade picks more than one draft out in season, offseason you can trade for picks in next seasons draft.
10. There is no limit to the number of players that need to be on your roster.

Rookie Draft

1. The draft will consist of 2 rounds with each team having a selection in each round.
2. The draft will be held as soon after the NFL draft as possible.
3. The draft order is determined by reverse order of the prior years rotisserie finish.
4. Only players that selected in the NFL draft are available to be drafted.
5. These players and their salaries do not count against your salary cap or keeper totals for the upcoming draft.
6. You are not required to keep the players that you draft.
7. The salary of each player is determined by the position and the round selected

Position	Round 1	Round 2
Quarterback	\$40	\$3
Running Back	\$30	\$3
Wide Receiver	\$15	\$3
Tight End	\$10	\$3
Kicker	\$5	\$3
Defensive Player	\$5	\$3

8. Rookie Contracts follow the normal contract process

Retaining and signing players:

1. The number of players that you can sign will depend on where you finish in the standings. Tie breakers are the same as used for pick-ups. Head to head counts as winning money for purposes of keeping players.

Team 1-4, HTH	Sign up to 6 players and up to 6 defensive players
Teams 5+	Sign up to 7 players and up to 6 defensive players

2. You will not be able to sign more players at a position than you can start in a given week, for instance no more than 2 qbs, 2 rbs, 3 wrs, 1 tes, 2 k and 1 UT (2015)
3. Player's salaries are determined based on their last auction price.
4. Supplemental players carry a salary based on round they were drafted in.
5. Once a player has been drafted, he can be kept on you roster for two seasons. Before the beginning of the third season you will need to extend his contract or let him play out the current contract and become a free agent at the end of the year.
6. Keepers will be due at a date predetermined prior to the draft. The date will be no later than 2-3 days prior to the draft.
7. If you fail to provide your keepers by this date, you will forfeit the right to keep any players.
8. Once a team has submitted a protected list, you are not allowed to trade players.
9. You are allowed to release a protected player at the draft if he is injured, released or suspended, but you can not replace him.
10. Contract will be for 2, 3, or 4 years, and the salary will increase \$5.00 per year for the length of the contract.

11. The **full salary** increase takes place at the beginning of the third year, at the time the contract is given, if a contract is extended. There is no first year discount (2015)

Drew Bledsoe
Original Contract \$50

2002 - \$50	2002 - \$50	2002 - \$50
2003 - \$50	2003 - \$50	2003 - \$50
Two Year Contract (\$10)	Three year Contract (\$15)	Four Year Contract (\$20)
2004 - \$60	2004 - \$65	2004 - \$70
2005 - \$60	2005 - \$65	2005 - \$70
2006 - \$60	2006 - \$65	2006 - \$70
	2007 - \$65	2007 - \$70
		2008 - \$70

12. If a player is under contract you must retain that player's salary until you trade him, he is released from his NFL team, or the contract expires. You do not have to keep the player on you roster, but his salary will remain until it expires.
13. You can release a player under contract, but the salary comes off your coming cap. If you release a player with more than one year remaining, you pay one full year of the contract and 1/2 of the remaining contract. (\$40 contract for 2 years = \$40+\$20 for a total of \$60 this year and your done)
14. The following is a breakdown of the contract status symbols that you may see on the web site.

<u>Contact Symbol</u>	<u>Description</u>
A	First year of contract
A2	First Year of two tear extension (Will transition to B2 this year, Add \$5 to contract this year)
A3	First year of three year extension (Will transition to B3 this season, add \$5 to contract this year)
B	Second year of contract (Contract year)
B2	Second year of two year extension (Will transition to C2 this season, Salary remains the same this year)
B3	Second year of three year extension (Will transition to C3 this season, Contract same as B3)
C	Third year of original contract (Free Agent)
C2	Final year of two year contract extension (Free Agent)
C3	Third year of three year contract extension (Will Transition to D3 this season, Contract remains same as C3)
D3	Final year of three year contract extension (Free Agent)

Owner Replacement

1. If we need to replace a single owner, the new owner will take over the prior owners team.
2. If we need to replace multiple teams, the new owners will have a draft of the prior owners teams to build their roster.
3. Replacement owner will own any draft pick that the prior owner had at the position in the draft for that pick
4. New owner will be required to honor any trade or contact given by the prior owner

Expansion

1. In the event of expansion, each of the existing teams can protect 8 players no more than 2 at each position.
2. Each team will also list a pullback player that will be pulled back in the event that one of his unprotected players was selected.
3. Each existing team will lose no more than two players per team.
4. The expansion teams will pick in snake order if there is more than one team participating.
5. There is no restriction in drafting two players from one team.
6. Each expansion team will select in the last position for the rookie draft and the reserve round.