

Official Rules of the 2010 Big Z Fantasy Football Tournament

1. **Overview:** The Big Z Fantasy Football Tournament (BZFFT) will consist of an unlimited number of teams. The regular season will extend from NFL week 1 through NFL week 12. The top 10% highest scoring teams through those first 12 weeks will advance to the BZFFT Playoffs, which will run from NFL week 13 through NFL week 16.
2. **Available Players:**
 - a. **BZFFT Player Pool:** All players on an NFL team roster at the start of the NFL regular season for the positions of quarterback, running back, wide receiver, tight end and kicker will make up the official Player Pool for Big Z Fantasy Football Tournament. This Player Pool will also include the 32 NFL teams to be used in the team defense position. After the start of the NFL regular season any player that is added to an NFL team roster will be added to the official Player Pool.
 - b. **Once Play Begins:** After the start of the NFL regular season any player that is added to an NFL team roster will be added to the official Player Pool each Tuesday. The official stats vendor of the BZFFT will determine these Player Pool additions. Any player in the BZFFT Player Pool who has to-date not been started by a team manager is available to that team manager for their starting lineup. Once an NFL player has been started by a team manager that player is no longer available to that team manager to use in his starting lineups for the remainder of the BZFFT regular season.
3. **Weekly Play:** Starting in NFL week 1, all team managers will fill out their starting lineup by selecting from the initial BZFFT Player Pool of NFL players. After the start of the NFL regular season, if a player is added to an NFL team roster, they will be added to the official Player Pool and made available the following Tuesday. Beginning in NFL week 2 and for all successive NFL weeks, team managers will continue to select from the BZFFT Player Pool any player they want as starters but will be unable to choose any NFL player that they have already used.
4. **Lineups Requirements:** Starting lineups will consist of the following:
 - 1 Quarterback
 - 2 Running Backs
 - 3 Wide Receivers
 - 1 Tight End
 - 1 Place Kicker
 - 1 Team Defense/Special team
5. **League Management Web Address:** You can access your team via the internet by going to <http://www.bigzsimi.com/BZFFT>.
6. **Lineup Submission:** Lineups must be submitted either via the "My Team" web page at <http://www.bigzsimi.com/BZFFT>. It is the responsibility of each team manager to submit timely, valid starting lineups each week.
 - a. **Submission Time:** Starting players must be submitted into your starting lineup five minutes before their game kicks off.

- b. Locked Starting Players:** A starting player is considered locked as of the kickoff of the NFL game in which he plays. Non-locked players in a starting lineup can be changed prior to the kickoff of the NFL game in which they play. For example, starting players locked as of kickoff of their Thursday game can not be changed, but the non-locked starting lineup players can be changed up until the kickoff of the game in which they play, like Sunday morning. This rule applies to non-locked players in a Monday night game also. For example, non-locked starting lineup players following Sunday's games may be changed to another available player up until kickoff of the Monday night game.
- c. No Starters Submitted:** Failure to submit a full lineup by the first kickoff on the day of the last NFL game that week will result in zero points awarded for any starting spots which have not been locked with a player not used previously that season.
- 7. The Playoffs:** The Playoffs will run for NFL weeks 13, 14, 15 and 16. During those four weeks, the resulting total scores of each team will be used to determine the final rankings based on highest total points scored. Each team will begin the playoffs with their one-game average point total from the regular season (weeks 1 -12). During these four weeks, Player Pool will reset and team managers will still only be able to start players that they have not yet used in the Playoffs.
- 8. Playoff Winners:** At the conclusion of the Playoffs, the top teams will be ranked based upon total points scored during the four Playoff weeks plus their one-game average point total from the regular season (weeks 1 -12). The team with the most total points will be crowned the **2010 Big Z Fantasy Football Champion**.
- 9. Scoring:** Players may score from any position on the field in the following manner.
- a. Calculations:** Scoring will be calculated out to the hundredth for all players (e.g. 20.69).
- b. Quarterbacks, Running Backs, Wide Receivers, Tight Ends and Place Kickers:**
- 6 points for touchdowns scored rushing, receiving, fumble recovery, punt or kick return.
 - 4 points for touchdowns scored passing.
 - 0.05 point for each yard passed. (e.g. 238 yards passing equals 11.9 fantasy points)
 - 0.1 point for each yard rushed or received. (e.g. 107 combined yards equals 10.7 fantasy points)
 - 1 point for each reception after the 6th reception.
 - 2 points for each 2-point conversion passing, receiving, rushing or fumble recovery.
 - 3 points for each field goal kicked.
 - 1 point for each extra point kicked.

c. Team Defense / Special Teams

- 6 points for touchdowns scored on kick returns, punt returns, interception return, fumble return, blocked field goal return, missed field goal return, blocked punt return. (NOTE: touchdowns scored on “fake” field goals or “fake” punts do NOT count as a defense/special teams score. Touchdowns scored by the offensive team after a blocked field goal or blocked punt do NOT count as a defense/special teams score)
- 2 point per turnover.
- 1 point per sack.
- 2 points per safety.
- Varying points for points allowed by team defense: equal to 14 points MINUS the amount of points the defense allows (i.e. while the defense is on the field). Please see table below for exact scoring breakdown.

Points Defense Allows Regardless of How Scored	Fantasy Points Scored
0	14
1	13
2	12
3	11
4	10
5	9
6	8
7	7
8	6
9	5
10	4
11	3
12	2
13	1
14+	0

10. Prize Breakdown:

<u>Weekly Winners (Week 1 – Week 12, respectively)</u>	<u>Prize</u>	<u>Dollar Value Amount*</u>
1st Place	Large 1 topping pizza + 4 large drinks + 50 tokens	\$40
2nd Place	Medium 1 topping pizza + 4 large drinks	\$25
3rd Place	50 tokens	\$10
<u>Playoff Winners</u>	<u>Prize</u>	<u>Dollar Value Amount*</u>
Grand Prize	2010 Big Z Fantasy Football Champion Trophy plus a Super Bowl Party	\$250

* Any non-cash prizes may be substituted by cash, or by a prize of equal or greater value at the sole discretion of Big Z.

11. Ties for Prizes: In the event of a tie in total points scored for the determination of weekly winners, all tying teams will share equally in the weekly prize award. In the event of a tie among teams in the Playoffs, the tying team with the highest points scored in any regular or playoff week will win the final prize awards for their rankings. In the event of a tie for a first place tournament winner, the tying team with the highest points scored in any regular or playoff week will be deemed the Big Z Fantasy Football Tournament Champion.

12. Stats: Vendor provided statistics will be the official stats for the BZFFT.