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 RotoGuru Invitational Football

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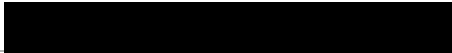


Tuesday, September 9, 2008 12:44p ET
 League ID: 35160



RotoGuru.com
 Record: 1-1-0 | 0.500 pct
 Points: 281.20

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Your league's preseason ends on Thu 09/04 7:00p 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 w innings w ill 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:

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.

LIVE SCORING

SET LINEUP

PLAYER ADD/DROPS

LEAGUE STANDINGS

LEAGUE SCHEDULE

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OWNER'S EDGE

EVERYTHING YOU NEED TO
CRUSH YOUR LEAGUE!

GET IT TODAY!

MESSAGE BOARD

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

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

9/9/2008

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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 11/14 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.

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.

Teams 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**

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

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TRANSACTIONS

Tuesday, 09/09/08

Waiver Pool

Drop: LB **A. Crowell**

Today, 12:01p

Sunday, 09/07/08

Deepsnapper

Sign: LB **D. Brooks**

Sun 09/07 12:10p

Deepsnapper

Waive: LB **A. Crowell**

Sun 09/07 12:10p

Thursday, 09/04/08

Waiver Pool

Drop: RB **C. Brown**

Thu 09/04 12:20p

Waiver Pool

Drop: RB **J. Chatman**

Thu 09/04 12:20p

Waiver Pool

Drop: DL **O. Umenyiora**

Thu 09/04 12:14p

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9/9/2008

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Place Kicker **20**
Team Defense **20**
Defensive Line **20**
Linebacker **20**
Defensive Back **20**

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 safeties.

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 safeties.

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