CROSSROADS CREW 2019

HOME	ROSTERS	SUBMIT LINEUP	ADD/DROPS	TRADES	PLAYER STATS	STANDINGS	TRANSACTIONS	LIVE SCORING	SCHEDUL
RULES FOR	QB, RB, WR, T	E, PK							
		EVENT				RANGE (LOW-HIGH)		POINTS	TES
Number of P	assing TDs					0-100		6 points	each <u>Te</u>
Passing Yard	s					-50-999		.04 point for eve	ery 1 <u>Te</u>
Pass Intercep	otions Thrown					0-10		-2 points	each <u>Te</u>
Passing 2 Poi	inters					0-10		2 points	each <u>Te</u>
Number of R	ushing TDs					0-10		6 points	each <u>Te</u>
Rushing Yard	ls					-50-999		.1 point for eve	ry 1 <u>Te</u>
Rushing 2 Po	inters					0-10		2 points	each <u>Te</u>
Number of R	eceiving TDs					0-10		6 points	each <u>Te</u>
Receiving Yar	rds					-50-999		.1 point for eve	ery 1 <u>Te</u>
Receptions						0-99		.5 points	each <u>Te</u>
Receiving 2 P	ointers					0-10		2 points	each <u>Te</u>
Number of F	ield Goals Made					0-10		3 points	each <u>Te</u>
Extra Points						0-10		1 point	each <u>Te</u>
Number of P	unt Return TDs					0-10		6 points	each <u>Te</u>
Number of K	ickoff Return TD:	S				0-10		6 points	each <u>Te</u>
Fumbles Lost	t (to Opponent)					0-10		-2 points	each <u>Te</u>
Number of O	ffensive Fumble	Recovery TDs				0-10		6 points	each <u>Te</u>

RULES FOR DEF				
EVENT	RANGE (LOW-HIGH)	POINTS	TEST?	
Special Teams Points Against plus Offensive Points Against	0-0	8		
Special Teams Points Against plus Offensive Points Against	1-6	6		
Special Teams Points Against plus Offensive Points Against	7-13	4		
Special Teams Points Against plus Offensive Points Against	14-20	1		
Special Teams Points Against plus Offensive Points Against	21-27	0		
Special Teams Points Against plus Offensive Points Against	28-34	-4		
Special Teams Points Against plus Offensive Points Against	35-1000	-5		
Fumble Recoveries (from Opponent)	0-10	2 points each	Test	
Interceptions Caught	0-10	2 points each	Test	
Blocked Field Goals	0-10	2 points each	Test	
Blocked Punts	0-10	2 points each	<u>Test</u>	
Blocked Extra Points	0-10	2 points each	Test	
Sacked a QB	0-25	1 point each	<u>Test</u>	
Safeties	0-10	2 points each	<u>Test</u>	
Total Net Yards Allowed	-1001	7	<u>Test</u>	
Total Net Yards Allowed	0-99	6	Test	
Total Net Yards Allowed	100-199	4	<u>Test</u>	
Total Net Yards Allowed	200-299	2	<u>Test</u>	
Total Net Yards Allowed	300-399	0	<u>Test</u>	
Total Net Yards Allowed	400-499	-3	Test	
Total Net Yards Allowed	500-1000	-6	<u>Test</u>	
Number of Defensive & Special Teams TDs	0-10	6 points each	<u>Test</u>	

GENERAL LEAGUE SETUP		
Commissioner Email Address:	Send Email To Commish	
Commissioner Username(s):		
Number of Franchises:	10	
Number of Roster Spots:	18	
Number of Injured Reserve Spots:	1	
Head-To-Head Matchups:	Yes	
Each Player can be on:	1 rosters per League	
Track Player Salaries and/or Contracts:	No	

ABILITIES SETUP Franchise Abilities: Submit lineups Perform Add/Drops Drop players without Adding Propose / accept trades Make IR moves Write league articles Post to message board Post to league chat and trash-talk videos Create league polls Customize franchise Customize home page Participate in survivor pool Participate in NFL pool Participate in fantasy pool Commissioner Lockout: Yes, the commissioner does not have the ability to view pending owner-initiated transactions.

STANDINGS SETUP

Standings Sort Criteria #1: Overall Winning Percentage
Standings Sort Criteria #2: Total Points Scored
Standings Sort Criteria #3: Head-To-Head Record

ACCOUNTING SETTIO

GENERAL SCORING SETUP

Calculate Fantasy Results From: Week 1 through Week 17

Number of Decimal Places For League Scoring: 2

Ties Are: Counted as ties

STARTING LINEUP SETUP

Number of Starting QBs: 1
Number of Starting RBs: 2-5
Number of Starting WRs: 2-5
Number of Starting TEs: 1-4
Number of Starting PKs: 1

Lineup Submission Deadline: Players Are Locked At Kickoff Of Their Game

Are Partial Lineups Allowed? YES

Number of Starting Defs: 1

Hide starting lineups from all owners until: Never hide starters.

Should owners be allowed to submit players on bye as starters? Yes

ROSTER POSITION LIMITS SETUP

KEEPERS SETUP

Minimum number of players an owner can keep:

Maximum number of players an owner can keep:

OTHER LEAGUE SETTINGS

Display NFL Player Injury Status? Yes

Display Top Performers/Player Stats Report? Yes
Display Rosters Report? Yes

Display NFL Opponent's Passing/Rushing Rank On Submit Lineup Page? Yes

Display NFL News Articles?

Display NFL Free Agents on Fantasy Free Agent Lists? No

Display NFL Rookies With (R) Next To Name? No

Time Zone: ET

Display "Aquired" Column on Rosters Report? No

Are league reports private? Yes

Is league home page private? Yes

Add/Drop System: Blind Bid Requests For Locked Players, First Come/First Serve For Rest Waivers Processed Automatically: Yes EVENT TITLE Process Blind Bid Waivers Wed Aug 28 2019 11:00 a.m. ET 18 Waiver Calendar: Put All Free Agents On Waivers Mon Sep 2 2019 9:00 p.m. ET 17 No Add/Drops Allowed Sun Dec 29 2019 4:00 p.m. ET Players are not locked when dropped. They can be immediately picked up (subject to Dropped Players are Locked Until: league's waiver rules) Prevent Owners From Making ANY Add/Drops Between Kickoff of that player's game and the end of the last game of the week?

BLIND BIDDING WAIVERS SETUP		
Maximum Amount Each Owner Can Spend During The Season On Blind Bid Waivers:	\$100.00	
All Blind Bids Must Be In Increments Of:	\$1.00	
Minimum Blind Bid Amount:	\$0.00	
Are Conditional Blind Bids Allowed?	No	
Do Winning Blind Bid Waiver Amounts Get Charged To An Owner's Accounting Report As "Real" Dollars?	No	
Blind Bidding Ties Are Broken By:	Earliest Submitted Bid Wins	

Once a player is acquired, he cannot be dropped for this many days: 0

TRADES SETUP		
When An Owner Accepts A Trade:	The trade requires approval from the commissioner.	
Display Trade Comments To All Owners?	No	
Allow Trades That Would Create Invalid Rosters To Go Through?	Yes	
When A Trade Causes An Invalid Roster, Allow Owner To Submit Lineup?	Yes	
Default Number Of Days For A Trade Proposal To Be Valid For:	7	
Prevent Owners From Accepting Trades Between Kickoff of that player's game and the end of the last game of the week?	Yes	

INJURED RESERVE SETUP			
Player Must Be Classified As Before Being Deactivated:	IR or out		
Can a player be deactivated when he is listed as "Suspended"?	No		
In case of an IR violation, prevent owner from submitting lineup?	Yes		