# Big Blower Fantasy Football Wiki


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# Introduction to BBFFL

# Introduction

You're here with Big Blower Fantasy Football League.

This league is taken as serious as its name -- which is clearly a joke, but we're all here to have fun so shut up and play!

League URL: Big Blower Fantasy Football | Fantasy Football | Yahoo! Sports

# League Overview

# Membership, Fees, Prizes

This section encompasses the basics for League Configuration, as well as the associated responsibilities with ownership of a BBFFL Team.

# Membership and Status

## Basic Membership Requirements for League Manager

All who are willing to play and uphold the competitive spirit that the commissioners have set forth are candidates for BBFFL.  Reasonable connection to other league members, as well as desire to compete and win are the primary and forthcoming requirements for league members (also known as Managers).

## Changing membership

If a member decides to leave the league the following year, they must do so with as much notice as possible to the commissioners' quorum.

# Entry Fee

League fee is $50/manager/year (non-negotiable) and is due prior to draft.  It is preferred that managers proactively pay any commissioner prior to the draft without request to reduce the complexity of commissioners hounding managers for payments. Exceptions can be made if the manager has incurred an unforeseen hardship, as long as the request is brought to the commissioner as soon as it is known.

Managers can pay via the following Electronic Payment Methods:

- Cashapp: $AdamZaloum
- Venmo: @Adam-Zaloum
- Paypal: azaloum90@gmail.com
- Zelle: 862-220-7320

# Prizes

Cash Prizes are awarded in several different manners.

## Primary Prizes

Top three playoff finishers receive the following prizes:

| Standing | Prize Amount |
|---|---|
| 1st Place | $275 |
| 2nd Place | $150 |
| 3rd Place | $75 |

# League Rules

# Draft, Lottery, Expansion Teams

## Draft Order

Draft order is completely randomized each year prior to the draft.  Draft pick swaps within the same round (accompanyed with a swap in another round for fair compensation) are allowed, however must be manually added to the draft order, and only after going through commissioner review,

## Draft Lottery

There is no draft lottery in this league.  All draft picks are randomized each year prior to the draft.

## Expansion Team Information

The league will consider a team as an Expansion team if they meet one of the following requirements:

- A newly created team with no existing roster (e.g., league manager expansion/addition)
- An existing team has been abandoned by a less-than-qualified (e.g., evicted from league) manager so much so that a replacement team is required for the new player to be competitive.

The lottery does NOT consider a team as an expansion team if a manager is simply taking over an existing team.  In this case, the manager taking over said team assumes the existing draft implications for this team.  See additional information about Expansion teams in the "Teams" section.

# Rosters, Trades, Waiver Wire

## Rosters and Roster Management

Rosters consist of 10 active players and 5 bench players, with various designated injury/not-active slots.  Roster positions are noted in the chart below.
Roster sizes can be increased post-draft, however this is only actionable upon unanimous league approval, as roster sizes cannot be easily downsized.
Waiver wire is running a *Continual Rolling List.*  All un-rostered players are available for pickup via waivers from each players game time until Wednesday Morning each week. Waiver claims are processed on fixed days of the week as defined by the commissioner. When a player is dropped, he must remain on waivers for a set number of days (this league imposes a 48-hour waiver waiting period for dropped players) before he can be claimed; that number of days is indicated by the Waiver Time setting.
Claims are processed Weekly on Wednesday at/around 4AM EST.  The person who has the highest claim order will win the waiver entry.  After this point, all players go into Open Free Agency and can be picked up/dropped at any time until the start of their game.

## Roster Chart

| Forwards/Defensemen | |
|---|---|
| Quarterback (QB) | 1 |
| Wide Receiver (WR) | 2 |
| Running Back (RB) | 2 |
| Tight End (TE) | 1 |
| Wide Receiver / Running Back / Tight End (FLEX) | 2 |

| | |
|---|---|
| Kicker | 1 |
| Defense | |
| Defense/Special Teams (DEF) | 1 |
| Inactive | |
| Bench | 5 |
| IR | 2 |

# Trades and Trading Rules

All trades undergo commissioner review.  There is no manager-veto system in place due to complications with both timeliness to push trades through, as well as arbitrary opinion of league managers going up against each other.  We believe that trades are between two parties, with only the commissioners' quorum weighing in only when a trade is believed to go against the spirit of the league and the innate competition.

Any trade that is deemed to be **out of the spirit of competition will undergo a commissioner veto with a provided explanation to both parties**, as well as the ability to re-make and re-submit the trade. Please note that the goal here is to NOT limit trading via arbitrary decisions (e.g., remove manager autonomy), but to disincentivize tanking and ensure a competitive league year over year.

There is *NO TRADING OF DRAFT PICKS* in this league.

# Keepers

Keepers are an essential part of BBFFL.  Dynasty leagues don't allow for flexibility and are limited if a manager has a bad draft.  We also don't want each team to be the same every year, thus BBFFL follows a limited keeper configuration.

# Keeper Rules

All primary keeper rules are noted below.  All keepers are reviewed and confirmed by the commissioner quorum to verify that they are within both the written rules as well as the league's spirit of competition.  Since the rules do have nuance, they are displayed in a FAQ/Q&A format.  If you have questions, please ask one of the commissioners. We have spent lots of time verifying that these rules are clear, fair, and applicable to all managers.

> ## What players are keeper-eligible?
>
> - Rule 1: Any Player is permitted to be kept

> ## What is the cost of keeper player?
>
> - Rule 2.0.0: First-Year Keeper Player Compensation is set at ***the original round where the player was drafted***
>   - Rule 2.0.1: Free Agent Keeper Compensation is set at a ***12th round pick***
> - Rule 2.1: Second Year Keeper Player Compensation is set at ***2 rounds higher than previous year***
>   - Rule 2.1.1: Players that require a 1st round pick forfeiture for keeper purposes cannot be kept by a given manager.
>   - Rule 2.1.2: This player can be traded and kept for a 1st round pick by the receiving-manager.

- Rule 2.2: Injured Keeper Player Compensation is set at an ***8th round pick***
  - Rule 2.2.1: An injured player is defined as someone who is on Season-Ending IR (e.g., he will not play another NFL game this season, and has been dropped)
  - Rule 2.2.2: If this player was a 1st Round pick, this rule does not apply.  The player will still cost a 1st round pick to keep

## “ How long can I keep a player?

- Rule 3: A player can be kept by the same manager twice, for a total of two additional seasons (cannot be owned by same manager for more than 3 complete seasons).
  - Rule 8.1 If a player is traded to another team, his keeper COUNT resets that year.
    - e.g. new manager can keep player for up to 2 full seasons.

## “ What other keeper rules are there?

- Rule 4: Keeper rules cannot be circumvented via trade.  This includes trading a player to someone pre-draft and then trading back post-draft.
  - While the trade will be permitted, the player is not keeper-eligible by the receiving team.
  - This trade must also be fair, and in the spirit of league competition (e.g., if the receiving team spends an amount not seen as fair by the commissioner quorum) it will incur a veto with explanation.
    - Example:
      - Manager A keeps Player X for entirety of 2 seasons, then trades Player X to Manager B.
      - Manager A is allowed to trade for Player X during this coming season, however Manager A is prohibited from keeping this player, as this would be clear circumvention of the keeper rules.

> - Rule 4.1: Players can be traded based on the value of their keeper status (e.g., their "free agent rights") when they are no longer keeper-eligible by a specific Manager