



Olmsted Falls Football League



2019 Constitution

I. OVERVIEW

- A. Preparation- Owners should prepare for draft in a fashion they deem appropriate.
- B. Protection Lists- Owners need to submit protected player lists to the league office prior to date announced by Commissioner. Up to seven players may be declared. See Section VII for more details.
- C. Payment of Fees- Payment of \$50 is due at the draft.
- D. Draft Participation- See Section V for details.
- E. Lineup Submission- Weekly lineups are to be entered via the league's official website, <http://olmstedfalls.football.cbssports.com> no later than five minutes prior to each player's game of the NFL schedule for that week as controlled by the website. If pre-Sunday games are scheduled, starters must be named prior to their game's commencement.
- F. Game Scoring- Although official scoring is completed by the league's web service, individual owners should verify their results. Very rarely scoring changes occur that effect OFFFL game results. Do not be surprised by this.
- G. Weekly Updates- Updates to the league files are made by the web service.
- H. Playoffs- Two wildcards and three division winners participate in the same manner as regular season games.
- I. OFFFL Championship occurs annually during week 17 of NFL season.
- J. Historical Archive- During the off-season the league office updates each franchise's historical files.

II. FRANCHISE OWNER'S RESPONSIBILITIES

It is the franchise owner's responsibility to take care of his team and afford them every opportunity to be competitive in the OFFFL. Each owner's only objective should be winning the championship each and every year. Knowledge of players is important, but it is imperative each owner be able to determine a player's value within seconds to perform well on draft day. Building this capability will greatly improve the franchise's chances for the championship.

Each owner also has a responsibility to the league. This refers to timely response to any league surveys or rule interpretations, tendering a vote when requested concerning any/all league issues, and attendance or participation in any special meetings which may be necessary. Furthermore, each owner is expected to perform with dignity and class maintaining the best interest of the league in his mind. Any circumstances that arise in which the activity or integrity of a league owner is questioned will be settled by a vote of current league owners. If drastic measures are required, any league owner or commissioner may be ousted from the league by a 7 vote majority vote of the remaining owners.

III. LEAGUE EXECUTIVES

The commissioner is the chairman of the board. He and three appointed officer positions form the OFFFL's Board of Directors. All disputes and issues may be forwarded to the board for resolution. In all matters requiring a quick decision, *THE COMMISSIONER'S DECISION IS FINAL*. An appeal of this decision may be formally made to the board and the matter will be further investigated at a later date. Possible retribution may be declared as a result of this formal hearing. The Board of Directors include: Joe Ventimiglia, Bob Cowhard, and Steve Hemrich.

Other executive duties include:

1. Oversee all league gatherings.
2. Collect, maintain, and distribute league funds.
2. Publication of regular league updates (via website maintenance).
3. Referee all league roster moves.
4. Perform any other duties necessary to further the best interest of the league.

IV. LEAGUE FEES

Annual dues must be forwarded to the commissioner *by the end of draft day* for each upcoming season. The annual amount totals \$50 (plus any signing bonuses and/or contract buyouts) and covers all fees incurred during the season previously due to roster moves, trades, etc. Any fines received from the commissioner's office during the season are not included. All collected monies are returned to the league as prize money (less a miniscule commissioner's fee of 10% to cover cost of web service).



V. THE DRAFT

A draft day extravaganza is held to kick-off each season. The purpose of the draft is to address the state of the league, open the floor to league owners to hear proposals, keep an eye on the competition, and to finalize each franchise's roster. The annual drafts are typically conducted the Saturday prior to the start of the NFL season. This is the Saturday before week 1 of the NFL season. The proposed date and site must be agreeable to the majority of owners, but need not be unanimously accepted. Any unpaid fines accrued from the previous year must be settled before that owner is allowed to draft. Drafting for franchises may be accomplished by: a) personal attendance, b) designated drafter, or under extreme circumstances c) telecommunication. Division alignment, team number designation, and subsequently the season's schedule will be determined before the draft begins by the commissioner. This may be done by the commissioner with a minimum of one owner's presence. The OFFFL Draft is actually an auction. Players are nominated sequentially and bid upon, with the player's services going to the highest bidder. The draft will be run in an efficient manner, and as a result, owners should expect player auctions to proceed quickly. Delaying the draft in order for an owner to leaf through magazines to determine the value of an obscure player is now forbidden. Some time extensions will be afforded for certain deliberations which are typically related to premiere players.

VI. ROSTER MAINTENANCE *Revised for 2004*

Each OFFFL Franchise owns one roster consisting of 18 slots. These spots may be filled in any manner the owner deems necessary. The only requirement being to stay under the team salary cap of \$180. Remember that each pro team has one bye week per year, so multiple kickers and defenses will be eventually needed. It is necessary to fill all roster spots during the draft. Each team's roster is maintained throughout the season and over the offseason. At no time may the active roster exceed 18 players. Up to two (2) players may be placed on the injured list, and these players must be on the NFL IR listing.

There are three periods of the year in which individual team rosters are permitted to change:

- Protection List Submission
- OFFFL Draft
- Unrestricted Moves

VII. THE PROTECTED LIST *Instituted for 1998; revised for 2004*

Up to seven (7) players may be added to a franchise's protected list prior to the annual draft. These players must be declared before the annual draft by the date announced by the Commissioner, typically 7 days prior to draft. These names will become public domain and should be entered into the "League Feed" section of the website. A fine of \$5 draft money is handed down for each 24 hour period missed. Restricted free agents count towards this number, and at least one kicker and defense are included in the seven. So in reality, up to five players may be protected with the option of including a kicker and a defense. For each player protected, the salary of the player is deducted from that team's salary cap of \$180. For instance, player A is protected at a salary of \$30. His team enters the draft with \$150 to spend. A player may only be protected for one year at his given salary. After the second year with the same salary, the player is deemed an "option player" (OP). A player with this option status has three options, he may be: cut from the roster, dumped into the restricted free agent pool, or signed to a long term contract. *Players under contract and restricted free agents count towards the limit of protection.* Once the list is submitted it may not be added to, only subtracted from. This means any player may be removed from a franchise's list for "Act of God" type of reasons, namely retirement, major injury, death, etc. His removal returns the allotted salary back to the team's cap, but no replacement protected spot is allowed.

VIII. LONG TERM CONTRACTS *Instituted in 1999; Values changed in 2004*

Long term contracts are a method of rewarding owners for savvy pickups of youthful talent. For instance, an owner takes a chance and drafts a young rookie named Tyrell Davis for \$1 back in 1995. Everyone else laughed at his proposal, until he turned into a star. Our new system could guarantee this owner to have Davis in his backfield for the next five years (through 1999) at a reasonable price. A contract may be given to players only in option status. Long term contracts are three years in duration, with the player's salary increasing in increments of \$7. For example, Davis' salary would change as follows: 1995 \$1; 1996 \$1; 1997 \$8; 1998 \$15; 1999 \$22. On top of this, a signing bonus of \$5 (real value) must be paid into the pool (but does not count against the cap). An escape clause does exist, but is somewhat painful. At anytime, an owner may renege on a contract by paying \$10 (real value) into the pool. The owner then loses all rights to this player. Contracted players must remain on franchise's protected list until the contract expires.



IX. RESTRICTED FREE AGENTS *Instituted in 1999*

Players at their option may be designated as restricted free agents (RFA). These players will count against the limit of protection. These players are gathered together and bid on by the non-restricting owners at the annual draft until a fair market value is determined. This action occurs individually as the players are nominated during the draft day proceedings. At that time, the restricting owner may reclaim the player for the newly decided salary. If the player is reclaimed, he is automatically a free agent at the following year's draft. If he not reclaimed, he goes to the owner who bid highest, and the player's status is reset. These salaries do count against the cap.

X. UNRESTRICTED MOVES – FA ACQUISITION

Each franchise is can request an unlimited number of unrestricted roster moves during the regular season. Besides trading, these unrestricted moves comprise the only available means of roster adjustment. Use them at your discretion. These moves are requested via the [+ADD/DROP] button located on your roster page. A non-zero bid must accompany any waiver request. They are automatically approved for the highest bidder at the pre-determined FAA times. FAAB process runs Tuesday, Friday, and Saturday nights. There are no player pick-ups allowed at any other time. Player claims (and their related roster cut) may be secretly submitted to the website at any time prior to the transaction time. The web service will announce these moves automatically with players claimed by multiple teams at the same bid going to the team higher on the Waiver Priority list. Each franchise is allotted a \$100 fund to start the season, and any unused draft money is added to this sum. Each team's remaining budget is visible on their roster page. A transaction fee of \$1 accompanies each roster addition and each roster drop. Additional free agent acquisition funds will be posted at the end of the regular season to each franchise involved in the playoffs. Any playoff pick-up must be a starter in the game following his acquisition.

XI. TRADES

All tradable commodities can be exchanged from any point after the season through 12:00pm (noon) of the Week 9 Sunday of the NFL season. If a transaction is deemed "questionable" by the commissioner (or other league participant) a certificate of intent will be required to be signed by the "questionable" owner committing his participation in the next season. Payment of the following season's dues may also be required. Any questionable trade can be held up by the commissioner for league approval or for review by the league officers. This usually applies when collusion may be sensed. A cost of \$2.00 per franchise accompanies all trades. The payment of this may be included in the negotiations. *Trade Restriction:* Draft money is not transferable after the first hour of the annual drafts.

XII. GAMEPLAY

The OFFFL season runs concurrently with the NFL season and lasts 17 weeks. The first 14 weeks comprise the OFFFL regular season and the following three weeks comprise the OFFFL playoffs. The three division winners and the two non-division winning teams with the best records (regardless of division - totaling five) make the playoffs. The division winners receive byes in the first playoff round with the team with the better record playing the winner of the wild card game. After week 16, or the Divisional Playoff Round, the final two teams enter the OFFFL Bowl using week 17 of the NFL season. Prize money is awarded as charted in the playoff section. Teams play head-to-head using the points described on the official scoring sheet and contained later in this document. The scoring system is a hybrid of pure scoring leagues and yardage leagues. Increased points are awarded for distance of touchdowns. League standings are determined by weekly game outcomes with playoff spots granted to those teams with the best records. The official OFFFL Tiebreakers are outlined later in this document (see 1st Amendment).

XIII. THE LINEUP

Weekly lineups are the mainstay of league operation. Each week, owners are required to submit a lineup of players taken from their roster to the league office. This lineup must be entered into the teams roster page on the web service no later than 10 minutes prior to the start of each player's first NFL game. If a "legal" lineup is not turned in before the weekly deadline, the offending team with score zero points for the week. There will be no exceptions to this rule. The positional breakdown of a lineup is 1 QB, 2 RB, 2 WR, 1 Flex (WR/RB/TE), 1 TE, 1 K, and 1 defensive team. *The Metcalf Rule:* Any owner intending to play a player at a position other than their normal must submit a request to the commissioner at least 4 days prior. League agreement must be reached prior to the said action being taken. We generally accept the position eligibility utilized by the web service.

QB	RB	WR	TE	RB/WR	K	TEAM DEFENSE
1	2	2	1	1	1	1



XIV. TIE-BREAKERS

Ties occurring during the regular season will be ties in the standings. If a tie occurs in the standings at the end of the season, the web service decision and the tie-breakers in the First Amendment will be interpreted by the commissioner. Playoff matchup ties will be determined by non-starters point totals for that week. Each playoff line-up must consist of three non-starters in a particular order. These players' scores are matched up until the tie is broken. If these players are submitted by only one team, that team gets the break. If neither team submits "non-starters" or if the tie remains a coin flip or other suitable means will determine the winner.

XV. GAME SCORING

Player performance is scored using the "Master Scoring Methods" outlined at the end of this document. Each of the 9 player positions are added together. Scoring Clarifier - Kickers are considered offensive players and any scoring they encounter will be counted. Kick returns are not offensive plays and fall under the team defense. What this means is a kicker is eligible to score as any other offensive player, as long as the score occurs on an offensive play. Special Team plays do not exist, as they are not categorized as offense or defensive plays. FG, punts, and XP are offensive plays. Kickoffs, safety punts, KR and PR are defensive plays where individual scoring is not possible.

XVI. CONSTITUTIONAL AMENDMENTS

1st Amendment- O.F.F.L. Tie-Breakers

The following methods will be exclusively used to break any tie situation. All interpretations decided by the Commissioner-for-Life are final and inarguable. Any First Amendment complaints should be communicated to the league office prior to their application. Division winners are declared prior to Wild-Card determination. If a tie exists among multiple teams, determine the number of teams tied and use the following breaks to determine the leader.

Tie between Two Teams	
Intradivisional Tie	Interdivisional Tie
1. Head-to-Head Record	1. Head-to-Head Record
2. Best Divisional Record	2. Record in Third Division
3. Highest Points Scored Total	3. Highest Points Scored Total
4. Lowest Points Against Total	4. Lowest Points Against Total
5. Coin Flip	5. Coin Flip

Tie Among Three Teams: 1. Grant the team, if any, that has won all games against the other two the break. 2. Remove the team, if any, that has lost all games to the other two, then apply above. 3a. If two teams are from the same division, apply the "intra" tie-breakers starting at #2 until one team is removed. Then apply above. 3b. If all three are from the same division, use "intra" starting at #2 until one is singled out. 3c. If all three are from separate divisions, use "inter" starting at #3 until one is singled out.

Tie Among Four (or more) Teams: 1. Best record in third division games, if applicable. Single out if possible, then apply above. 2. Best record in games against the four tied teams. Single out if possible. 3. Best record in games against the eight non-tied teams. Single out if possible. 4. Remove team with lowest point scored total and apply three team breaker. 5. Remove team with highest point against team and apply three team breaker.

Tie-breakers: The term "singled out" refers to one team distinguishing itself from the other two either for the good, or for the bad. If it is to the good, that team gets the break. If it is to the bad, then that team is removed and the two team tie-breaker applies.

2nd Amendment- O.F.F.L. Expansion Statement

The sole function Olmsted Falls Fantasy League is for good-natured entertainment and this is attained through good sportsmanship, quick wit, and camaraderie. With this in mind, only people with the highest degree of morality are eligible. With that said, the league will always pursue others to join in the fun until the limit of twelve is reached. When twelve team ideal is obtained, the league will have three divisions of four. For 1998 we negotiated two expansion franchises two reach the 12 team level. *This was ratified and implemented prior to the 1998 draft.*

3rd Amendment- Team City Requirement

A proposal to require a team to call a city (fictitious or real) home. Would require all nicknames to be preceded by a geographical title. *This was ratified prior to the 1997 draft.*

4th Amendment- Acquisition of a Trophy

The commissioner proposes that \$60-\$70 of the 1998 pool money (or a donation of \$5 per team) be allocated to the attainment of a league trophy. This trophy would need to travel to all league functions and would be "owned" by the owner of the championship from year to year. The trophy would be engraved each year to include the name of that year's champion. *This was ratified at the 1998 draft*

5th Amendment- The Tight End Rule

The weekly lineup will change the 3 WR requirement to 2 WR and 1 TE. *This was instituted for the 1999 season.*

6th Amendment- The Repealing of the 5th Amendment - Tight End Rule

The weekly line-up requirements reverted to 3 WR by act of the Commissioner. *This was unfairly instituted during the 2000 season.*



OFFFL Constitution



7th Amendment- Protection Limit Increase

The number of players eligible for protection increases to five with the stipulation that one of said players is either a kicker or defense. *Implemented for 2003.*

8th Amendment- Protection Limit Increase – Nullifies 7th Amendment

The number of players eligible for protection increases to seven with the stipulation that restricted free agents now count towards this number and at least one kicker and defense are included. *Implemented for 2004*

9th Amendment- Roster Size Increase

Increases size of rosters from 16 to 18 slots. *Implemented for 2004*

10th Amendment- Elimination of IR Moves

IR moves are eliminated from play. Unrestricted moves are increased to seven (7). *Implemented for 2004*

11th Amendment- Increase League dues

Increase league dues which now include the cost of unrestricted moves in said dues. *Implemented for 2004*

12th Amendment- Scoring Method Revision

Changes the scoring method by lowering requirements to obtain yardage points. Revises the distance of TD pointage to compensate. Also subtracts points from QB's for INT's and subtracts defensive points scored from opponents score. *Implemented for 2004*

13th Amendment- OFFFL Bowl Playoff Method

Changes the OFFFL Bowl from week 17 of the regular season to a 4 week playoff using the NFL playoffs. A separate Playoff Constitution was penned to govern. *Implemented for 2007.*

14th Amendment- OFFFL Bowl Playoff Franchise Players

Allows for exclusivity for players on franchise's active roster during OFFFL Bowl Playoff. *Implemented for 2008.*

15th Amendment- TE and Flex Positions Added – PASSED 7 to 5

Adds TE and Flex (RB, WR or TE) positions to the game day rosters. *Implemented for 2010.*

16th Amendment- Scoring Changes for Kickers – PASSED 8 to 3

Lowers the point totals for field goals based on distance. *Implemented for 2010.*

17th Amendment- Scoring Changes for Interceptions – PASSED 11 to 0

Eliminates opponent QB interceptions as a scoring category for defenses and adds interceptions as a negative score for QB. *Implemented for 2010.*

18th Amendment- Divisional Realignment and Permanency – PASSED 9 to 2

Defines the divisions for each franchise and cements them into said division for eternity. *Implemented for 2010.*

19th Amendment- Playoff Scoring Method - Nullifies 13th and 14th Amendments – PASSED 7 to 4

Returns the league playoff format to three consecutive weeks following the 14 week regular season. Each game is scored using regular season scoring method and the same rosters from the season. *Implemented for 2010.*

20th Amendment- ½ PPR Implementation - PASSED 8 to 4

Adds a scoring category or Half Point per Reception for all offensive players. *Implemented for 2020.*

Statement of Intentions/League Participation

We faithfully agree to participate in a friendly, respectful, and good-natured activity long considered a waste of time by the majority of honest patriotic Americans. Our commitment is to gain amusement and exhibit sportsmanship with other league members. We solemnly swear not to resort to fisticuffs when confronted with questionable decisions made by the self-proclaimed omniscient Commissioner-for-Life.

Franchise	Owner	Year	Secondary Owner	Year
Antarctica Raiders	Bob Cowhard	1994		
Ghost Town Zombies	Johnathan Gaba	2014	Joey Goetz	2019
Barksdale Guzzlers	Steve Hemrich	1994		
Big Knockers	Dan Gaba	1994		
Tres Gatos	Dion Adanich	2019		
Kent Black Squirrels	Bob Knapp	1995		
Fast Eddie Spaghetthis	Edward Goetz	2014		
Mudville Drunken Elves	Kevin Brown	2005		
Coronado Titans	Rob Jacobs	2008		
Lakewood Mulekickers	John Rieter	1994		
Panther Creek Billygoats	Chris Nichols	2005		
Villainous V's	Joe Ventimiglia	1994		



Master Scoring Methods

OFFENSIVE SCORING	1-19	20-39	40-59	60-79	80+
A. Player throws a TD pass	6	7	8	9	10
B. Player catches a TD pass	6	7	8	9	10
C. Player rushes for a TD	7	8	9	10	11
D. Player Throws an Interception	-2				
E. Player Loses a Fumble	-2				
E. Player scores a TD in any other manner while his team's offense is on the field	6				
F. Player scores or throws a 2 point conversion	2				

DEFENSIVE TEAM SCORING	1-14	15-29	30-44	45-59	60-74	74-89	90+
A. Defensive team scores a TD	6	7	8	9	10	11	12
B. Returns a punt/KO for a TD	6	7	8	9	10	11	12
C. Holds opponent < 7 Points	8						
D. Holds Opponent to 7-13 Points	4						
E. Defense scores a safety	5						
F. Defense records a sack	1						
G. Interception / fumble recovery	2						

KICKING	1-39	40-44	45-49	50-54	55+
A. Player kicks a FG	3	4	5	6	7
B. Player kicks an XG	1				

RUSHING AND RECEIVING YARDAGE

	50-74	75-99	100-124	125-149	150-174	175-199	200-224	225-249	250-274	275-299	300+
Rush	2	4	6	8	10	12	14	16	18	20	22
Rec	2	4	6	8	10	12	14	16	18	20	22
Ru/Rec	1	2	3	4	5	6	7	8	9	10	11

PASSING YARDAGE

175-224	225-249	250-299	300-349	350-399	400-449	450-499	500-549	550+
3	5	7	9	12	14	16	18	20



Playoff Structure and Prize Money

