

Smasher Football Rules/Scoring System

There will be 1 division with the top 6 teams making the playoffs. The top 2 teams will receive a first round bye in the playoffs. **Tie-breakers in the standings** will be determined by total points, then head to head record, then total points against (more pts against wins tiebreaker). **Any regular season game that ends in a tie** will remain a tie. **Tiebreakers for playoff games** are as follows:

1. Combined Passing, Rushing, and Receiving Yards (Higher total advances); if that doesn't break the tie...
2. Defense/Special Teams Points Allowed (Lower total advances); if that doesn't break the tie....
3. Higher playoff seed will advance.

Draft: Modified Snake draft order. 21 Rounds.

Max Pickups: Unlimited (No pickups once the playoffs start). For each pickup you make after the deadline, you will lose 50 points for that week and the transaction(s) will be backed out.

Trades: No trades allowed.

Lineup Deadline: 5 minutes before gametime for each player.

Add/Drop Policy: Add/Drops are handled by a waivers process. Free Agent players are not always on waivers.

Add/Drop Deadline: Transactions will lock five minutes before the first game on Sunday (excluding London games). Players whose teams play before Sunday will be locked for the remainder of the scoring period.

Waivers Run: The waiver process runs on Tuesday, Wednesday, Thursday, Friday and Saturday.

Waiver Reset: The waiver order resets after each weeks' games based on reverse order of standings.

Waiver Period: Dropped players remain on waivers for at least 1 day(s).

Playoffs: Weeks 15, 16 & 17 (matchups re-seed each round)

Payouts: Most Points (Regular Season), League Champion, Runner-up and Third place.

Roster Limits:

Position	Max
QB	4
RB	5
WR	7
TE	3
K	3
DST	3

Starting Positions:

Position	Max
QB	1
RB	2
WR	3
TE	1
K	1
DST	1

Scoring System:

Offense		
	Every passing yard	.05
	Every rushing yard	.1
	Every receiving yard	.1
	Each 100 yds rushing	2
	Each 100 yds receiving	2
	300+ yds passing	2

	TD Pass	4
	TD Rush	6
	TD Reception	6
	Interceptions Thrown	-2
	Each Fumble Lost	-2
	2pt Conversion (Pass/Rush/Rec)	2
	Fumble Recovered for TD	6
	Fumble Recovery Two-point Conversion, Kicking formation	2
	Fumble Recovery Two-point Conversion, Two-Point formation	2

Kicking		
	Each PAT Made	1

	FG Made (0-49 yards)	3
	FG Made (50+ yards)	5

Defense / Special Teams		
	Each Sack	1
	Blocked Punt, PAT or FG	2
	Each Fumble Recovered	2
	Each Interception	2
	Defense/Special Teams Safety	4
	Each TD	6
	Conversion Return for 2 points	2
	Special Teams 1 point Safety (on a Conversion Attempt)	1

	0 points allowed	10
	2-6 points allowed	7
	7-13 points allowed	5
	14-20 points allowed	3
	21-27 points allowed	0
	28-34 points allowed	-1
	35+ points allowed	-2