

THE EASTERN STATES FANTASY FOOTBALL LEAGUE

OFFICIAL RULES FOR 2026

(Last updated on 17-Aug-2026)

Section 1 – League Administration

- A. Commissioner (Jeff Rogers). The Commissioner shall have the responsibilities of organizing the league, communicating rules, collecting fees, providing weekly updates, and distributing winnings. The Commissioner may participate in the league but is under oath not to use his position to benefit his or any other team.
- B. The Fantasy Board of Governors (Ted Sidoriak, Roger Johnson, Frank Perlmutter, Chuck Seipel, Jeff Morris). The Fantasy Board of Governors shall rule by three-fifths vote on any problems that may arise with the interpretation of the Official Rules. The Board may also add, amend, or repeal any rules during the season or in between seasons by a three-fifths vote. Board members shall act in “the best interest of the ESFFL” when asked to act.
- C. Vice Commissioner (Ted Sidoriak). The Vice Commissioner is the senior member of the Fantasy Board of Governors. The Vice Commissioner shall assume duties of the Commissioner should he resign or be impeached, until a new Commissioner is named. Should the Commissioner not be able to fulfill his duties on a temporary basis (such as an injury or illness) the Vice Commissioner would assume the duties of the Commissioner during the temporary period of absence of the Commissioner.
- D. Secretary of Divisional Alignment (Frank Perlmutter). The Secretary of Divisional Alignment partners with the Commissioner to determine how ESFFL teams are grouped into conferences and/or divisions. Every attempt is made to preserve competitive play while maintaining certain past practices of placing co-workers and friends in similar divisions and placing natural rivals (husband-wife, brother-brother, father-son, etc.) in opposing conferences if that is their preference. The Secretary of Divisional Alignment is a Fantasy Board appointed position.
- E. Impeachment or Resignation of the Commissioner. The Commissioner may be impeached via a $\frac{3}{4}$ majority vote of all ESFFL members. The Vice Commissioner shall preside over the impeachment process. The new Commissioner shall be named through a nomination and subsequent vote. The Vice Commissioner shall preside over this process. Should the Commissioner resign his position, a similar nomination and voting process led by the Vice Commissioner would take place.
- F. Impeachment or Resignation of a Governor. Any governor may be impeached via a $\frac{3}{4}$ majority vote of all ESFFL members. The Commissioner shall preside over the impeachment process. The new governor shall be

named through nomination and subsequent vote. The Commissioner shall preside over this process. The new governor will assume the position of lowest seniority. Should a governor resign his position, a similar process shall be enacted to fill the vacancy.

Section 2 – Definitions

- A. Active Roster – The 18 players on a team's roster which does not include the 4 players placed on the Taxi Squad.
- B. Adjusted Salary – A player's salary following the PREFARD. The salaries of player's not drafted in the PREFARD, will be scaled to fall between \$3,000,000 maximum and \$1,000,000 minimum.
- C. Default Salary – The preseason salary for a Player prior to any salary adjustments. These salaries are based on 3-year statistics and NFL draft position and are published by the Commissioner several weeks prior to the Reserves Deadline.
- D. Final Roster – A team's final roster of players at the close of the prior season.
- E. Free Agent – A player, which is on fewer rosters than the Sid Number, thus making them available to be added to a roster(s) in-season.
- F. Initial Roster – The completed 20-player roster prior to the pre-season waiver period.
- G. Non-Reserve List – A list of players which includes all rookies, and all players not reserved by any team.
- H. Player – Any fantasy eligible player or team defense.
- I. PREFARD – The Player Redistribution and Free Agent / Rookie Draft. A draft held prior to the season in which each team can select one player from the Reserve List and one player from the Non-Reserve List.
- J. Reserve – A player retained from a team's previous season's final roster.
- K. Reserve List – The List of all players reserved by one or more teams during the pre-season reserve period.
- L. Seasonal Roster – The 22-player in-season roster, which includes 18 active players and a 4-player Taxi Squad. (Taxi Squad players are ineligible to score).
- M. Sid Number – The minimum number of rosters a player can be on to lose their status as a free agent. In season, a Free Agent player cannot be added to more rosters once the number of rosters they are on reaches the Sid Number. The Sid Number is determined following the final reserve deadline based upon the number of teams expected to participate in the league that season. The Sid Number can change year-to-year but not within the same season.
- N. Taxi Squad – Four players on a team's seasonal roster designated to be inactive and thus not eligible to score in a given week.

Section 3 – Preseason Roster Formation (Returning Teams)

- A. During the month of July, on a date determined by the Commissioner, all returning teams will be prompted to reserve players from their previous seasons Final Roster.
 1. Team defenses can be included in the players reserved.
 2. Teams can reserve 9, 10, or 11 players.
 - a. Teams that reserve 9 players will be given two additional draft picks in the PREFARD. Teams that reserve 10 players will be given one additional draft pick.
 - 1) The additional pick(s) in the PREFARD will be slotted at the end of the draft, following expansion teams.
 - 2) The additional pick(s) can be made from either the Reserve List or the Non-Reserve List, but cannot be a Reserved List Player reserved by more than 2 teams
 - b. Teams that reserve 11 players will not be given any additional draft picks in the PREFARD.
- B. The reserves deadline will be a staged deadline with ramifications as described below:
 1. If the initial deadline is met, a team will not be subject to any sanctions and may change their reserves up until the final deadline.
 2. If the initial deadline is missed, the offending team will be fined 5 beanos per day late.
 3. The final deadline will be set approximately one week after the initial deadline. If the final deadline is missed, the offending team owner will be considered to have dropped out of the league.
 4. If an owner missing the final deadline still wishes to participate in the league, they may re-join in one of two ways:
 - a. They may submit their reserves, without them being included on the Reserve List, and draft in the PREFARD at their pre-determined draft position as long as their full entry fee is paid along with their late fee prior to their drafting, and prior to the end of the PREFARD.
 - b. They may re-enter the league as an expansion franchise under the rules for expansion provided they pay double the league entry fee.
- C. Once the final reserves deadline has passed, the commissioner will create and share the Reserve List.
- D. The Sid Number for the season will be communicated when the Reserved List is shared. It will be based on the number of teams that reserved players; however, the Commissioner reserves the right to adjust the Sid Number based upon the number of expansion teams expected.
 1. 16 or fewer teams expected in the league: Sid Number = 1
 2. 17 to 26 teams expected in the league: Sid Number = 2
 3. 27 or more teams expected in the league: Sid Number = 3
- E. Beginning in late July or early August, the PREFARD will take place.

1. The draft order will be determined first by round of the Johnson Cup Playoffs achieved the prior season and then by regular season record from the prior season.
 - a. The draft order will be “worst to first” with the team finishing in the lowest position the previous season drafting first, and the team finishing in the highest position (the defending ESFFL Champion) drafting last.
 - b. The standard tiebreakers found in Section 7G2 will be used to determine draft position.
 2. The base PREFARD is one round. Teams get two picks per round.
 - a. The first selection is any one player from the Reserve List.
 - b. The second selection is any one player from the Non-Reserve List. This includes all rookies and all players not reserved by any team.
 - c. Players on the Reserve List can be drafted only one time, except for players who are on two or fewer rosters than the Sid Number. (For example: If a player was reserved by just one team, and the Sid Number =3, that player can be drafted twice.)
 - d. Players on the Non-Reserve List are eligible to be selected three times each.
 - e. A team may draft a second player from the Non-Reserve List in lieu of a player from the Reserve List.
 - f. Team defenses are eligible to be drafted (both from the Reserve List and the Non-Reserve List depending on which list they appear).
 - g. Teams cannot draft players they reserved.
 - h. The two players selected in the PREFARD are added to the team's roster to give each team 13 total players following the PREFARD. These 13 players will have an assigned salary of \$1,000,000 each (thus effectively not counting against the salary cap).
 3. The first half of a team's league entry fee will be due at the time their PREFARD picks are due.
 - a. Teams not submitting the first half of their entry fee on time will be passed over in the draft.
 - b. Whether a team is passed over in the draft due to not submitting their entry fee on time, or simply due to not submitting their pick, they will be allowed to submit their pick as soon as the first half of their entry fee is received.
- F. Following the PREFARD, salaries will be determined for all players on the Non-Reserve List.
1. Those players drafted as Free Agent/Rookies will have a salary determined based on the order in which they are drafted as defined in Table 1. Salary assignment will be based on the order the player is drafted for the third time, not the draft slot in which they are selected.
 - a. Salaries for Free Agent/Rookies drafted only twice will be \$500,000 less than the lowest salary among all Free Agent/Rookies drafted 3 times, or \$3,500,000, whichever is lower.

- b. Salaries for Free Agent/Rookies drafted only once will be \$1,000,000 less than the lowest salary among all Free Agent/Rookies drafted 3 times, or \$3,000,000, whichever is lower.
- 2. Free Agent/Rookies not drafted will have their salaries scaled to an Adjusted Salary. The Adjusted Salary will be determined as follows:
 - a. The top 5 undrafted players at each position on the Non-Reserve List will have their salary adjusted to \$3,000,000.
 - b. For players outside of the Top 5 at their position, their Adjusted Salary will be determined by multiplying their Default Salary by \$3,000,000 and dividing by the Default Salary of the 5th highest salaried undrafted player at their position or \$3,000,000, whichever is larger.

Table 1:
Sliding Salary Scale for
Non-Reserved Players/Rookies

PREFARD	
Order	Salary
1	\$5,250,000
2	\$5,100,000
3	\$4,950,000
4	\$4,800,000
5	\$4,650,000
6	\$4,500,000
7	\$4,350,000
8	\$4,200,000
9	\$4,050,000
10	\$3,900,000
11	\$3,750,000
12	\$3,600,000
13	\$3,450,000
14	\$3,300,000
15	\$3,150,000
16+	\$3,000,000
Undrafted	TBD
Min. Salary	\$1,000,000

- G. Teams will select another 7 players from the Non-Reserve List to complete their initial roster. These 7 players and the 13 players previously selected for the roster (which now have a salary of \$1,000,000 each) must fit within a salary cap of \$28,750,000 total.
 - 1. The initial roster must include at least one QB, two RB, two WR, one TE, one K, one DEF, and one additional RB, WR, or TE.

2. The remaining 11 players on the initial roster may be of any combination of positions.
- H. Previously selected players can be replaced on the initial roster provided the team remains within the bounds of the salary cap.
- I. Submission of Initial Roster
 1. Initial Rosters are due to the Commissioner approximately 10 days prior to the start of the NFL season at a date and time determined by the Commissioner.
 2. Should a team be late in submitting their initial roster, they will be fined according to the following schedule:
 - a. Up to 1 hour late = 1 beano
 - b. 1 to 2 hours late = 2 beanos
 - c. 2 to 4 hours late = 3 beanos
 - d. 4 to 24 hours late = 4 beanos
 - e. 24 to 28 hours late = 5 beanos
 - f. 28-48 hours late = 10 beanos
 3. At the discretion of the Commissioner, teams submitting their roster on time, but with errors, will not be subject to fines or other sanctions provided they make the appropriate corrections in a timely manner and are not viewed to be taking advantage of the rules.
 4. If a team which has paid their initial dues has yet to submit their roster 48 hours after the deadline, their roster will be completed by another member of the league as appointed by the Commissioner. The team selecting the roster must be a team which is not scheduled to play the offending team during the regular season.
 - a. If more than one team is interested in temporarily managing the offending team, the commissioner will grant other ESFFL owners, which meet the above criteria, control of the team on a week-by-week basis based on the order in which they express interest.
 - b. The offending owner will have until the Wednesday following Week 3 to reclaim control of their team by submitting the entirety of their accrued debt to the league including the remainder of their entry fee, their fine for late submission, and the cost of any free agent moves incurred to that point.
 - c. Should the offending team not submit their accrued debt by the Wednesday following Week 3, they will forfeit their initial 38 beano entry fee, plus any other funds they have submitted to that point, to the final pot and will be officially exonerated from the league. The team will continue to be controlled on a rotating basis by interested and eligible league members as appointed by the Commissioner. Any debt or winnings of the team in this situation will be deducted or added to the final pot.
 5. Once all rosters have been received and approved, the Commissioner will email the league membership at large to inform all teams of this status.

6. Teams that have submitted their roster on time will have the ability to make changes up until the final deadline which will be approximately 8 days prior to the start of the NFL season.
7. Initial Rosters will not be published until the final deadline has passed.
- J. Once the 20-player initial roster is complete, salaries are no longer relevant for the given season.
- K. After the Initial Roster Deadline is passed and Initial Rosters are published, there will be a pre-season waiver period in which up to four players can be added to the roster.
 1. Any player that is a free agent (on fewer rosters than the Sid Number) following the initial roster deadline is eligible to be added in the pre-season waiver period.
 2. Waiver priority will be determined as follows:
 - a. First, by most to least cap space remaining following initial roster selection.
 - b. If any teams are tied in cap space remaining, the ties will be broken in reverse order of the PREFARD.
 3. Waivers will be entered in rounds to indicate priority.
 4. Roster size will be expanded to 22 players following the pre-season waiver period.
 - a. Up to two players can be added without dropping any players.
 - b. If more than two players are added in the pre-season waiver period, the team must drop the requisite number of players to bring his or her roster to 22 players maximum.
 - c. Pre-season waiver period deadlines will be as follows:
 - 1) The official dates and times of all deadlines will be communicated by the Commissioner in advance.
 - 2) The deadline for teams to submit their preseason waiver claims will be approximately 3 days prior to the start of the NFL season.
 - 3) Teams needing to drop players to meet the 22-player roster maximum must drop those players by the day prior to the start of the season at a time of day determined by the commissioner.
 - 4) If a team fails to drop the necessary players to meet the 22-player roster requirement, the player(s) they added in the lowest round(s) will be dropped by default to ensure a 22-player roster maximum.
 - d. Following the pre-season waiver period there will be a first come, first serve free agent addition period.
 - 1) Players dropped following the pre-season waiver period cannot be added during this first come, first serve period.
 - 2) The deadline to drop/add players in this period is 6:00 PM the day prior to the first game of the season.

Section 4 – Preseason Roster Formation (Expansion Teams)

- A. Expansion Teams will be included at the end of the PREFARD Draft.
 - 1. Draft Order among expansion teams will be determined by a random draw.
 - 2. Each expansion team will be given 2 draft slots. The order will be the same for each draft slot.
 - 3. Teams can select two players from each slot. No more than one player per slot can be from the Reserve List.
- B. Prior to making their first pick in the draft, teams must inform the commissioner of 9 at large players they wish to add.
 - 1. These 9 players can be any 9 players with the following limitations based on PREFARD draft position:
 - a. No more than one player selected within the Top 10 reserve list picks.
 - b. No more than two players selected within the Top 20 reserve list picks.
 - c. No more than three at large players can be selected from the list of PREFARD selections made from the Reserve List prior to the first selection made by an expansion team.
 - d. The fourth, fifth, sixth, seventh, eighth, and ninth of these players cannot have been selected prior to the team's first PREFARD selection.
 - 2. The four PREFARD draft picks can be only previously undrafted players.
- C. Once expansion teams have made their 4 draft picks to bring their roster to 13 players, they will select another 7 players from the Non-Reserve List to complete their initial roster in the same manner as returning teams as defined in Section 3, beginning at line F.
- D. Expansion teams will continue to follow the same process as returning teams for initial roster submission and the pre-season waiver period.

Section 5 – In Season Roster Management

- A. Prior to the start of the season, and prior to each subsequent week, teams must reduce their active roster to 18 players by moving four players onto their Taxi Squad.
 - 1. If team owners do not indicate which four players are to be placed on their Taxi Squad prior to the start of the season, then the four players not on their initial roster (those added in the latter rounds of the Preseason Waiver Period) will be placed on their Taxi Squad to begin the season.
 - 2. Players are not eligible to score when on the Taxi Squad.
 - 3. If a player's NFL team has already played in a given week, they cannot be moved on or off the Taxi Squad until the following week.
- B. A free agent is defined as any player which is on fewer rosters than the Sid Number. Free agents will be added via a two-period weekly waiver process.

1. For the first weekly waiver period, all waivers will be due by 4 AM ET Thursday morning. (The Preseason Waiver Period will replace the first weekly waiver period prior to Week 1)
 2. For the second weekly waiver period, all waivers will be due by 4 AM Saturday morning. Players whose NFL team played a game on Thursday or Friday cannot be added or dropped in the second waiver period.
 3. Following the second waiver period, free agents can be added on a first come first serve basis up until 10 AM on Sunday.
 4. Players dropped in any of the week's waiver periods are not eligible to be added later during the same free agent period, or in a subsequent waiver period within that same week.
 5. A player added in any free agent period can be dropped within the same week.
 6. A team may not make more than 8 total free agent moves within a given week.
- C. Waiver order will be a seasonal rolling order. Waiver order will NOT be reset weekly. When a team is awarded a player on waivers, they will move to the bottom of the list.
- D. The initial in-season waiver order will be the adjusted order following the pre-season waiver period.
- E. First Come / First Serve Waiver Periods will not affect waiver order.
- F. The cost of a free agent move will be 2 beanos per move.
- G. Teams will be allowed to incur free agent fees above and beyond the initial 10 beano proviso. The 10 beano proviso is non-refundable.
1. A Maximum Allowable Balance (MAB) will be calculated for each team. If a team's free agent fees owed surpass their MAB, that team will be ineligible to make further free agent moves until at least 20 beanos are received by the Commissioner from that team.
 2. Each team owner will be allowed to carry an MAB of 10 beanos. A returning owner is allotted an additional 5 beanos for each season of participation prior to the current season. A team which has clinched a playoff spot, or a playoff win, will have their clinched winnings added to their MAB as well.
- H. In season, team owners are able to submit their free agent moves directly to the My Fantasy League website via waiver requests.
- I. Once the Quarterfinals of the Johnson Cup Playoffs are reached, the Sid Number will be dropped to 2, if it was higher previously. Once the Semifinals are reached, the Sid Number will drop to 1 for the remainder of the season.
- J. Once a team is eliminated from the playoffs, they will no longer be able to make free agent moves.

Section 6 – Scoring

A. Roster Size and Stipulations

1. Of the 18 players on a team's Active Roster, each team must carry, at all times, at least 1 QB, 2 RB, 2 WR, 1 TE, 1 K, 1 DEF, and one additional RB, WR, or TE.
2. The remaining 9 players on the Active Roster may be of any combination of positions. The four players on the Taxi Squad can be of any position as long as the Active Roster is legal.

B. Team Scoring

1. Scoring is "Best Ball" format, also known as "Potential Points" scoring. There is no starting lineup. Each player on the 18-player active roster is capable of scoring points for the team.
2. In a given week, the team's score is the sum of the top scoring QB, 2 top RB, 2 top WR, top TE, top K, top DEF, and the top RB, WR, or TE not previously accounted for (a.k.a. the FLEX spot) from the 18-player Active Roster.

C. Player Scoring

1. Points will be awarded to players based upon the following system:

Offensive Players

Touchdown	6 points
Touchdown pass	3 points
2 pt conversion	2 points
2 pt conv. pass	1 point
Field Goal	3 points
Field Goal 50+	4 points
PAT	1 point
Rushing (every 5 yd)	0.5 points
Reception	1 point
Receiving (every 10 yd)	0.5 points
Passing (every 20 yd)	0.5 points
Completions (every 4 comp)	1 point
Interception	2- points
Fumble lost	2- points

Team Defense

Defensive TD	6 points
Safety	2 points
Turnover	2 points
Sack	1 point
Conversion Return	2 points
0 points allowed	10 points
3-6 points allowed	9 points
7-9 points allowed	8 points
10-13 points allowed	7 points
14-16 points allowed	6 points
17-20 points allowed	5 points
21-23 points allowed	4 points
24-27 points allowed	3 points
28 -30 points allowed	2 points
31-34 points allowed	1 point
35-37 points allowed	0 points
38-41 points allowed	1- points
42-44 points allowed	2- points
45-48 points allowed	3- points
49 or more points allowed	4- points
Win/Loss	1/1- points

2. My Fantasy League.com will be used for scoring. In the case of a dispute, USA Today box scores as posted on the Internet will be the official source for resolving the dispute.
3. Touchdowns scored on special teams will count (for individual players only). Return yardage will not.
4. A blocked punt or blocked field goal will not count as a turnover. A touchdown scored off a blocked punt or field goal will count as a defensive touchdown. A punt return or kick return will not. The difference is whether the ball crosses the line of scrimmage.
5. Defensive touchdowns will not count as individual player touchdowns.

6. Touchdowns given up by your defense's offense will not count against your score.
7. Results become official at the start of the games two weeks after the game in question, except for the last week of the season and in the playoffs. During the last week of the season and during the playoffs, results become official at the end of the day prior to the first game for that following week. If there is a question about scoring, please contact the Commissioner as soon as possible.

Section 7 – League Membership, Dues, and playing schedule

A. League Membership

1. League membership is capped at 36 total teams.
2. Priority for membership is given first to returning members, provided their dues are received on time, and then to new members in order of submission of the first half of their league entry fee.

B. League Dues - The league entry fee is 75 beanos. Of this, 45 beanos will go directly to the final pot, 20 beanos will go to offset league administrative costs, including the league website (www.esffl.com), the league management system (My Fantasy League.com), the pre-season gift, and the Johnson Cup Trophy fund. Also, 10 beanos will be a proviso for Free Agent Additions.

C. The league entry fee will be collected in two installments:

1. The deadline for the first installment of 38 beanos will be the start of the PREFARD.
 - a. Teams will not be eligible to make their selection in the draft until the Commissioner receives the first installment of their entry fee.
 - b. Receipt of the first installment ensures a team's place in the league. If a returning team owner is late in making the first installment, their spot in the league may be given to a new member.
 - c. The first installment of the entry fee for expansion teams will be due during the PREFARD at a date and time selected by the Commissioner. Priority for entry into the league will be based on when the Commissioner receives this first installment of 38 beanos.
2. The deadline for the second installment of the league dues will be the first Sunday of the season.
 - a. Should a team be late in submitting their dues, the Commissioner reserves the right to assess the team a one point per beano due penalty on that team's score the following week.
 - b. Should a team still not submit their dues after the completion of Week 3's game, the team will be taken over by the league. Should a substitute owner willing to pay the unpaid dues be found, that owner is eligible to take over the team.

D. Teams are allowed to incur free agent fees above and beyond the initial 10 beano proviso as outlined in Section 5 above.

E. Naming of Teams – Each franchise shall be named for the geographic region in which the franchise owner currently lives or previously lived. The owner

shall also select a unique nickname for his team. Both team name and nickname must be approved by the Commissioner.

F. Playing Schedule

1. The league title is known as the Johnson Cup and the playoffs leading up to the championship, known as the Fantasy Bowl, are referred to as the Johnson Cup Playoffs.
2. The league will be based on head-to-head competition. Division and/or conference play will be incorporated with division winners and potentially wild-card entries reaching the Johnson Cup Playoffs.
3. The number of teams qualifying for the Johnson Cup Playoffs will be between 36% and 50% of league membership.
 - a. The actual number of teams making the playoffs and the playoff format are at the Commissioner's discretion and will be announced prior to the start of the season.
 - b. Up to three wild card teams will qualify for the Johnson Cup Playoffs based upon having the most, second most, and/or third most total points among all teams not otherwise qualifying based on their record. Wild card teams qualifying via their point total alone will be chosen independent of division or conference. In the event of a tie in total season points, the tie-breaking parameters outlined in Section 7G2 will be used.
4. The regular season will consist of at least 11 weeks based on the size of the league, number of playoff rounds, and bye weeks.
5. Based on the size of the league, there may be bye weeks during the regular season and/or playoffs. Points scored during a regular season bye week will count toward that team's season point total. There may also be games versus the weekly league average. The weekly league average score will be rounded to a whole number such that ties are possible.
6. The Johnson Cup Playoffs will be played following the league's regular season.
7. The league championship game, also known as the Fantasy Bowl, will be played during the penultimate week of the NFL Regular Season. It will be a single-week game. The final week of the NFL Regular Season will not be used.

G. League Standings

1. If there is a tie during weekly competition, it will appear in the standings as a tie.
2. A tie in the regular season final standings will be broken according to the following hierarchy:
 - a. Total points scored season
 - b. All-play winning percentage
 - c. Head-to-Head record
 - d. Total Points scored in head-to-head games (within division tie-break only)
 - e. Record within division (within division tie-break only)
 - f. Record within conference

- g. Total points scored within division (within division tie-break only)
 - h. Total points scored within conference
 - i. Fewest wins previous season
 - j. Paper-scissors-rock
3. A team with 1 more win, 1 more loss, and 2 fewer ties beats a team with 1 less win, 1 less loss, and 2 more ties (regardless of points).
 4. If there is a tie in a playoff game, including the Fantasy Bowl, it will be broken according to the following hierarchy:
 - a. Most points scored by the entire Active Roster.
 - b. Most points scored by the Taxi Squad.
 - c. Most points scored by Starting Players after each team's highest scoring player is removed (then the 2nd highest, 3rd highest, etc. until the tie is broken).
 - d. Highest seeded team in the matchup.

Section 8 – Contingencies for Cancelled or Postponed NFL Games

- A. Any winnings carried over from one year to the next, or any entry fees paid in advance are fully refundable until a team owner makes their selection in the PREFARD. Once the PREFARD pick is made that team's entry fee is no longer refundable unless the NFL season is cancelled or shortened to the point a viable ESFFL season is not possible.
 1. A viable ESFFL Season is defined as one which contains both a regular season and a post-season in which a league champion is determined.
 - a. An ESFFL Regular Season must be at least 6 games/weeks long to be considered viable.
 - b. An ESFFL Post Season may be of any length, if at least a championship game is held.
 2. Any changes to the ESFFL schedule which need to be made to compensate for cancelled or postponed NFL game will be made via input from the Commissioner and approval of the Fantasy Board of Governors.
 3. If an ESFFL Season is cancelled in advance, or if the ESFFL Regular season is started but not completed (thus no champion is crowned), all entry fees and any free agent fees collected will be returned to team owners. If team owners prefer to carry over their entry fees to the next season they may do so at their own discretion.
 4. If an ESFFL Regular Season is completed, but if the ESFFL Post Season is shortened or cancelled completely, entry fees will not be returned. They will be awarded to playoff participants. The distribution of winnings will be determined by the Commissioner with approval from the Fantasy Board of Governors.
- B. If an individual NFL game is cancelled for any reason, it will be treated as a bye week for the team involved for the purposes of the league.
- C. If an individual NFL game is postponed and thus moved from one week of the NFL season to a different week of the season, league owners must deal with the

consequences of move. No special provisions will be made to compensate teams for the movement of the game or change in bye week.

- D. If an NFL season is cancelled following the start of the PREFARD, the PREFARD and initial roster selection will be completed regardless of when the NFL season is officially cancelled.
 - 1. If no games are played, initial rosters will become final rosters for that season and carried over to the following season.
 - 2. If games are played, but a viable ESFFL season is not completed, then rosters at the completion of the last Free Agent Period will become final rosters for the following season.
 - 3. In either of the two above cases, all entry fees and any free agent fees collected will be returned to team owners. If team owners prefer to carry over their entry fees to the next season they may do so at their own discretion.
- E. Any postponements, cancellations, or modifications to the NFL schedule not covered in this section of the ESFFL Rulebook will be addressed when and as necessary by the Commissioner with any required changes approved by the Fantasy Board of Governors.

Section 9 – The Finer Points

- A. Keep bye weeks in mind when selecting your roster. Having too many players with the same bye week can adversely affect your team that week.
- B. The Fantasy Bowl Champion will receive 50% of the final pot. The remainder of the pot will be divided among the other Johnson Cup Playoff Participants, with division winners given a preferentially larger share than wild card qualifiers. The exact distribution will be decided at the discretion of the Commissioner.
- C. Trading is not allowed.
- D. The position a player is listed at on the original salary list is the only position you can play that player at during the season, even if they play other positions on the field. Players not listed on the original salary sheet can be played at the position they most frequently play. Once the determination of their position is made by the Commissioner, that is the only position they can be played at for the remainder of the season.
- E. It is illegal and unethical to knowingly bend or break any rules to your team's advantage.
- F. The Anti-Tanking Rule: It is against the rules for a team owner to adjust their roster in an attempt to purposely lose games or lower their weekly score.
 - 1. It is not illegal to add injured or other inactive players for the purposes of having them on your final roster as long as you have adequate healthy players at each scoring position with a reasonable chance to score points and thus keep your team competitive.
 - 2. Team owners are not expected to incur the cost of free agent moves to improve their teams and team owners will not be penalized for inactivity. Team owners will be penalized for making moves, including moves between

the Taxi Squad and Active Roster, which could be viewed as clear attempts to reduce their weekly score.

3. Violations of Rule 9F will be addressed as follows:

- a. Any suspected violation of the rule should be reported to the Commissioner and/or Fantasy Board of Governors.
- b. The Fantasy Governors will determine if a violation has occurred. Three confirming votes amongst governors is required to corroborate a violation.
- c. For a confirmed violation, the offending franchise will be relegated in the following seasons PREFARD. The franchise's position in the PREFARD will be dropped 5 spots or to the lowest position among non-Johnson Cup Playoff teams, whichever position is lower.
- d. If a team is found to be in violation Rule 9F again in a future season, they will be removed from the league.

G. No player in high school or college is eligible for ESFFL rosters.

H. The intent of the league is to provide a fun and entertaining means of competition among fellow football fans. Friendly banter is encouraged provided league members maintain a respect for their fellow competitors and the league.

I. Beginning in 2021, the league began a transition from a keeper league to a dynasty league. This transition is still in process as of 2024. As a dynasty league it's important to remember that decisions made during one season could affect your team for years to come. Team owners should not count on special provisions to help their team overcome "win now" roster decisions made during prior seasons.

Section 10 – Seasons beyond 2026

A. Changes for the 2027 season:

1. Roster size and Taxi Squad size are expected to remain the same beyond 2026.
2. The Fantasy Board of Governors will assess the results of future seasons before deciding on any potential increases to the number of reserves. The maximum number of reserves will remain at 11 with the option to reserve 9 or 10 unless the Fantasy Board of Governors approves a change via a 3/5 majority vote.

B. The above rules could be modified by the Fantasy Board of Governors based on the opinion of league members and potential outcomes of the current or future seasons.