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MY COMMISSIONER LEAGUES

RotoGuru Invitational Football
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**ATTENTION:** As a Reminder, All Renewing Fanball Commissioner Leagues Were Required to Pay By Saturday, September 1, 2007. If Your League Is Still Unpaid, [Click Here](#) to Renew Your League.

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## RotoGuru Invitational Football Challenge Preseason

Saturday, September 1, 2007 2:00p ET  
League ID: 35160



RotoGuru.com  
Record: 0-0-0 | 0.000  
Points: 0.00

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## LEAGUE RULES

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Your league's preseason ends on Thu 09/06 8:30p EST.  
The regular season begins immediately at the end of the preseason.

### League Finances

The following transactions require a fee due to the league:

**Your league does not require any transaction fees.**

The following winnings will be paid to teams:

**Your league does not require any transaction fees.**

### Lineup (designating players as starter or bench)

League members are allowed to set their own lineups until: **Players lock 5 minutes before kickoff of their game.**

### Free Agent Deadlines

During the preseason, league members are allowed to *make their own free agent acquisitions*:  
**Always**

During the regular season, league members are allowed to make their own free agent acquisitions:

**Weekly starting Wednesday 01:00p EST and players lock 5 minutes before kickoff of their game.**

### Dropped Player (when a dropped player becomes available for pickup)

During the preseason, dropped player becomes available: **Immediately**

During the regular season, dropped player becomes available: **Immediately**

### Claims

The following is a list of your leagues weekly deadline(s) to submit your claims request:

## MY QUICK LINKS

### LIVE SCORING

### SET LINEUP

### PLAYER ADD/DROPS

### LEAGUE STANDINGS

### LEAGUE SCHEDULE

### WEBLINKS

Fanball Owner's Edge  
Fanball.com



**Wednesday at 12:00p EST****Waivers**

Requests made for players on the waiver wire are awarded to the highest ranking team. Team rankings are established each Tuesday morning. Your league is set to rank teams using the following criteria:

First Criteria: **Worst to First, Win % (Season)**

Second Criteria: **Worst to First, Points Scored (Season)**

Third Criteria: **Worst to First, Points Scored (Last Week)**

Fourth Criteria: **Virtual Coin Toss**

Teams are moved to the end of the ranking order when they are awarded a player.

Teams can add **unlimited** player(s) per week using the waiver wire system.

Players will immediately go to the waiver wire for **48** hours after player has been dropped.

If a player's waiver processing date/time is set to occur after the player's game for the week has started, the league is set to: **Player becomes a Free Agent next week Tuesday at Noon EST.**

**Trade Deadlines**

During the preseason, league members are allowed to make their own trades:

**Always**

During the regular season, league members are allowed to make their own trades:

**Allow trades involving any player in an early game until five minutes before kickoff of the early game, and at 12:55pm EST on Sunday for everyone else.**

Your league's season ending trading deadline is: **Fri 11/09 11:30p EST**

When a team approves a trade, the trade is processed **when the commissioner final approves trade.**

**Tie Breaker**

Games ending in a tie **are allowed.**

**Division Ranking**

Teams are ranked within a division using the following order:

1. Overall Winning Percentage
2. Head-to-HEAD Games Played (2 teams only)
3. Most Points For, Season To Date
4. Virtual Coin Toss

**Starting Playoff Week**

Your league's playoffs start on week: **14**

**Custom Rules (additional rules entered by the commissioner)**

All players - offensive and defensive - will be awarded 6 points for any TD scored. If the system fails to do this automatically, the Commissioner will manually override.

**Friday, 09/22/06**

**Forgot how to set a lineup in this manager**

Posted: Wed 09/06/06 9:53a ET

Last Reply: Fri 09/22/06 8:49p ET

**Friday, 09/24/04**

**Some of the Drops**

Posted: Fri 09/24/04 11:50a ET

**Saturday, 09/11/04**

**Please Vote on Blind Bidding**

Posted: Sat 09/11/04 9:05a ET

**Please Vote on Blind Bidding**

Posted: Sat 09/11/04 9:04a ET

**Friday, 09/10/04**

**No interim scoring?**

Posted: Fri 09/10/04 9:03a ET

Last Reply: Fri 09/10/04 2:51p ET

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**TRANSACTIONS****Saturday, 09/01/07**

**Beezer's Crazy 88s**

Sign: QB **J. Harrington**

Today, 12:01p

**Beezer's Crazy 88s**

Waive: TE **M. Lewis**

Today, 12:01p

**Beezer's Crazy 88s**

Sign: QB **D. Garrard**

Today, 12:01p

**Beezer's Crazy 88s**

Waive: QB **B. Leftwich**

Today, 12:01p

During the draft, trades may include draft picks. Trades will normally be approved immediately by the Commissioner, assuming they are reasonably balanced. If league managers believe an announced trade is unbalanced, they should protest the trade ASAP.

After the draft, trades will be subject to a review period. For the first 24 hours following a trade, managers may protest a trade by posting a message at the RotoGuru forum, or by sending an email to the Commissioner. If at least 3 managers protest a trade within 24 hours of its announcement, then all managers will be polled within the next 24 hours. If seven or more managers vote to veto a trade, then it will not be approved. If a proposed trade is announced less than 24 hours before the earliest freeze for any player involved, then the entire trade will not be processed until the following week.

If a trade does not receive at least 3 protests, then it will be effective 24 hours after it is announced. If a trade receives at least 3 protests but the protests are not upheld in a full league vote, then the trade will be processed 48 hours after it is announced.

Playoff roster limitations:

Players at the primary skill positions (QB, RB, WR) and team defenses may not be added for any reason during the playoffs. Free agents at these positions will be locked out after the final regular season game. You may drop a player at one of these positions, but once dropped, that player cannot be added later.

Players at the other positions (TE, PK, IDP) may be added or dropped according to normal regular season guidelines, subject to playoff claiming priorities, if applicable.

Team which are not still active in the Championship playoffs may not make any transactions - adds or drops - even if they are still competing in the Consolation bracket.

## Roster Requirements

The following minimum starters are allowed per position:

- Quarterback **1**
- Running Back **2**
- Wide Receiver **2**
- Tight End **1**
- Place Kicker **1**
- Team Defense **1**
- Defensive Line **1**
- Linebacker **1**
- Defensive Back **1**

The following maximum starters are allowed per position:

- Quarterback **1**
- Running Back **2**
- Wide Receiver **3**
- Tight End **2**
- Place Kicker **1**
- Team Defense **1**
- Defensive Line **4**
- Linebacker **4**
- Defensive Back **4**

The following maximum overall (starters + backups) are allowed on a team per position:

- Quarterback **20**
- Running Back **20**
- Wide Receiver **20**
- Tight End **20**
- Place Kicker **20**
- Team Defense **20**
- Defensive Line **20**
- Linebacker **20**
- Defensive Back **20**

Greybear's Vicious Goats  
Sign: DL M. Strahan  
Today, 12:01p

Greybear's Vicious Goats  
Waive: LB B. Carpenter  
Today, 12:01p

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Total number of starters: **15**

Total number of backups: **9**

## Scoring System

The following scoring system is used to calculate your players fantasy points by position.

The scoring system is set to use **2** decimal positions.

### Quarterback - Passing

#### - Passing Touchdowns

Award **4.00** points for passing touchdowns in the range of **0** to **100**.

#### - Passing Yards

Award **0.04** points for each **1** passing yard.

#### - Passing Interceptions

Subtract **-2.00** points for each passing interception.

#### - Passing 2-Point Conversion

Award **1.00** point for each passing 2-point conversion.

### Quarterback - Rushing

#### - Rushing Touchdowns

Award **6.00** points for rushing touchdowns in the range of **0** to **100**.

#### - Rushing Yards

Award **0.10** points for each **1** rushing yard.

#### - Fumbles Lost

Subtract **-2.00** points for each fumbles lost.

#### - Rushing 2-Point Conversion

Award **2.00** points for each rushing 2-point conversion.

### Quarterback - Receiving

#### - Receiving Touchdowns

Award **6.00** points for receiving touchdowns in the range of **0** to **100**.

#### - Receiving Yards

Award **0.10** points for each **1** receiving yard.

#### - Receiving 2-Point Conversion

Award **2.00** points for each receiving 2-point conversion.

### Quarterback - Combination (for leagues that combine rushing and receiving yardage).

*Not scored*

### Quarterback - Kicking

#### - Field Goals

Award **3.00** points for field goals in the range of **0** to **39**.

Award **4.00** points for field goals in the range of **40** to **49**.

Award **5.00** points for field goals in the range of **50** to **100**.

#### - Extra Points

Award **1.00** point for each extra point.

#### - Missed Field Goals

Subtract **-1.00** points for missed field goals in the range of **0** to **29**.

**- Missed Extra Points**

Subtract **-1.00** points for each missed extra point.

**Running Back - Passing**

**- Passing Touchdowns**

Award **4.00** points for passing touchdowns in the range of **0** to **100**.

**- Passing Yards**

Award **0.04** points for each **1** passing yard.

**- Passing Interceptions**

Subtract **-2.00** points for each passing interception.

**- Passing 2-Point Conversion**

Award **1.00** point for each passing 2-point conversion.

**Running Back - Rushing**

**- Rushing Touchdowns**

Award **6.00** points for rushing touchdowns in the range of **0** to **100**.

**- Rushing Yards**

Award **0.10** points for each **1** rushing yard.

**- Fumbles Lost**

Subtract **-2.00** points for each fumbles lost.

**- Rushing 2-Point Conversion**

Award **2.00** points for each rushing 2-point conversion.

**Running Back - Receiving**

**- Receiving Touchdowns**

Award **6.00** points for receiving touchdowns in the range of **0** to **100**.

**- Receiving Yards**

Award **0.10** points for each **1** receiving yard.

**- Receiving 2-Point Conversion**

Award **2.00** points for each receiving 2-point conversion.

**Running Back - Combination (for leagues that combine rushing and receiving yardage).**

*Not scored*

**Running Back - Kicking**

**- Field Goals**

Award **3.00** points for field goals in the range of **0** to **39**.

Award **4.00** points for field goals in the range of **40** to **49**.

Award **5.00** points for field goals in the range of **50** to **100**.

**- Extra Points**

Award **1.00** point for each extra point.

**- Missed Field Goals**

Subtract **-1.00** points for missed field goals in the range of **0** to **29**.

**- Missed Extra Points**

Subtract **-1.00** points for each missed extra point.

#### **Wide Receiver - Passing**

##### **- Passing Touchdowns**

Award **4.00** points for passing touchdowns in the range of **0** to **100**.

##### **- Passing Yards**

Award **0.04** points for each **1** passing yard.

##### **- Passing Interceptions**

Subtract **-2.00** points for each passing interception.

##### **- Passing 2-Point Conversion**

Award **1.00** point for each passing 2-point conversion.

#### **Wide Receiver - Rushing**

##### **- Rushing Touchdowns**

Award **6.00** points for rushing touchdowns in the range of **0** to **100**.

##### **- Rushing Yards**

Award **0.10** points for each **1** rushing yard.

##### **- Fumbles Lost**

Subtract **-2.00** points for each fumbles lost.

##### **- Rushing 2-Point Conversion**

Award **2.00** points for each rushing 2-point conversion.

#### **Wide Receiver - Receiving**

##### **- Receiving Touchdowns**

Award **6.00** points for receiving touchdowns in the range of **0** to **100**.

##### **- Receiving Yards**

Award **0.10** points for each **1** receiving yard.

##### **- Receiving 2-Point Conversion**

Award **2.00** points for each receiving 2-point conversion.

#### **Wide Receiver - Combination (for leagues that combine rushing and receiving yardage).**

*Not scored*

#### **Wide Receiver - Kicking**

##### **- Field Goals**

Award **3.00** points for field goals in the range of **0** to **39**.

Award **4.00** points for field goals in the range of **40** to **49**.

Award **5.00** points for field goals in the range of **50** to **100**.

##### **- Extra Points**

Award **1.00** point for each extra point.

##### **- Missed Field Goals**

Subtract **-1.00** points for missed field goals in the range of **0** to **29**.

##### **- Missed Extra Points**

Subtract **-1.00** points for each missed extra point.

**Tight End - Passing****- Passing Touchdowns**

Award **4.00** points for passing touchdowns in the range of **0** to **100**.

**- Passing Yards**

Award **0.04** points for each **1** passing yard.

**- Passing Interceptions**

Subtract **-2.00** points for each passing interception.

**- Passing 2-Point Conversion**

Award **1.00** point for each passing 2-point conversion.

**Tight End - Rushing****- Rushing Touchdowns**

Award **6.00** points for rushing touchdowns in the range of **0** to **100**.

**- Rushing Yards**

Award **0.10** points for each **1** rushing yard.

**- Fumbles Lost**

Subtract **-2.00** points for each fumbles lost.

**- Rushing 2-Point Conversion**

Award **2.00** points for each rushing 2-point conversion.

**Tight End - Receiving****- Receiving Touchdowns**

Award **6.00** points for receiving touchdowns in the range of **0** to **100**.

**- Receiving Yards**

Award **0.10** points for each **1** receiving yard.

**- Receiving 2-Point Conversion**

Award **2.00** points for each receiving 2-point conversion.

**Tight End - Combination (for leagues that combine rushing and receiving yardage).**

*Not scored*

**Tight End - Kicking****- Field Goals**

Award **3.00** points for field goals in the range of **0** to **39**.

Award **4.00** points for field goals in the range of **40** to **49**.

Award **5.00** points for field goals in the range of **50** to **100**.

**- Extra Points**

Award **1.00** point for each extra point.

**- Missed Field Goals**

Subtract **-1.00** points for missed field goals in the range of **0** to **29**.

**- Missed Extra Points**

Subtract **-1.00** points for each missed extra point.

**Place Kicker - Passing****- Passing Touchdowns**

Award **4.00** points for passing touchdowns in the range of **0** to **100**.

**- Passing Yards**

Award **0.04** points for each **1** passing yard.

**- Passing Interceptions**

Subtract **-2.00** points for each passing interception.

**- Passing 2-Point Conversion**

Award **1.00** point for each passing 2-point conversion.

**Place Kicker - Rushing**

**- Rushing Touchdowns**

Award **6.00** points for rushing touchdowns in the range of **0** to **100**.

**- Rushing Yards**

Award **0.10** points for each **1** rushing yard.

**- Fumbles Lost**

Subtract **-2.00** points for each fumbles lost.

**- Rushing 2-Point Conversion**

Award **2.00** points for each rushing 2-point conversion.

**Place Kicker - Receiving**

**- Receiving Touchdowns**

Award **6.00** points for receiving touchdowns in the range of **0** to **100**.

**- Receiving Yards**

Award **0.10** points for each **1** receiving yard.

**- Receiving 2-Point Conversion**

Award **2.00** points for each receiving 2-point conversion.

**Place Kicker - Combination (for leagues that combine rushing and receiving yardage).**

*Not scored*

**Place Kicker - Kicking**

**- Field Goals**

Award **3.00** points for field goals in the range of **0** to **39**.

Award **4.00** points for field goals in the range of **40** to **49**.

Award **5.00** points for field goals in the range of **50** to **100**.

**- Extra Points**

Award **1.00** point for each extra point.

**- Missed Field Goals**

Subtract **-1.00** points for missed field goals in the range of **0** to **29**.

**- Missed Extra Points**

Subtract **-1.00** points for each missed extra point.

**Team Defense**

**- Blocked Extra Points**

Award **2.00** points for each blocked extra point.

**- Blocked Punts**



Award **2.00** points for each blocked punt.

**- Blocked Field Goals**

Award **2.00** points for each blocked field goal.

**- Touchdowns scored on Blocked Kicks/Punts**

Award **6.00** points for touchdowns scored on blocked kicks/punts in the range of **0** to **110**.

**- Fumbles Recovered**

Award **2.00** points for each fumbles recovered.

**- Touchdowns scored on Fumbles Recovered**

Award **6.00** points for touchdowns scored on fumbles recovered in the range of **0** to **110**.

**- Interceptions**

Award **2.00** points for each **1** interception.

**- Touchdowns scored on Interceptions**

Award **6.00** points for touchdowns scored on interceptions in the range of **0** to **110**.

**- Sacks**

Award **1.00** point for each **1** sack.

**- Safeties**

Award **3.00** points for each Safety.

**- Defensive Points Allowed**

Award **10.00** points for defensive points allowed in the range of **0** to **0**.

Award **7.00** points for defensive points allowed in the range of **1** to **6**.

Award **4.00** points for defensive points allowed in the range of **7** to **13**.

Award **1.00** point for defensive points allowed in the range of **14** to **20**.

Award **-1.00** points for defensive points allowed in the range of **28** to **34**.

Award **-4.00** points for defensive points allowed in the range of **35** to **110**.

**- Net Yards Allowed (Pass + Rush - Sack Yds)**

Award **10.00** points for net yards allowed (pass + rush - sack yds) in the range of **0** to **124**.

Award **9.00** points for net yards allowed (pass + rush - sack yds) in the range of **125** to **149**.

Award **8.00** points for net yards allowed (pass + rush - sack yds) in the range of **150** to **174**.

Award **7.00** points for net yards allowed (pass + rush - sack yds) in the range of **175** to **199**.

Award **6.00** points for net yards allowed (pass + rush - sack yds) in the range of **200** to **224**.

Award **5.00** points for net yards allowed (pass + rush - sack yds) in the range of **225** to **249**.

Award **4.00** points for net yards allowed (pass + rush - sack yds) in the range of **250** to **274**.

Award **3.00** points for net yards allowed (pass + rush - sack yds) in the range of **275** to **299**.

Award **2.00** points for net yards allowed (pass + rush - sack yds) in the range of **300** to **399**.

Award **1.00** point for net yards allowed (pass + rush - sack yds) in the range of **400** to **499**.

**- Kickoff Return Touchdowns**

Individual Players get the following points:

Award **6.00** points for kickoff return touchdowns in the range of **0** to **110**.

**- Punt Return Touchdowns**

Individual Players get the following points:

Award **6.00** points for punt return touchdowns in the range of **0** to **110**.

**- Kickoff Return Yards**

Individual Players get the following points:

Award **0.04** points for each **1** kickoff return yard.

**- Punt Return Yards**

Individual Players get the following points:

Award **0.10** points for each **1** punt return yard.

**Defensive Line - IDP****- Solo Tackles**

Award **1.00** point for each **1** solo tackle.

**- Assisted Tackles**

Award **0.50** points for each **1** assisted tackle.

**- Sacks**

Award **3.00** points for each **1** sack.

**- Half Sacks**

Award **1.50** points for each half sack.

**- Pass Defensed**

Award **1.00** point for each **1** pass defensed.

**- Interceptions**

Award **3.00** points for each **1** interception.

**- Touchdowns scored on Interceptions**

Award **6.00** points for touchdowns scored on interceptions in the range of **0** to **110**.

**- Forced Fumbles**

Award **2.00** points for each **1** forced fumble.

**- Fumbles Recovered**

Award **1.00** point for each **1** fumbles recovered.

**- Touchdowns scored on Fumbles Recovered**

Award **6.00** points for touchdowns scored on fumbles recovered in the range of **0** to **110**.

**- Safeties**

Award **3.00** points for each **1** safetie.

**Linebacker - IDP****- Solo Tackles**

Award **1.00** point for each **1** solo tackle.

**- Assisted Tackles**

Award **0.50** points for each **1** assisted tackle.

**- Sacks**

Award **3.00** points for each **1** sack.

**- Half Sacks**

Award **1.50** points for each half sack.

**- Pass Defensed**

Award **1.00** point for each **1** pass defensed.

**- Interceptions**

Award **3.00** points for each **1** interception.

**- Touchdowns scored on Interceptions**

Award **6.00** points for touchdowns scored on interceptions in the range of **0** to **110**.

**- Forced Fumbles**

Award **2.00** points for each **1** forced fumble.

**- Fumbles Recovered**

Award **1.00** point for each **1** fumbles recovered.

**- Touchdowns scored on Fumbles Recovered**

Award **6.00** points for touchdowns scored on fumbles recovered in the range of **0** to **110**.

**- Safeties**

Award **3.00** points for each **1** safetie.

**Defensive Back - IDP**

**- Solo Tackles**

Award **1.00** point for each **1** solo tackle.

**- Assisted Tackles**

Award **0.50** points for each **1** assisted tackle.

**- Sacks**

Award **3.00** points for each **1** sack.

**- Half Sacks**

Award **1.50** points for each half sack.

**- Pass Defensed**

Award **1.00** point for each **1** pass defensed.

**- Interceptions**

Award **3.00** points for each **1** interception.

**- Touchdowns scored on Interceptions**

Award **6.00** points for touchdowns scored on interceptions in the range of **0** to **110**.

**- Forced Fumbles**

Award **2.00** points for each **1** forced fumble.

**- Fumbles Recovered**

Award **1.00** point for each **1** fumbles recovered.

**- Touchdowns scored on Fumbles Recovered**

Award **6.00** points for touchdowns scored on fumbles recovered in the range of **0** to **110**.

**- Safeties**

Award **3.00** points for each **1** safetie.



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