

**Extreme Fantasy Sports, Inc. ©
Football Rules Manual
2004**

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Introduction

Welcome to Extreme Fantasy Sports, Inc. (EFS, EFSports.com) the ultimate site for the best fantasy football simulation on the net. Now that you have decided to embark on your journey as an owner of an EFS franchise, we at EFS would like to give you a few highlights of the site and get you familiar with some of the features and roles you will experience as a member of the EFS family.

Choose your level of competition – The many levels of EFS

As a new owner of an EFS franchise you may feel a little intimidated by all the additional features and options available in EFS as compared to any other game you have played previously. After all, dominating your home town league is one thing, but you could always count on a few owners coming in hung over from the night before and others following the draft lists of some so called fantasy expert whose magazine they picked up off the shelf at the grocery store last week. Now you are faced with knowing such things as the starting offensive linemen for the Cincinnati Bengals and which linebacker gets pulled out on 3rd downs for a nickel back. EFS has taken this into consideration and has developed three levels of competition to help you ease into the EFS formats and learn the nuances of the game.

Pricing – What's it gonna cost me?

The cost of EFSports.com franchises may seem high at first but consider that you will be playing a game that lasts all 12 months. No more July –December games where all your players disappear at the end of the year and you don't need to worry about football for 7 months. This is year round stuff and the action is intense all year long. For a little more than a dollar a week you will be able to get your fantasy football fix whenever you need it.

Per season pricing is from January-December. All renewals are due January 1.

12 Team leagues (Basic ScoringFormat)- \$65.00 for 1st season
16 Team leagues (Basic ScoringFormat)- \$65.00 for 1st season
16 Team leagues (Enhanced ScoringFormat)- \$65.00 for 1st season

Renewals are \$5.00 less than the initial team purchase cost.

Orphans are subject to availability and are the franchise renewal cost.

To purchase a new team select the buy a team link from the EFSports.com home page and you will be taken to a screen that shows which leagues are currently accepting new owners and which teams are available.

Tip: If you are having trouble viewing the teams as a perspective buyer, try clicking on the guest login on our home page <http://dynasty.efsports.com> . This should alleviate the problem.

12 team leagues – newbies welcome

Twelve team leagues are the foundation for which EFS was founded. Our original 12-team league is celebrating our 11th season playing the EFS format and we are stronger than ever. Although we have now grown to a 16-team league playing our enhanced scoring format, we cut our teeth with the basic fundamentals of the 12-team league. Some key features are:

- Three divisions of four teams
- Six playoff participants – four division winners, two wild card teams
- 53 man active rosters – 5 man practice squads
- \$100M salary cap
- 150 year contract cap
- Full year salary penalties
- Starting lineups based on generic NFL positions (i.e. DB, DL, LB, OL, QB, RB, TE, WR, K, P)

16 team leagues w/ base scoring – The next step in the maturation of EFS

As your twelve-team league matures, you have the option of adding four new franchises to your league through our exclusive EFS expansion draft feature. This will allow your league to bring in some new members and add a little more diversity to the league while increasing the challenge by introducing over 200 NFL players to EFS rosters that weren't able to make the rosters of twelve team leagues. This format includes all the base features of the twelve-team leagues with the following additions:

- Four divisions of four teams
- Six playoff participants – four division winners, two wild card teams
- 53 man active rosters – 5 man practice squads
- \$100M salary cap
- 150 year contract cap
- Full year salary penalties
- Expanded NFL player participation with the addition of over 200 roster spots
- Starting lineups based on generic NFL positions (i.e. DB, DL, LB, OL, QB, RB, TE, WR, K, P)
- Expansion draft feature using the EFS expansion draft rules set

12 team leagues w/ enhanced scoring – **NEW FOR 2004! --**

While playing the enhanced scoring format may appeal to some, the size of a 16-team league may be too much for some owners. EFS has introduced the new combination of our 12-team format along with our enhanced scoring method. This combination offers the challenge of the enhanced scoring format but the ease of having less teams in the mix, creating more free agents and a little easier talent acquisition. Some key features are:

- Three divisions of four teams
- Six playoff participants – four division winners, two wild card teams
- 53 man active rosters – 5 man practice squads
- \$100M salary cap
- 150 year contract cap
- Full year salary penalties
- The number of running backs you can start is reduced to one

- The use of a tight end or fullback is required
- Scoring penalties are assessed for playing players out of position (i.e. starting your DE at DT)
- Expansion draft feature using the EFS expansion draft rules set
- Starting lineups will be determined by NFL position not EFS position (i.e. CB, S, DE, DT, OLB, ILB, OT, OG, OC, QB, RB, FB, TE, WR, K, P)

16 team leagues with enhanced scoring – This is what the big dogs play

The latest format created by the EFS team includes a twist on the sixteen-team base scoring features. All the functionality and challenge of the base-scoring format exist with these new additions:

- Four divisions of four teams
- Six playoff participants – four division winners, two wild card teams
- 53 man active rosters – 5 man practice squads
- \$100M salary cap
- 150 year contract cap
- Full year salary penalties
- The number of running backs you can start is reduced to one
- The use of a tight end or fullback is required
- Scoring penalties are assessed for playing players out of position (i.e. starting your DE at DT)
- Expansion draft feature using the EFS expansion draft rules set
- Starting lineups will be determined by NFL position not EFS position (i.e. CB, S, DE, DT, OLB, ILB, OT, OG, OC, QB, RB, FB, TE, WR, K, P)

Although EFS is still ahead of the curve when it comes to fantasy football simulation, we have also developed different levels of game play to satisfy individual tastes. At EFS, we continue to strive to create the best playing environment available. These formats along with future developments guarantee that EFS will be your home for fantasy football now and in the future.

Dynasty Format – Building a team to go the distance

What is a Dynasty league?

EFS is a dynasty format fantasy football game. This means you draft your base team at the inception of the league and the players can stay with you as long as you like. There is no re-drafting of talent except for the annual rookie drafts, which allow franchises to draft incoming NFL rookies and add them to your clubs.

While other sites require you to start from scratch each year, EFS allows you to keep the talent you acquire. This will allow you to create commodities on your team through astute talent evaluation and collection. If you have what it takes to be a top-flight personnel manager, EFS will let your talents shine.

Off-season – What off-season?

As a member of EFS, you will experience year round football action. While other games are designed to be a July – December endeavor, EFS has been carefully designed to give you twelve months of football action. This alone makes EFS a bargain for its yearly subscription. If the NFL is requiring players to attend mini camps and quarterback schools all off-season, why can't we have fun during those months too? Year round unrestricted free agency, restricted free agency, and our annual rookie drafts are features that other fantasy sites can't offer. This is what makes EFS a true leader in fantasy football gameplay development.

The Many Hats of EFS – Building your front office

As a participant of EFS, you will have to wear many different hats. It's not enough to just draft a team and set a lineup on Sundays. Evaluating talent and deciding how it all fits on your team is a major part in managing a dynasty franchise. Mistakes are magnified and astute talent evaluation is rewarded. Don't break your arm patting yourself on the back though. Everyone else in your league is striving for that top spot so sitting on your laurels will only get you 2nd place.

Owner – Purchasing Your Team

As an owner of EFS you will have the final say on all decisions of your franchise. You decide the location of your franchise, the team name, and hiring of personnel to run your franchise. Are you the next Jerry Jones or Al Davis? It's up to you to decide.

General Manager – Building your franchise

As G.M. you decide which talent you need to sign to make your franchise the next league champion. Do you go after the proven veterans, the young untested rookies, or a mix of both styles? The decisions you make as G.M. shape the franchise for years to come.

Director of Player Personnel – Talent evaluation

The director of player personnel is responsible for heading up the scouting department and offering talent evaluations on incoming NFL rookies as well as established talent. No stone will go left unturned as you scour the Internet for information about NFL free agency, draft needs and strategies, and potential cap motivated releases which cause a revolving door of talent with NFL teams. Make too many bad recommendations to your G.M. and your team could be the perennial cellar dweller.

Head Coach – Fielding a team

The head coach is the "buck stops here" position of your franchise. You have amassed your talent that was recommended by your scouting department, signed by your G.M. and placed in your hands. Now you get to decide who starts, who is benched and who makes the final 53 man roster that you hope has the chemistry and teamwork needed to take your team to the title. Will the city name a street after you or run you out on a rail? The decisions fall on your shoulders.

Now that you have a feel for the many hats you will have to wear as a member of EFS, enjoy them all. EFS is designed to bring you a complexity like no other franchise football game created but a simple and

intuitive interface which makes managing your team as easy as watching football on Sunday. If you are a fan of pro football you will be a fan of EFS.

Purchasing a Franchise

How do I purchase a team?

Once you have decided to join the EFS experience you need to decide which method of play best suits your skill level. Since we have four different league types, you will need to decide which one meets your level of participation. Another decision is whether you want to join a new league and start from scratch or if you would like the challenge of taking on a franchise from an existing league. In EFS we refer to these teams as "orphans". Orphans are teams that were previously purchased but were not renewed by an owner. EFS will find foster parents to manage these teams until a permanent buyer can be found. If you do not wish to wait on a new league to fill, or would rather get into free agency and trading without having to go through a complete draft, an orphan team may be your ticket.

Now that you have decided which format you want to play, select the "buy a team" link from the home page and you will be taken to the list of available teams for purchase. Each team has a view link to review the roster (does not apply to newly formed leagues) and a buy option. The buy option will allow you to purchase a team via credit card through a secure Internet connection. Once you complete the required information on the purchase screen, EFS will process the transaction and assign you a customer ID and password. This ID will be assigned to your newly purchased team and emailed to your account entered in the purchase information. This is all you need to begin your ascent to the top of your league. In the event you do not receive this information, please contact EFS Site administration at efsports04@efsports.com

NOTE: If you are joining a newly formed league, you will not have access to any features until your league is full. EFS will notify you once your league is full so you can begin your veteran player draft. Please see [Chapter 2 – Getting Started](#) for more information on the Veteran Draft.

Chapter 1 – The Basics

Owner's Page – The command center of EFS

The owner's page is the command center for running your EFS franchise. Here you will find access to every piece of information needed to manage your team. When you login to the site, you will always be taken to this screen first. Here is a breakdown of each portion of the page.

NOTE: Any time you see the EFS logo, you can click on it to return to the owner's page.

Navigation Bar – Quick access to all the features of EFS

The navigation bar is located across the top Here are explanations of each feature.

EFSports Home – This will take you to the home page when clicked.

Team – Links specific to your team

Owner's Page	Returns you to the owner's page.
Owner Renewal	Renew your team via credit card
Simple View	Review player stats such as min & max scores
Detailed View	Detailed scoring by week
Penalty History	Each salary cap penalty transaction
Owner Master	Edit your personal information

League Moves – Transactions specific to your league

Active Trades	Trades pending approval or voting
Trade History	Listing of all completed trades
Waiver Wire	Current list of players recently waived
FA by Position	Listings of free agents with position selections
FA Bid List	Listing of all current free agents with pending bids
Transactions	List of last 150 league transactions
Practice Squad Claims	Listing of all practice squad players available for bidding

Seasonal – Features specific to in season EFS options

Set Starters	Enter your weekly starting lineup
Weekly Points	Review weekly scores in detail
Current Scores	Review the current week outcomes
Weekly Scores	Review the leagues scoring by week
Playoffs	Current playoff standings, match ups and scores

Draft – Draft pick and draft room links

Current Picks	Current season picks with salary designations
All Picks	Picks listed for all years available for trade
Draft Room	Lists Veteran/Rookie/Expansion draft room link

League Stats – League Information

League Info	League information on other owners and teams
League Master	League features and also where draft times set
Find Player	Generic player lookup by last name

Inter League – Site wide links

Owner Rank	Ranking of top 100 owners in EFS
Orphan Selection	Purchase an orphan
Join 16 team league	Buy a team in one of our new 16-team leagues
Chat Room	Enter the EFS chat room
Forums	Review the site forums. Forums are setup for the site and each league
EFSNews.com	Site dedicated to articles and discussions about EFS and sports

General – All other links that didn't qualify for their own category

EFS Rules	Link to EFS Rules page
EFSports FAQ	Frequently Asked Questions
New Owner's Guide	Brief guide to new owners
GMT Table	Table to help with understanding GMT and getting local times to display
Download Files	Access to EFS information in generic file formats
Email us	contact EFS

Your Team - Quick Access to your team and league

These links will appear on every page you visit except the draft room

Team Name – Name of team you are logged in as. Can click on link to view roster

League Name – Name of league you are logged into. Can click to view league info.

Your Alerts – Instant notifications on league happenings

These alerts help you to track the many options of EFS

Team Status – This will indicate if you have a valid roster or not.

Practice Squad – These features will help you track practice squad activity.

Claim Status	Indicates if a bid has been placed on a PS player
Bid Status	Indicates if a bid is locked, allowing you to match

Trade Activity – This will indicate if you have an offer or trade pending.

Offer Status	Indicates if there is a pending offer on the trade screen
Vote Status	Indicates if there is a completed trade needing your vote

Quick Links – Fast access to the most popular features

These links will vary from page to page to help accommodate the most likely links needed depending on which area of the site you are in. Links you are most likely to see on all pages include:

EFSNews.com	Link to the EFSNews web site where articles and discussions on EFS and football are updated all year long.
Owner's Page	Link takes you back to the main page with team standings.
Forums	Link to the EFS forums where league specific forums are held to discuss issues among all the owners of your team. Also has a General forums for more site related questions and discussions.
Trades	Link to the trade screen where you can enter and vote on trades.
Waivers	Link to the waiver wire, where recently cut players is listed and can be claimed by other owners.

Directly above the quick links you will find various messages posted throughout the year indicating special dates when features will be active or terminated and other notifications.

Current Standings – Where do you stack up against the competition

The current standings are always listed on the owner's page. The standings reflect the order of each division during the season and changes with each week's final scoring. During the off-season the standings reflect the final regular season standings in each division. The following is a list of the columns and what they represent.

OID	This is your owner ID. You will find this throughout the site attached to draft picks, players, and on schedules. This is also a link to the rosters pages. Each owner ID link corresponds to that team's roster.
Team Name	This is the name of each franchise in your league. This is also a link to the detailed view of each team's roster
Avg	This is the average score of your weekly lineup throughout the season.
Total	This is the total of your weekly scores from your starting lineup throughout the season.
Overall	Overall standings – Wins, Losses and Ties
Division	Divisional standings – Divisional Wins, Divisional Losses and Divisional Ties

Team Roster – Complete team management

The roster page is where all the information is stored about your team. From here you can manage your roster cap, salary cap, contract cap, and view your current penalty situation. Below is a description of each column and what it represents.

Roster – Definition of terms

Player Name [PID]	this is a linked field representing the player's full name. The link takes you to the player information screen where the following features can take place.
Contract Assignment/Extension:	Assign or extend a player contract
ON I.R. (Y/N):	Place/remove a player from EFS I.R.
ON PS (Y/N):	Allows promotion/demotion of PS players
Franchise Player (Y/N)	Allows designation/Removal of Franchise tag
Waive (checkbox)	Allows the release of a player

The following color codes also represent different features in EFS.

Green	Active Roster Player whose injury status is probable
Yellow	Represents an active roster player whose injury status is Questionable, Doubtful, or Out but has not been placed on EFS Injured Reserve
Red	Represents an active roster player, whose injury status is Questionable, Doubtful or Out and has been placed on EFS Injured Reserve
Blue	Indicates the player in on the practice squad
Green	Indicates the team's franchise player (Salary is also highlighted)
Team	NFL team the player represents
O/W	NFL team off week
EFS Pos	EFS positional designation
NFL Pos	NFL positional designation
Salary (millions)	Player's salary represented as millions of dollars
INJ	EFS Injured Reserve status (Y/N)
INJ. ST.	NFL injury status – updated weekly during the season

PS	Practice Squad designation (Y/N)
PSE	Practice Squad Eligible – Indicates whether a player can be demoted to the practice squad.
ORC	Original Rookie Contract (Y/N) - indicates that the player is still playing under his original rookie contract which entitles him to be exempt from all annual and performance raises
CON	Player’s assigned contract length
AVG PTS	Average Points – The player’s calculated average based on points scored each week of the NFL season.
AVG IN / AVG OUT	For enhanced scoring leagues only. These columns represent the average points when a player plays “in position” (AVG IN) and “out of position” (AVG OUT).

Roster – Grand Totals

Roster grand totals are an accumulation of each cap figure that EFS enforces to ensure competitive game play. Below is a definition of terms for each total

Salaries (Active)	Total salaries for all players on the active roster (active + EFS I.R.)
Contracts (Active)	Total contracts for all players on the active roster (active + EFS I.R.)
Players (Active)	Total players on the active roster (does not count EFS I.R. players)
Practice Salaries	Total salaries for all players on the practice squad
Practice Players	Total players on the practice squad
Current Contract Cap Penalties	Number of contract years assigned to players that have been released
Current Salary Cap Penalties	Total salary penalty for current year for players that have been released
2 nd Year Salary Cap Penalties	Total salary penalty for year two of players that has been released.
3 rd Year Salary Cap Penalties	Total salary penalty for year three of players that has been released.
4 th Year Salary Cap Penalties	Total salary penalty for year four of players that has been released.
5 th Year Salary Cap Penalties	Total salary penalty for year five of players that has been released.

Salary Remaining: Sum of \$100M - (Salary Active + Practice Salaries + Current Salary Cap Penalties). This represents the amount of money you have left to spend against the salary cap.

Contracts Remaining Sum of (Contracts Active + Current Contract Cap Penalties) minus 150 years. This represents the amount of contracts you have left to use against the contract cap.

Chapter 2 – Getting Started

Veteran Draft – Building your franchise

For new leagues, (both 12 and 16 team leagues), the first order of business is to conduct the Veteran Draft. This draft consists of 41 rounds and permits owners to fill their rosters with current NFL veterans. Although EFSports allows 53 active roster positions, the 41 round draft is designed to fill the majority of roster spots yet still allow owners maneuvering room to add rookies from the rookie draft, as well as players from Unrestricted Free Agency (UFA).

Getting Started – Setting up the draft

As you can tell by the number of picks involved in the veteran draft, completing the draft on one day would be a daunting task. Forget about getting everyone to coordinate a time to meet, just the sheer magnitude of picks would make this thing an 18 hour event even if everyone picked at 2 minutes a pick all day. To help alleviate this, EFS has created a feature referred to as the 1440 draft. The term 1440 refers to the number of minutes in a day. By setting up the draft to run at this time frame, each owner will have a maximum of 24 hours (1440 minutes) to make a selection. Although we do not advocate taking this long, the need for a few hours is often needed throughout the draft. Time zones play a factor. Sleeping and work are also distractions in making picks as quickly as needed. This flexible draft set up allows owners to pick when they can and still allow everyone to gather for more rapid fire drafting on a week night or weekend when needed.

NOTE: As little as 8 picks in a 24-hour period will allow the draft to be completed within 60 days.

To set up the draft owner ID 01 or 02 needs to go into the league master and set up the starting date and time of the draft and the time increment. Although the time frame can be reduced below the 1440 time frame, EFS recommends leaving it at 1440 to ensure that everyone has adequate time to make their selections. Be sure to discuss this with the entire league before reducing the time frame.

The following fields need to be entered to set up the draft.

League Draft Date: (YYYY-MM-DD) - Enter the draft starting date in this field.

League Draft Time: (HH.MM.SS) – Enter the draft starting time in this field. Make sure to account for GMT. (GMT – Greenwich Mean Time is the time that the EFS system is run on. It is the most common time used in the world. Since we have members all over the world, GMT is the time we display on the site. Many of the timestamps can be converted by setting your GMT offset in the owner master.)

Example: If you wish to start the draft on June 1, 2003 at noon EDT you would enter 2003-06-01 with a time of 17:00:00 (12:00 + 5 hours for the GMT offset).

Pick Delay (in minutes) – This is the delay between picks. EFSports recommends setting the veteran draft to 1440 minutes (24 hours).

Pick Delay Auto (in minutes) – This is the time frame for the system to make an auto pick for an owner if you are not in the draft room at the time that your pick goes on the clock. It is highly recommended that this time be the same as the Pick Delay to ensure that owners have the full time allotment to make their selections.

Preparing for the draft – Draft order and draft list preparation

Now that the veteran draft date and time have been set, you need to start preparing for your draft. Each owner has 41 picks in the veteran draft. Each owner has one pick in each round. The draft is conducted in a serpentine order meaning that draft order flips from bottom to top with each round completed. For the veteran draft, Owner ID 12 (or 16 in sixteen team leagues) will have the first selection in round 1. He will have the last selection in round 2, etc. Owner ID 01 will have back to back picks at the end of round 1 and the beginning of round 2, etc. To see a complete draft order click on the draft picks link under the Draft Tab of the links on the navigation bar.

NOTE: Effective June 1, 2003 all draft orders will be randomly generated upon complete signup of a league. No longer will the draft order be 12-1 & 1-12 but will be randomly generated. This is to help discourage perspective new owners from sandbagging during signup in hopes of garnering better draft position in the veteran draft. The draft will still be in serpentine order based on the randomly generated draft order and the rookie draft will have the exact opposite serpentine draft order as the veteran draft.

Tip: As part of the random draft pick order generation, EFS may change your owner ID. This should not cause any problems with your login as your customer ID will still be assigned to your team even if the owner ID is changed. If you experience any problems with accessing your team, please email efsports04@efsports.com

Draft picks can be traded before or during the veteran draft. See [Chapter 3 – Trades](#) for a more detailed explanation on how to enter and process trades. It is important to note that trading of veteran draft picks will not be allowed until the league is completely filled.

Tip: New owners should be wary of veteran draft pick trading. Unlike most redraft leagues EFSports champions are made by superior drafting in the middle and late rounds.

To figure out who to draft consult the All Player Search feature from the Find Player link located on the quick links bar.

The player search features allow for search by last name or you can search an entire position or group (see list type below last name search). Here is where you can find each player that is available to draft including player ID's. Player ID's are necessary in order to draft. This is the only piece of information allowed when entering your selections.

TIP: The draft of a standard 12-team league consists of 492 picks. Although you will ultimately need to build a draft list for the entire 492 picks, start off with your top 100 prospects on your draft board and work from there. With the 1440 style draft, you will have time to prepare the additional order of the remaining players on your list while the draft is commencing.

Capology 101 – Budgeting your salary and contracts

EFS will assign a salary to every player you draft based on performance over a two-year period. Salaries will be assigned using the formula of: $((\text{current year average points} * 65\%) + (\text{previous year average points} * 35\%)) * .120M$

Example: Player A averaged 14.00 pts/gm in 2002 and 20.00 pts/gm in 2003. His starting salary regardless of what round he is drafted in the veteran draft would be $[(20.00 * .65) + (14.00 * .35)] * .120M = 2.138M$ per year.

In the event that the player does not have two consecutive years of statistics (i.e. NFL rookie with one year of experience) then the total percentage will be calculated based on the most recent year's average. $((\text{current average points} * 100\%)) * .120M$.

Contracts will not be assigned at the time the draft pick is made. Once the player has been drafted you can assign a contract to the player by going to the rosters page and clicking on the player name link.

Upon the completion of the draft, all owners will have 7 days to assign contracts before the UFA feature will be turned on. If you do not have contracts assigned by the end of the 7-day grace period, your roster will be considered invalid and you will not be allowed to participate in UFA or waivers until all players on your roster have contract.

When assigning contracts, you must designate if you want to demote a player to the practice squad during contract assignment. Once a contract is assigned, if a player is on the active roster, he will lose his practice squad eligibility.

Tip: During the 7-day contract assignment period, you may waive any player that does not have a contract without incurring a salary or contract penalty. Once a contract is assigned, all salary and contract penalties will apply.

Tip: The salary cap is large enough for owners to never have to worry about player salaries during the veteran draft. A typical roster will be between 50M-60M after completion of the veteran draft. A common error however, is allocating too many or too few contract years. There are many strategies, but owners should try to avoid too many 1-year contracts and too many 4-5 year contracts. A good goal for new leagues is to fill a 53-man active roster using 85M in salary cap and 125 contract years.

Starting the draft – Making your selections

Now that you have your draft list prepared and have your salary and contract budgets outlined, it is time to start drafting players. Once the EFS draft date and time has been reached, EFS will start the draft and email the first owner on the clock. You can monitor the draft by clicking on the veteran draft link from the navigation bar located on the top of any EFS web page.

Located in the draft room are three main components.

- 1) On the left hand side of the page is the list of current owners in the draft room. This is helpful to review to see if owners that have picks pending are in queue.

- 2) On the right hand side is the recent draft picks list. EFS shows the last 20 players selected in your draft along with who is currently on the clock and how much time they have left to draft.
- 3) On the top of the page is the draft pick entry area. When it is your turn to draft, EFS will notify you via email of your current on the clock status. Once in the draft room, you will enter the player ID of the player you wish to draft. To ensure that you do not enter a typo on the player ID, a confirmation box will appear asking you to double check your player ID. Once the confirmation box has been answered your player will be selected and awarded to your roster. Within 10 seconds the draft picks list will update and show which player you selected and show the next owner on the clock.

NOTE: Ensure that your email address is entered correctly in your customer master profile. An invalid email address will result in missing notifications.

Tip: The most common frustration in EFSports is a new owner drafting in the 4th round, who wants to draft Peyton Manning and by mistake types the PID of Jon Kitna. Remember there is no whining in EFSports. An owner keeps who he drafts.

Drafting Safety Nets –Auto picking, Draft lists and the Vacation flag

EFS has built in some features to help owners stay a part of the draft even when life takes them away from their PC's. After all, we don't want owners to feel slighted from the EFS experience just because they have a little life outside of fantasy football. To help facilitate owner participation and to allow for the most flexibility with the draft while still keeping the flow intact, EFS has developed these features.

Auto Picking

EFS is very much in favor of every owner holding up his end of the bargain for participation in drafting talent. You paid your franchise fee so why not take advantage of the features of EFS. That being stated, we understand that there will be a time when an owner will let his time lapse on a draft. To ensure that this owner has some resemblance of a team EFS instituted an auto pick feature. In the event that an owner's time expires without a pick being made, EFS will automatically pick a player for that owner. The player drafted by EFS is decided by the draft that is occurring.

Veteran Draft – The auto picks will select the highest rated player at the following positions based on which round the veteran draft is in. This method was developed to help a team gather useful talent at multiple positions instead of gathering just one position through auto selection.

Round	Position with the highest average points available
1	QUARTERBACK
2	RUNNING BACK
3	WIDE RECEIVER
4	LINEBACKER
5	DEFENSIVE LINE
6	OFFENSIVE LINE
7	TIGHT END
8	DEFENSIVE BACK
9	KICKER
10	PUNTER
11+	HIGHEST AVAILABLE PLAYER BY AVG. PTS.

NOTE: Effective March 1, 2004 The auto draft feature for veteran drafts is temporarily inactive due to coding changes involving the enhanced scoring leagues. As a temporary solution, if an owner does not fill out a draft list, and his time expires the draft will be suspended pending the owner's selection. If this occurs, and your league's draft is suspended, contact EFS Site Management at efsports04@efsports.com and we will attempt to contact the party on the clock. Failure to make contact with said owner, will result in EFS placing the team in foster care until a permanent owner can be found to facilitate the team. As soon as all the fixes are corrected EFS will notify everyone via email and update the rules in this section as well.

Rookie Draft – The auto pick will be the player left on the Rookies list that was drafted the highest by the NFL.

NOTE: The auto pick functionality in the rookie draft still works as stated. Since the auto picking function is the same across all scoring formats and is based on the order in which players were drafted by the NFL, it did not effect our coding changes.

Draft List

To aid owners with both the Veteran and Rookie draft, EFS developed a feature called the Draft List. To find the draft list, click on the Draft Tab from the navigation bar. This feature was designed to assist owners in auto drafting without having to take a player assigned by the system. The draft list can be as simple or as complicated as you want. By entering a list of players using their player ID's, EFS will store a list of players you prefer to draft. In the event that you do not draft before your pick expires, or if a planned absence is required, EFS will auto pick for you by reviewing your draft list first to see if a player is available.

NOTE: EFS recommends that you always fill out a draft list throughout the draft even if you plan on being very attentive when your pick is on the clock. Personal emergencies, local power outages, or even the little one unplugging your PC two minutes before your pick expires are all instances where the draft list proves most useful. Remember, the draft list is only used if your allotted time expires, or if you have activated your vacation flag.

Bypass Count – The bypass count is a feature to help you gain a little control over the auto picking process. If you feel that you may end up with too many players at a position, you can set a bypass count. This count is used to tell the system to not draft a player at a specific position if you have reached your maximum number of players drafted at that position.

Example: You set up your draft list with the following players in order.

- 1) David Carr QB Texans (BYPASS COUNT = 0)**
- 2) Joey Harrington QB Lions (BYPASS COUNT = 1)**
- 3) Patrick Ramsey QB Redskins (BYPASS COUNT = 1)**

By setting a bypass count you are telling the system to draft this player only if you have drafted less than the bypass count of that position already. By setting David Carr to bypass 0 you are telling EFS to draft David Carr if he is your top rated player left on your list. By setting Harrington and Ramsey at a bypass of 1 you are telling EFS to not draft these players if you already have drafted a QB in the draft. (The position evaluations count all players drafted during a draft and not just players drafted from your draft list.) (If the field is left blank the list will be read by player rank and round.)

Tip: A common misconception of the bypass feature is that it only evaluates who is on your draft list. This is not true. The bypass count is based on the number of players you already have on your roster. Using the above example, if you already had a QB on your roster, Harrington and Ramsey would not be drafted because your QB count would already be at one which is what you set the bypass total to be. If you want two QB's drafted, then you would set your bypass count higher. In the event you do not want to use the bypass feature, just leave it blank and the highest ranked player on your list will be selected regardless of position.

Round – The round feature is designed to keep a player on top of your draft list but EFS will bypass the player if the current round of the draft is not greater than or equal to the draft round of your player listed. (If the field is left blank the list will be read by player rank and bypass count.)

Example: You set up your draft list with the following players in order.

- 1) David Carr QB Texans (BYPASS COUNT = 0) (Round = 1)**
- 2) Joey Harrington QB Lions (BYPASS COUNT = 1) (Round = 2)**
- 3) Patrick Ramsey QB Redskins (BYPASS COUNT = 1) (Round = 3)**
- 4) Donte' Stallworth WR Saints (BYPASS COUNT = 0) (Round = 1)**

By setting your round count you are telling EFS to NOT draft your player, even if he is at the top of your draft list, until that round of the draft has been reached or bypassed. You may value Joey Harrington as your 2nd highest rated QB but you do not feel that his value merits a 1st round draft pick. Under this draft list scenario, if David Carr has already been selected in the 1st round of the draft, EFS would draft Donte' Stallworth with your 1st round pick using the auto pick feature and your draft list. Harrington and Ramsey would be bypassed because you have set up the first round of consideration for the draft list as rounds two and three respectively.

You may reset and reorganize your draft list throughout the draft. As players are drafted EFS will delete these players from your draft list. This will allow you to also make adjustments without a lot of deletions as players fall from draft consideration.

NOTE: The bypass count in the veteran draft reflects the total number of players on your roster from the position you specify a bypass count for. For example, if you set a bypass count of 2 next to quarterback Joey Harrington and have already acquired Aaron Brooks and Donovan McNabb and they are on your roster when your pick is on the clock, the bypass count will skip Harrington because you already have two quarterbacks on your roster.

NOTE2: In a rookie draft the bypass count is based on the total number of rookies that are on your roster from a specific position. With the example of Joey Harrington on your draft list with a bypass count of 2, you would still get him if you have Aaron Brooks and Donovan McNabb on your roster because you don't have two rookie quarterbacks on your roster.

Tip: Remember that acquiring talent via trade also effects how your bypass count is calculated. If you have Joey Harrington on your list with a bypass count of 2 thinking you only have Aaron Brooks at quarterback but trade for Donovan McNabb before your next pick, Harrington will be skipped because you now have two quarterbacks on your roster.

Vacation Flag

The vacation flag is located in the owner master for each owner. This flag will help speed up the draft in the event of a planned absence. While EFS will count down the entire time of a pick waiting for you to enter your selection, the vacation flag will bypass the countdown of the pick and pick immediately. This is especially useful during 1440 drafts. It prevents owners from having to wait 24 hours for a pick.

This feature works in conjunction with the draft list feature. EFS will use these features, but in a much faster process if this flag is set to 'YES'. Once you have returned and want to monitor drafting, set the flag back to 'NO'.

NOTE: Ensure that your vacation flag is set to No before your draft is set to begin.

Tip: A common error is an owner does not submit a draft list and is waiting to make a pick, but leaves his vacation flag turned on. EFS will suspend the draft pending the pick and the result could be removal from the league if you cannot be reached in a reasonable amount of time to make your selection.

Partial Veteran Draft

As one could imagine, the time it would take to draft 41 rounds sometimes exceeds six weeks. As a result, all new leagues that fill after August 1st will not be permitted to perform a full veteran draft. Therefore, EFS has created an abbreviated partial draft help fill teams in time for opening day. In a partial draft format, EFS will allow leagues to draft 20 rounds of players and then the draft will commence. The remaining 21 rounds of players will be assigned by EFS to each of the franchises. EFS will use a serpentine style assignment for each position. Below is a list of how many players EFS will assign for each position with the team that gets the first assignment in parentheses.

DB – 4 (Team 12*)

DL – 3 (Team 1)

LB – 4 (Team 12*)

OL – 5 (Team 1)

QB – 0

RB – 0

TE – 1 (Team 12*)

WR – 2 (Team 1)

K – 1 (team 12*)

P – 1 (Team 1)

* Denotes the last team in the league. In 16-team leagues Team 16 should be substituted.

Chapter 3 – Trades

Overview

Trading is a very important facet of EFS. As a dynasty format site, all leagues are set up to be in existence for the long haul. This isn't your "one and done" league where you get to throw everyone back in a pile at the end of the year. Since you keep your players from year to year, trading is a major player in attempting to acquire new talent from other owners. Remember that talent isn't restricted to players. Draft picks, both veteran and rookie, can be traded throughout the EFS year.

Trades – How do I enter a trade?

Negotiating trades with your fellow owners is the hard part. Once you get that piece done, you will need to enter a trade from the trade screen. To find the 'active trades' link from the League moves tab on the navigation bar. The 'active trades' screen will display any offers, or completed trades pending vote. To enter your trade, click on the new trade link.

Now that you have clicked on the new trade link, you can begin to enter information. Here is a quick explanation of each column.

Trade #	Assigned when a player or pick is entered to a new trade. This ID is how you will track your trade from offer to trade history.
Delete from offer:	This button will remove any piece of a trade offer. You must enter the player or pick info with the delete button checked to remove the component
CUR OID	The current owner ID of the player or pick you wish to enter to the trade offer.
PID	Player ID of the player you wish to add to the offer. (Not needed if entering a draft pick)
YEAR	Year of draft pick (not needed if entering a player ID)
ROUND	Round of draft pick (not needed if entering a player ID)
ORIG OID	Original Owner ID of draft pick – necessary to identify a pick if multiple picks are owned by an owner for a specific round (not needed if entering a player ID)
Do you accept this trade?	- This is for the owners involved in the trade. Each owner may enter a YES or NO vote to the current offer if they choose not to modify it any further. If both owners enter a YES vote the trade will start on the 48-hour clock. IF one or both owners enter a NO vote, the trade is considered dead.

NOTE: You must enter a player ID or pick from your franchise as the first entry. This is how EFS verifies that the owner logged into EFS is the owner entering the trade.

Tip: A common error when listing rookie drafts is not entering the correct original owner.

Example: If Team 2 is trading a 2004 2nd round pick acquired from team 4 the ORIG OID Is Team 4.

Now that you have entered the trade you can submit it to the trade board for review by the other Owner. (Trading partner) You can submit the trade with one of three answers.

1) Offer – An offer is a non-binding post to solicit an email from EFS to the other owner notifying him/her that there is an offer placed by you on the board. Even if the owner accepts the offer, by clicking yes and submitting, you will still have to come back and approve the trade to make it final.

2) Yes – Submitting an offer with a yes vote will enable the trading partner to accept the trade posted and makes it a completed trade. Completed trades cannot be modified or deleted and are subject to vote by your league. Until both parties post a yes confirmation to the trade. The trade can still be negotiated and/or deleted.

2) No – A no post by either you or the trading partner will cancel the offer and delete the trade from the trade screen. Either owner may answer no to a trade to cancel the offer.

NOTE: If you have negotiated a deal via email or chat room, when posting the deal submit it as an offer to allow the other owner to review it before voting yes to finalize the deal. If you do vote yes when submitting the trade, and the trading partner modifies the trade, your yes vote vanishes and the trade reverts back to an offer again. EFS will submit an email to both trading parties any time the trade is submitted or modified.

Once you and your trading partner have agreed to the trade and have both approved the deal, the trade will go into a completed status and is subject to vote by your league.

NOTE: Once a trade goes to completed status, you cannot revise or delete the trade.

Tip: You can only have an EFS player and/or pick associated with one offer at a time. Once an offer is posted, if you wish to extend another offer to a different trading partner, you will need to delete the previous offer involving the player(s)/pick(s) before entering the next offer. Submitting a "No" to the offer can easily do this. The trade will be deleted within 10 seconds

Trade Restrictions

EFS has few trade restrictions to help with competitive balance within the league and because system design dictated others. Again there are only a few.

Trades can only be between two owners.

You may not trade picks that are more than three rookie drafts away.

When entering a trade you must enter a player or pick owned by you before entering any players or picks from the owner you are offering the trade to.

The trade deadline during the season is the end of week 10 of the NFL season. In EFS terms the week ends when the final scheduled game of the week begins. Under normal NFL scheduling, this would be kickoff of the Monday night game, the final game of the week.

Draft Pick Trading

Trading of draft picks is not only allowed, it is encouraged. The rookie draft picks exist as a method for improving your team with an influx of talent. You can use your picks to not only draft the newest rookie talent each year, but you can use those picks to trade for more established veteran talent. The decision is up to you. Owners may trade any draft pick(s) that they own as long as it will be used within the next 3 drafts.

Example: If the current year is 2004 the three current drafts from which you could trade picks are 2004, 2005 and 2006. Once your 2003 rookie draft is completed, the three years would now be 2005, 2006, and 2007.

Trade Voting

Every trade is subject to review from the entire league. Once a trade has been accepted, all other non-involved owners have 48 hours to review the trade and submit a vote. To vote on a trade, click on the trade ID from the trade screen and select YES or NO. Hit the submit button.

Approval Requirements

12 Team leagues

All trades are on the clock for 48 hours. The following processes can gain approval.

6 Yes votes is an automatic approval and EFS will process the trade.

Less than 6 Yes votes will still gain approval if you have less than 2 No votes by the 48-hour mark.

Receiving 2 No votes in the first 48 hours extends the trade deadline another 48 hours (96 hours total)

4 No votes and less than 6 yes votes will veto the trade when the 96 hour time deadline expires.

If less than 4 No votes are received then the trade goes by a simple majority on votes.

Example: 3 Yes votes and 2 No votes will still allow the trade to pass.

If a trade receives 4 No votes it can still pass if the other 6 owners all vote Yes.

Voting on a trade is not required. You may refuse vote through abstention. If the trade receives zero votes, the trade will pass in the 48-hour period.

16 Team leagues

Same rules as the 12 team leagues with the addition of two more Yes votes required to pass a trade and two more No votes to veto a trade.

Tip: During 1440 drafts the draft will be delayed pending a trade vote. If the trading partners can inform the league of the trade and get the required number of votes to finalize the trade, the trade will clear and the draft will continue.

Voting No

As a general rule, a No vote should be a rare occurrence in your league.

NOTE: One of the most destructive forces in a league is when owners abuse their trade voting privileges and start to veto legitimate trades out of spite or jealousy.

Trade voting is in place to stop collusion, team dismantling, or anything not deemed in the best interest of the league.

Collusion	Two owners get together and decide to make a trade that benefits one owner while the other owner receives nothing of any value in return, creating a tremendous advantage to only one owner.
Trade Dismantling	An owner who has decided to quit EFSports, but as a parting shot tries to make his team such a disaster, that even the best owner would need several years to fix it and make it competitive.
Best Interest	An owner is intentionally trying to alter the competitive balance in the league in a negative way.

Trade Voting is not in place to prevent teams from getting stronger. Nor to frustrate owners attempts at improvements. It is not there to second-guess owner strategies, or to prevent owners from making shrewd or stupid moves. Trade Voting is not in place to stop one-sided trades, lop sided trades, stupid trades, or incompetent trades. Trade voting exists only to stop illegal trades or trades of evil intentions.

Tip: An owner who votes NO, should give the league the courtesy of a league wide email, or posting In the league forums explaining why he believes that trade is in violation of (Collusion, dismantling, best interest). This keeps things in the open, and will allow the trading partners to explain their motives.

NOTE: An owner who votes NO or YES can change his vote during the voting period.

Trade Veto

If a trade is vetoed, the trading partners may appeal the trade veto to the EFSports court. To submit a complaint to the court, the trade must have received a veto. (Not just a NO vote or two but still passed) The affected owners may submit evidence (emails, recorded telephone conversations, FBI or CIA reports, DNA evidence, etc.) that any or all owners were picking on them and/or their trading partner. The owners that vote NO must also submit (email) their justification for voting NO. The court will review the issue, and then determine if the trade is legal (allowed) or illegal (not allowed). The court may also rule on any possible sanctions. Sanctions can vary anywhere from an email or phone call reprimand to dismissal from EFS.

Tip: Both parties in the trade that is vetoed must submit a request for review. If only one party requests the review of a trade, the court will not review the trade or evidence submitted.

NOTE: Remember if the EFS Court is required to rule, it will rule that the trade was either legal or illegal. Regardless, this rule is grounds for owner reprimand and in rare cases could be as severe as removal from the league and site. Either way, it is bad for someone. This is why NO

voting should be very rare, and if a owner votes NO, it should be because he truly believes or has evidence that the rules were violated and can demonstrate evidence to this opinion.

To submit a formal complaint to the court, submit an email to efsports04@efsports.com someone from the EFS court will contact all involved parties from the league to gather information and report the final ruling.

Chapter 4 – Waivers

Overview

Players under contract that are released from an owner's team do not immediately go to free agency. First they must make a stop on the waiver wire. Waiver claims are in effect most of the year, and follow the same guidelines during the season as the off-season. Waived players hit the waiver wire and will stay for a total of 7 days at full salary and contract status. To waive a player, click on the player's name from your roster. Click on the box that says waive and hit the submit button. The player will immediately disappear from your roster and any associated salary and contract penalties will be applied.

Releasing a player

Contract Penalties

When releasing a player from your active roster you will incur a salary and contract penalty applied to your respective caps. Every player you release will have a contract penalty of one year applied to your contract cap. This indicates that you are still paying for the current year contract against your cap. If the player has a 2-year contract or better, the remaining unused contracts will be refunded to your current available contract years.

Below is a table showing the # of contract years penalized and the # of contract years returned to the active pool when a player is released.

Length of Contract	Current Penalty	# of years returned to pool
1 year	1 year	0
2 years	1 year	1 year
3 years	1 year	2 years
4 years	1 year	3 years
5 years	1 year	4 years
6 years	1 year	5 years
7 years	1 year	6 years
8 years	1 year	7 years
9 years	1 year	8 years

NOTE: Releasing a player from the practice squad does not incur a contract penalty.

Tip: If a player is still practice squad eligible, demote him before releasing him to avoid paying higher penalties and incurring a contract penalty

Salary Penalties

When a player is released a portion of his salary is added to your salary penalties as a penalty for releasing the player before he has reached the end of his contract. Below is a table indicating the salary penalties applied based on the number of years the player was under contract when released.

Length of Contract	Current Penalty	2 nd year Penalty	3 rd year Penalty	4 th year Penalty	5 th year Penalty
1 year	50% of salary*	-	-	-	-
2 years	50% of salary*	40% of salary	-	-	-
3 years	50% of salary*	40% of salary	30% of salary	-	-
4 years	50% of salary*	40% of salary	30% of salary	20% of salary	-
5 years	50% of salary*	40% of salary	30% of salary	20% of salary	10% of salary

When releasing a player after the EFS season has begun, the 50% of salary penalty only applies to the first half of the EFS season. If you have completed more than 50% of the games on the EFS schedule then you will need to use the following formula to determine your salary penalty.

Take the # of games played in the EFS season (17 games for 12-team leagues, 18 games for 16-team leagues) and divide that into the player's salary. Take that number and multiply it by the # of games played in the EFS season and that will be your penalty for waiving a player. This calculation only applies once you have reached 9 games played in 12-team leagues and 10 games played in 16-team leagues.)

This calculation is to account for paying the player for games played. At this time, any player waived from the active roster falls into these calculations no matter how many weeks the player has actually been on the roster.

NOTE: The new EFS week begins the Monday before the weekly games are set to begin.

PS players do not apply and will always get the appropriate 25% current year salary penalty.

NOTE: Players with zero contract years (RFA eligible) before the beginning of RFA will not go through waivers. Since these players have no contract they will go immediately to the UFA market. These players incur no salary or contract penalty for waiving.

NOTE 2: Players on the practice squad never go through waivers. If waived, practice squad players immediately become UFA eligible. The appropriate salary penalties will apply.

NOTE 3: After RFA is active, players with zero year contracts are not eligible to be waived.

Waiver Claims

Existing Leagues

During the 7 days that the player is on waivers, any owner may make a claim. If a player has a waiver claim by another owner, only a rival owner with a higher waiver claim position can bump the claim. To claim a player on waivers, click on the League Moves tab on the navigation bar and select waiver wire. From there, you can check the claim box next to any player you wish to claim and hit the submit button.

Waiver claims are deactivated from the end of the EFS regular season until the new season begins.

Tip: If you cannot claim a player it is due to the fact that another owner who is higher on the claiming order has already made a claim. If you have an invalid roster, you will not be allowed to go to the waiver wire screen.

NOTE: Waiver claims cannot be reversed. Once a claim is made it is locked in unless another owner makes a claim that is higher on the claiming order.

Example:

If Emmitt Smith who is making 3.2M for 3 years is waived on July 1st, he would be on waivers until the same time on July 8th. The claiming order is the same as the draft order for the rookie draft. If the waiver claim order was 01,02,03,04,05,06,07,08,09,10,11,12 then owner 01 could claim Emmitt Smith over all other owners. Owner 12 would have to hope that every other owner passed on Smith in order to obtain him. If a claim came in from owner 09 on July 2nd and a claim came from owner 05 on July 5th, owner 05 would have the current claim to Smith. If owner 07 made a claim on July 6th, his claim would be denied since an owner with a higher claiming order already made a claim.

The waiver wire claiming order is based on overall standings from the previous year. New leagues will have an off-season waiver wire order of 01-12/16. Once the season begins, waiver wire order is based on overall standings, recalculated on a weekly basis.

Chapter 5 – Unrestricted Free Agency (UFA)

Overview

For new leagues, UFA will begin 7 days after the completion of the veteran draft. UFA will stay active until the end of the EFS regular season. For existing leagues, UFA will begin with the start of the EFS year (early January) and will be active until the end of the EFS regular season.

Eligibility

UFA is a method of adding talent to your roster by competing for the services of players not on any roster or waiver wire by submitting bids of salary and contract. The highest overall valued contract will win the services of the player.

A player is eligible for UFA if he is not actively on a roster or practice squad and is not eligible for the rookie draft (rookie draft eligibility only applies if your current year rookie draft has not been completed).

NOTE: Undrafted NFL rookies are not added to the UFA pool until after the NFL final cut down is completed and the NFL announces 53 man rosters.

Example:

Chad Hutchinson QB Dallas Cowboys was an undrafted rookie free agent. He was not eligible for UFA until after the Cowboys reduced their roster to the 53-player limit.

Submitting A Bid

To bid on a UFA, you will need to locate the player from the FA by position link found on the navigation bar under League Moves. You may also use the FA Bid List link, which lists players that have active UFA bids already assigned. If the player's ID # is in blue, indicating a link, he is eligible to have a UFA bid placed. Clicking this link will take you to the UFA bid screen for that player.

All UFA's require a minimum bid of .350M with a 1-year contract. The maximum opening bid is 3.0M for 5 years. The salary number can be increased with subsequent bids but the maximum contract length is always 5 years.

During the bidding process, salaries and contracts are calculated over the life of the contract and not on an individual year basis. Even though you enter the yearly salary for the bid, the system then takes that salary and multiplies it against the total contract length to come up with the total salary figure. The total salary is then used to determine which contract the player will accept during free agency.

The salary field is the dollar amount you wish to pay the player on a yearly basis. The contract field is the number of seasons you are willing to commit the salary figure for the player. To calculate total salary multiply salary times contract (salary * contract = total salary).

Example:

Brett Favre is available in UFA and Owner A bids 2.0M for 4 years. The total salary of the contract is calculated as 8.0M (2.0M * 4yrs). Owner B then placed a bid for 1.8M for 5 years. The total salary calculated as 9.0M (1.5 M* 5yrs). Under this scenario Brett Favre would go to Owner B because that total contract length would generate more money for the player.

Active vs. Practice Squad Bids--NEW FOR 2004--

Beginning with the 2004 season, EFS has added a new feature to the bidding process. All bids will now be required to be defined as a practice squad or active roster bid. The following is a definition of the two types of bids.

Practice Squad Bid – A practice squad (PS) bid is a bid for services where the player will be placed on the owner’s practice squad upon being awarded to the team. The player will still be able to be promoted to the active roster if necessary but begins his stay on the roster via the practice squad.

Active Roster Bid – An active roster bid is a bid for services where the player will be placed on the owner’s active roster upon being awarded to the team. The player will not be able to be demoted to the practice squad.

In the bidding process, there will be a hierarchy of bidding where an active roster bid can trump any practice squad bid regardless of the amount of money the active roster bid is. The philosophy behind this is that EFS believes that a player would rather be on the 53-man roster than the practice squad so the type of bid holds precedence over the amount of money of the bid.

Example:

Owner 01 bids 1.000 for 2 years on Jerry Rice WR Raiders. The bid is submitted as a practice squad bid and looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2004-01-15	PS

Later that day owner 02 raises the bid but continues to submit it as a practice squad bid. The bid history now looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	2.000	2	4.000	02	2004-01-15	PS
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2004-01-15	PS

Now, owner 01 comes back and raises the bid but this time he submits an active roster bid. The bid history now looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	.350	2	.700	01	2004-01-15	Active
Jerry Rice	WR	Raiders	2.000	2	4.000	02	2004-01-15	PS
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2004-01-15	PS

As you can see from the bid history, the .350 active roster bid is considered higher than the 2.000 practice squad bid due to the fact that the player will now be awarded to a 53-man

roster. If owner O2 were to attempt to raise the bid again, he would now have to submit an active roster bid to supercede the current high bid.

Reminder: The practice squad consists of five players. If you exceed this number, your roster will be considered invalid and you will not be able to bid on any more free agents until you reduce your practice squad to a legal number of players.

NOTE: Beginning week 11 of the NFL season, any UFA acquired with a 1-year contract will not be eligible for RFA in February. These players will immediately return to the UFA pool at the beginning of the new season when their contract is reduced from 1 year to zero. This is to prevent owners from acquiring players for the sole purpose of garnering compensation in RFA. This will also assist owners who are making a playoff push to find fill in players due to late season injuries.

There is no limit to the number of times an owner may bid on a player. Bids must be increased by at least 10% over the previous total dollar amount. The screen provides the entire bidding history of the player as well as default 10% increase bids for each contract denomination to help you calculate the next highest available bid.

Off-season - UFA's are awarded 96 hours after the last bid has been placed. If you wish to raise a bid, you must do so before the 96 hour time limit expires on the highest outstanding bid.

In season – UFA's are awarded based on a 24 time limit. This is to allow proper allocation prior to game time each week.

--New for 2004--

If you decide to raise your own bid in free agency, the timestamp of the bid will not change. This rule change is in effect to prevent owners from trying to prevent a player from clearing UFA by raising the bid just to extend the time of when the player will clear UFA. As long as different owners are assuming the high bid, the timestamp will continue to reflect the change in bidding.

Chapter 6 – EFS Rookie Draft

Overview

The rookie draft is the single most important event of the year in EFSports fantasy football. For dynasty leagues this is the most effective way to add new talent to a franchise and make or break that team for seasons to come. Like the NFL draft, there is much preparation and in depth analysis of the players and whether they will fit into the team's system properly. The draft consists of 7 rounds. Each pick has a dollar amount attached thereby fixing the starting salary for whoever is drafted in that slot. Owners assign the contract lengths. The only eligible players for rookie drafts are players that were actually drafted by the NFL. The 1st pick in the draft will make 3.0M per year and each of the picks following will be slotted with a salary that is approximately 2.5% less than the previous pick. The final pick will earn .350M.

NOTE: Only rookies that were drafted by the NFL will be eligible for the rookie draft. All non-drafted rookie free agents will be available in free agency after NFL rosters are reduced to 53 players. (Normally the Tuesday after the final pre-season game)

Every league must conduct a rookie draft every year. The rookie draft normally occurs between May and June for existing leagues, and July and August in new leagues. Each league commissioner coordinates with EFSports to set the date and time of the rookie draft for the league.

Tip: If your league wants to draft rookies in the 1440 draft style, EFS does not have to clear the draft time. Drafting a "live" draft with a small time limit between picks will need to be logged with EFS to ensure too many other drafts are not scheduled during the same time and to alert EFS to monitor the site to ensure the draft is running appropriately.

NOTE: The rookies drafted by the NFL are added to the EFS database within 7 days of the completion of the NFL draft. A good rule of thumb is to not schedule your draft before May 1st.

Existing Leagues

The EFS rookie draft is not a serpentine draft. Draft order is determined by the previous year's finish. The worst team gets the first pick and the league champion gets the last pick. Playoff tie breaking rules are used to break ties in draft order. To view a complete draft order, review the waiver wire order.

New Leagues

The inaugural rookie draft is a serpentine draft with Team 01 getting the first pick then Team 02, etc. New leagues may conduct a rookie draft anytime after May 1st upon completion of the veteran draft.

Trading

Just like everything else in EFSports, owners can trade rookie picks. The only restriction is that owners can only trade picks for the next 3 drafts.

Example:

For the 2004 season, owners can only trade draft picks for the 2004, 2005 & 2006 drafts. Once your 2004 rookie draft is completed, the range would now be 2005, 2006, & 2007.

Getting Started – Setting up the draft

Just like the veteran draft, your league may feel that the 1440 draft style best suits the schedules of your fellow owners. However, the rookie draft is significantly shorter than the veteran draft and can easily be completed in a 4-hour window or less, especially with a small time window of about 3 minutes per pick. If you are looking to feel the rush of the pressure of a NFL style draft, put your league on a 3-minute timer and watch the fireworks begin. The 1440 style draft will allow for greater trading of picks as you have 24 hours per pick so those trades up and down the 1st round can be managed in that time frame. Either way is fine as long as your league agrees to a format.

NOTE: As little as 6 picks in a 24-hour period will allow the draft to be completed within 14 days.

To set up the draft owner ID 01 or 02 needs to go into the league master and set up the starting date and time of the draft and the time increment. Although the time frame can be reduced below the 1440 time frame, EFS recommends leaving it at 1440 to ensure that everyone has adequate time to make their selections. Be sure to discuss this with the entire league before reducing the time frame.

The following fields need to be entered to set up the draft.

League Draft Date: (YYYY-MM-DD) - Enter the draft starting date in this field.

League Draft Time: (HH.MM.SS) – Enter the draft starting time in this field. Make sure to account for GMT. (GMT – Greenwich Mean Time is the time that the EFS system is run on. It is the most common time used in the world. Since we have members all over the world, GMT is the time we display on the site. Many of the timestamps can be converted by setting your GMT offset in the owner master.)

Example: If you wish to start the draft on June 1, 2003 at noon EDT you would enter 2004-06-01 with a time of 17:00:00 (12:00 + 5 hours for the GMT offset).

Pick Delay (in minutes) – This is the delay between picks. EFS recommends setting the veteran draft to 1440 minutes (24 hours).

Pick Delay Auto (in minutes) – This is the time frame for the system to make an auto pick for an owner if he is not in the draft room at the time that his pick goes on the clock. It is highly recommended that this time be the same as the Pick Delay to ensure that owners have the full time allotment to make their selections.

Preparing for the draft – Draft order and draft list preparation

Now that the rookie draft date and time have been set, you need to start preparing for your draft. Each owner has 7 picks in the rookie. Each owner has one pick in each round. You may have more or less picks depending on trades but everyone starts with the equal allotment of 7 picks. To see a complete draft order click on the current picks link under the Draft Tab of the links on the navigation bar.

Draft picks can be traded before or during the rookie draft. See **Chapter 3 – Trades** for a more detailed explanation on how to enter and process trades. It is important to note that trading of rookie picks will not be allowed until the league is completely filled.

To figure out whom to draft, and to obtain player ID's, consult the All Player Search feature from the Find Player link located on the quick links bar. Select the rookies from the drop down list and submit your request. A complete list of rookies will be available after May 1st.

NOTE: As your rookie draft is running, you can view the rookies list to help you keep track of who is still available to draft and who the next EFS auto pick would be if someone fails to draft during the time allotment and doesn't enter a draft list.

The player search features allow for search by last name or you can search an entire position or group (see list type below last name search). Here is where you can find each player that is available to draft including player ID's. Player ID's are necessary in order to draft. This is the only piece of information allowed when entering your selections.

Capology 101 – Budgeting your salary and contracts

EFS will assign a salary to every player you draft based on his draft slot. The first pick is slotted at 3.0M and the last pick will be assigned a salary of .350M. Please review the current picks list to see a complete list of draft picks and salaries.

NOTE: An average rookie draft of one pick per round will cost about 8.0M in salary. Do not forget to budget that into your cap.

Contracts will not be assigned at the time the draft pick is made. Once the player has been drafted you can assign a contract to the player by going to the rosters page and clicking on the player name link.

When assigning contracts, you must designate if you want to demote a player to the practice squad during contract assignment. Once a contract is assigned, if a player is on the active roster, he will lose his practice squad eligibility.

Original Rookie Contracts (ORC)

The ORC field on the team roster page is an indication of players that are under their Original Rookie Contract (ORC). An ORC can only be assigned to rookies when their initial contract is assigned following the rookie draft. The benefit of the ORC is that the player is exempt from any annual or performance raise that he may have earned if he were not under his ORC. If you extend an ORC contract or a player clears waivers, his ORC contract status is terminated and cannot be revived.

Tip: This method was put in to enhance the value of the rookie draft and to help alleviate some of the growing pains rookies often have while getting their feet wet in the NFL. Most rookies are considered to be upside down scorers, their point production does not always equate to their salary. This usually evens out over the life of the ORC.

NOTE: A player's ORC status stays with the player if the player is traded.

Starting the draft – Making your selections

Now that you have your draft list prepared and have your salary and contract budgets outlined, it is time to start drafting players. Once the EFS draft date and time has been reached, EFS will start the draft and email the first owner on the clock. You can monitor the draft by clicking on the rookie draft link from the navigation bar located on the top of any EFS web page.

Located in the draft room are three main components.

- 1) On the left hand side of the page is the list of current owners in the draft room. This is helpful to review to see if owners that have picks pending are in queue.
- 2) On the right hand side is the recent draft picks list. EFS shows the last two rounds selected in your draft along with who is currently on the clock and how much time they have left to draft.
- 3) On the top of the page is the draft pick entry area. When it is your turn to draft, EFS will notify you via email of your current on the clock status. Once in the draft room, you will enter the player ID of the player you wish to draft. To ensure that you do not enter a typo on the player ID, a confirmation box will appear asking you to double check your player ID. Once the confirmation box has been answered your player will be selected and awarded to your roster. Within 10 seconds the draft picks list will update and show which player you selected and show the next owner on the clock.

Tip: The most common frustration in EFSports is a new owner drafting in the 4th round, who wants to draft Peyton Manning and by mistake types the PID of Jon Kitna. Remember there is no whining in EFSports. An owner keeps who he drafts.

Drafting Safety Nets –Auto picking, Draft lists and the Vacation flag

EFS has built in some features to help owners stay apart of the draft even when life takes them away from their PC's. After all, we don't want owners to feel slighted from the EFS experience just because they have a little life outside of fantasy football. To help facilitate owner participation and to allow for the most flexibility with the draft while still keeping the flow intact EFS has developed these features.

Auto Picking

EFS is very much in favor of every owner holding up his end of the bargain for participation in drafting talent. You paid your franchise fee so why not take advantage of the features of EFS. That being stated, we understand that there will be a time when an owner may let his time lapse on a draft. To ensure that this owner has some resemblance of a team EFS instituted an auto pick feature. In the event that an owner's time expires without a pick being made, EFS will automatically pick a player for that owner. The player drafted by EFS is decided by the draft that is occurring.

Rookie Draft – The auto pick will be the player left on the Rookies list that was drafted the highest by the NFL.

NOTE: EFS will always assign a player to a franchise during the rookie draft if a player is not drafted within the allotted selection time. If you wish to bypass a pick you can enter the code **BYPS** in the player ID box. This will bypass your selection without requiring you to make a pick. The next pick will immediately go on the clock.

Draft List

To aid owners with both the Veteran and Rookie draft, EFS developed a feature called the Draft List. To find the draft list, click on the Draft Tab from the navigation bar. This feature was designed to assist owners in auto drafting without having to take a player assigned by the system. The draft list can be as simple or as complicated as you want. The system rules are simple. Since you know that EFS will auto pick a player if your time runs out, you are covered. However, you can ensure you get a player you really want by creating a draft list. By entering a list of players using their player ID's, EFS will store a list of players you prefer to draft. In the event that you do not draft before your pick expires, or if a planned absence is required, EFS will auto pick for you by reviewing your draft list first to see if a player is available. Only after the list has been exhausted will EFS draft a player not on your list.

Bypass Count – The bypass count is a feature to help you gain a little control over the auto picking process. If you feel that you may end up with too many players at a position, you can set a bypass count. This count is used to tell the system to not draft a player at a specific position if you have reached your maximum number of players drafted at that position.

Example: You set up your draft list with the following players in order.

- 4) David Carr QB Texans (BYPASS COUNT = 0)
- 5) Joey Harrington QB Lions (BYPASS COUNT = 1)
- 6) Patrick Ramsey QB Redskins (BYPASS COUNT = 1)

By setting a bypass count you are telling the system to draft this player only if you have drafted less than the bypass count of that position already. By setting David Carr to bypass 0 you are telling EFS to draft David Carr if he is your top rated player left on your list. By setting Harrington and Ramsey at a bypass of 1 you are telling EFS to not draft these players if you already have drafted a QB in the draft. (The position evaluations count all players drafted during a draft and not just players drafted from your draft list.) (If the field is left blank the list will be read by player rank and round.)

Round – The round feature is designed to keep a player on top of your draft list but EFS will bypass the player if the current round of the draft is not greater than or equal to the draft round of your player listed. (If the field is left blank the list will be read by player rank and bypass count.)

Example: You set up your draft list with the following players in order.

- 4) David Carr QB Texans (BYPASS COUNT = 0) (Round = 1)
- 5) Joey Harrington QB Lions (BYPASS COUNT = 1) (Round = 2)
- 6) Patrick Ramsey QB Redskins (BYPASS COUNT = 1) (Round = 3)
- 7) Donte' Stallworth WR Saints (BYPASS COUNT = 0) (Round = 1)

By setting your round count you are telling EFS to NOT draft your player, even if he is at the top of your draft list, until that round of the draft has been reached or bypassed. You may value Joey Harrington as your 2nd highest rated QB but you do not feel that his value merits a 1st round draft pick. Under this draft list scenario, if David Carr has already been selected in the 1st round of the draft, EFS would draft Donte' Stallworth with your 1st round pick using the auto pick feature and your draft list. Harrington and Ramsey would be bypassed because you have set up the first round of consideration for the draft list as rounds two and three respectively.

You may reset and reorganize your draft list throughout the draft. As players are drafted EFS will delete these players from your draft list. This will allow you to also make adjustments without a lot of deletions as players fall from draft consideration.

NOTE: In a rookie draft the bypass count is based on the total number of rookies that are on your roster from a specific position. With the example of Joey Harrington on your draft list with a bypass count of 2, you would still get him if you have Aaron Brooks and Donovan McNabb on your roster because you don't have two rookie quarterbacks on your roster. It doesn't matter if you draft or trade for rookies, EFS will count the total number of rookies at that position at the time your pick is on the clock.

Tip: As a general rule all owners should ensure they have a draft list, even a simple one to ensure you do not miss a pick. You never know when your ISP will be down, or your toddler "accidentally" pulls the phone cord out of the wall just before your pick expires. Life happens and the draft list is there as an insurance policy. If you end up drafting Leonard Davis or Levi Jones with your 1st round pick because you thought you could make the draft pick in time and didn't make a list, don't come crying to EFS. Remember, no whining in EFS.

Vacation Flag

The vacation flag is located in the owner master for each owner. This flag will help speed up the draft in the event of a planned absence. While EFS will count down the entire time of a pick waiting for you to enter you selection, the vacation flag will bypass the countdown of the pick and pick immediately. This is especially useful during 1440 drafts. It prevents owners from having to wait 24 hours for an auto pick.

This feature works in conjunction with the auto pick and draft list features. EFS will use these features, but in a much faster process if this flag is set to 'YES'. Once you have returned and want to monitor drafting, set the flag back to 'NO'.

NOTE: Ensure that your vacation flag is set to No before your draft is set to begin.

Tip: A common error is an owner does not submit a draft list and is waiting to make a pick, but leaves his vacation flag turned on. EFS will pick so fast an owner is denied his "Live Pick" and receives an auto pick from EFS.

Chapter 7 – Practice Squads

Overview

In the NFL, every team maintains some kind of practice squad. These players are young players who need time to develop before they can become regular contributors to their NFL team. Since fantasy football is based on scoring points, a player on the active roster should contribute points on a weekly basis. Usually rookies, especially ones drafted in the lower rounds are not immediate fantasy point producers and may require a season or two to fully develop into productive fantasy football players. The practice squad feature in EFSports allows owners to maintain ownership of these players and provides owners the opportunity for these players to develop without the players occupying an active roster spot. This, in essence gives owners a mini farm system and helps to maintain the use of the rookie draft as a key component to building and maintaining a winning dynasty franchise.

Practice Squad Eligibility

All players that are unrestricted free agents or players drafted in either the veteran draft or the rookie draft who have not yet been assigned a contract are practice squad eligible. Unrestricted Free Agents must be awarded with a practice squad contract to be placed on a practice squad. Veterans and rookies that are drafted can be demoted before or during contract assignment. Once a contract has been assigned with a PSE status of 'N' then the player loses his practice squad eligibility and must be released and clear waivers before the eligibility can return to that player.

NOTE: When assigning a contract to newly drafted veterans or rookies, you must demote a player to the practice squad when assigning a contract if you wish to place them on the practice squad. Assigning a contract before demoting a player will cause him to lose his practice squad eligibility.

Unrestricted Free Agents

UFA's can be assigned to your practice squad based on the type of bid placed on the player. For more information please read [Chapter 5 Unrestricted Free Agency](#) for a complete definition on how to bid on a player for purposes of placing him on the practice squad.

Demoting a player

Players drafted via the veteran draft or the rookie draft are still eligible to be placed on the practice squad. You must assign a player to the practice squad before assigning him a contract or the player will lose his practice squad eligibility. To determine if a player still has practice squad eligibility, review the PSE column from the roster 's page. If the PSE column has a 'Y' then that player is still eligible to be demoted to the practice squad.

To demote a player click on the player's name to enter the Player Information screen. Find the PS? column and change the dropdown from a 'N' to a 'Y'. Submit your change and the player will be demoted to the practice squad. If the player does not have a contract assigned you can follow the same procedure to return to the Player Information screen and enter a contract assignment.

Tip: Demoting a player you wish to release before waiving the player will dramatically reduce his salary cap penalty and will also avoid the waiver wire. This is useful if you wish to re-acquire the player at a lower salary or different contract terms.

Promoting a player

To promote a player to the active roster click on the player's name from the team roster page to go to the Player Information screen. Choose 'N' from the PS field and hit submit. This will promote the player to the active roster.

NOTE: Promoting a player from the practice squad will revoke his PSE. He will no longer be able to be demoted to the practice squad without first clearing waivers and being added again via UFA.

NOTE2: Assigning a player to EFS I.R. or giving a player a contract extension will effectively promote the player to the active roster and will remove his practice squad eligibility.

Restricted Free Agents

All RFA's are not eligible for the practice squad. Even a bid on a restricted free agent from someone else's practice squad will automatically promote the player to the active roster once the bid is matched/not matched.

--NEW FOR 2005--

Beginning in January of 2005, all RFA eligible players on the practice squad will be promoted to the active roster at the beginning of RFA. Since a contract extension is grounds for practice squad promotion, RFA is viewed as a method to extend a player's contract by offering the player a new deal via RFA bidding.

Waiver Wire Claims

Players claimed off waivers are not eligible for the practice squad. Players released from the practice squad do not go through waivers. They return immediately to the UFA pool.

NOTE: Allowing a player to clear waivers will reset his PSE back to 'Y'

Trades

If an owner trades for a player that is on another team's practice squad, or a player that has practice squad eligibility, that player will also be eligible for the practice squad. If the player does not have PSE, the gaining owner in a trade cannot place him on the practice squad.

Practice Squad Bidding

Eligibility

Practice squad bidding is open from August 15th through week 10 of the NFL season. During this time all practice squad players are eligible to be bid on by other owners for purpose of adding them to their active rosters.

Practice squad bids are similar to RFA bids. Owners may bid on your players, temporarily freezing the player from any further action in EFS. Once the final bid has locked, the original owner of the player has the final right to match the bid and promote the player to the active roster, or let the player go to the high bidding owner to be assigned to his active roster.

Reviewing the Practice Squad List

To review all the players in your league that are on the practice squad click on the League Moves tab on the navigation bar and selection practice squad bid list. Every practice squad player, excluding your own are listed on this screen. Any player that does not have a locked bid is eligible to have a bid placed.

The following is a brief explanation of the fields on the practice squad bid screen.

Player Name – The name of the player

Team – The NFL team the player is on

EFS Pos. – The position defined by EFS

NFL Pos. – The position defined by his NFL team

Cur OID – Owner ID of the owner whose roster his resides

Salary – The player's current salary

Con – The player's current contract

Bid Sal – The current high bid salary

Bid Con – The current high bid contract length

Tot Sal – The total salary over the length of the contract

Bid OID – The owner ID of the high bidder

Bid Final – (if in red) The timestamp when the bid goes final

Bid Final – (if in green) The timestamp when the right to match expires

Placing a practice squad bid

Once you have identified a player to bid on you can click on the player name to go to the practice squad bid screen. Here you can review any other outstanding bids and the required next bid. The bidding rules for practice squads are similar to UFA in that you must raise the total bid a minimum of 10% each time but the minimum bid must be at least 10% over what the player is making currently.

In-season bidding

From August 15th to Week 10 of the NFL season, practice squad bids last 24 hours before they lock. During that time, owners are eligible to raise the bid. Once the bid locks, the original owner of the player has 24 hours to match the bid or the player will be awarded to the high bid owner. An email notification will be sent to the original owner of the player notifying them that the bid has locked. If a player is matched or released, the high bid owner will also receive an email letting him know of the decision of the original owner.

Whether the player is matched or released, the player will be promoted to the active roster of the team that he is awarded to and he loses all his practice squad eligibility.

NOTE: You may not bid on your own players. You can only match bids once bidding has commenced on a player you own the rights to.

Matching a practice squad bid

If you would like to match a bid on a player, you can go to the League Moves tab from the navigation bar and choose Practice Squad Match. If the bid is in a locked status (Bid Locked = 'Y') you are eligible to match the bid. (If the Bid Locked = 'N' the timestamp indicates when the bid will go locked.) Once the bid is locked, you can check the keep checkbox and hit the submit button. This will match the bid and promote your player to your active roster.

If you wish not to match the bid, you must let the bid expire. Once the bid lock timestamp is reached, the player will be awarded to the high bid owner and placed on his active roster.

Practice Squad Specifics

The practice squad is comprised of a minimum of zero players and a maximum of 5 players

PS players are ineligible to be named as game day starters

Players may stay on the practice squad as long as they are under contract. Contract extensions automatically promote the player to the active roster.

Contract years assigned to practice squad players do not count toward the contract cap.

Maximum number of contract years per practice squad player is 5 years.

Salaries assigned to practice squad players do count toward the salary cap.

Practice squad players are exempt from any annual or performance raises.

Waiving a practice squad player will incur a 25% current year salary penalty. There are no future year penalties for waiving a practice squad player.

There is no contract penalty for waiving a practice squad player.

Players waived from the practice squad do not go to the waiver wire. They go directly to UFA.

Chapter 8 – EFS Injured Reserve

Overview

Injuries are a fundamental part of football. After all it is a contact sport. Any game whose object is to lineup, run a play, and hit each other is bound to have some bumps and bruises. EFSports understands this concept and has created the EFS Injured Reserve to help you manage your revolving door of injuries.

The EFS Injury list allows you to place players in an injured status and frees up a roster spot for that player to be replaced via free agency, practice squad, trade or another healthy player coming back from an injury. Unlike the NFL whose injury list only flows one way, EFS's injury list is a two-way road. You will be able place players on the list but players will also be removed from the list on a weekly basis based on status.

Injury Statuses

The NFL releases an injury report on Wednesdays and has players listed in accordance with their percentage of availability for the next game. EFSports posts injury updates by 18:00 GMT on Thursdays. Here is a list of the four statuses and what they represent to EFS.

Probable – (75%-100%)

This status indicates that the player is most likely going to participate in his team's next game. Players listed as probable by an NFL team are not required to be reported on the official injury report. All players not listed on the NFL injury report are considered probable by EFS. This status is ineligible for the EFS Injured Reserve. If a player was previously on the injured reserve list, the system will remove him and place him back on the active roster once his status is updated to probable.

Questionable – (50%-75%)

Players listed as questionable are a little more likely to not play in the teams next game. Although players are generally thought to be a 50-50 proposition to play, is listed as questionable, rapid recoveries tend to happen on Thursdays and Fridays practices. Players listed as questionable are not eligible to be placed on EFS Injured Reserve but are allowed to stay on the injured reserve at this status. They will not be forced off until they reach a status of probable.

Doubtful – (25%-50%)

Players listed as doubtful are not likely to play in their next game and will likely be a game time decision at best. Players listed as doubtful are eligible for the EFS Injured Reserve. They will not be required to return to the active roster until their injury status is upgraded to probable on the NFL injury report.

Out – (0%-25%)

Players listed as out by the NFL are players that will not play in the team's next game. These are players with injuries that are so severe that they will usually require multiple weeks off to recover from their injuries. Players listed as out are eligible for the EFS Injured Reserve. They will not be required to return to the active roster until their injury status is upgraded to probable on the NFL injury report.

Players with an injury status other than probable will be listed in orange on the Team Roster page.

EFS I.R. Qualifications

For a player to qualify to be placed on EFS I.R. he must meet the following requirements.

The player must be on the active roster (PS players are not eligible for I.R.)
The player must be listed as Doubtful or Out on the official NFL injury report

Players suspended by the NFL are also eligible for EFS I.R. but need to petition EFS to be marked as suspended. These players will have an injury status of Out while on suspension.

NOTE: Players that are suspended for games at the beginning of the season will not be eligible for the suspended list until the Monday of week 1 of the NFL/EFS season.

There are no limits to the number of players you have on EFS I.R. The only restrictions are your salary and contract caps.

NOTE: Players on EFS I.R. do not count toward the 53-man active roster. Their salaries and contracts do count toward the respective caps. Once a player returns to the active roster he will again count toward the 53-man roster.

Tip: If you have the resources, try to fill your roster spot with a free agent to fill the roster spots now available by the injured player. Remember that once your players return from EFS I.R. you may be required to cut a player to have a valid roster again. This will cause you to incur a salary and contract penalty when waiving the player.

EFS I.R. Restrictions

There are a few restrictions once a player is placed on EFS I.R.

Player must stay on I.R. for one NFL game

Players injured before their bye weeks will not get an injury update while his NFL team is off.

Bye week teams do not report an injury report therefore there will be no injury updates for bye week teams. Players will keep the injury status from the previous week's NFL injury report.

A player waived from EFS I.R. still incurs salary and contract penalties.

All players will be removed from EFS Injured Reserve at the beginning of the new EFS season. No active player is allowed to be on EFS I.R. during the off-season. Retired players are still subject to being placed on EFS I.R. (I.R. status = 'R'.)

Placing a Player on I.R.

To place a player on EFS Injured Reserve, go to the Team Roster page and click on the player name. Once you have the Player Information screen up, you can click on the place on I.R. flag and change it to a 'Y'. Hit the submit button. Your player is now on EFS Injured Reserve.

Players on the EFS Injured Reserve list are listed in red on the Team Roster page.

NOTE: Placing a player on from your practice squad on EFS I.R. will promote the player to the active roster and he will lose his practice squad eligibility. Conversely, placing a player who is on the active roster but still has practice squad eligibility will change his PSE status from 'Y' to 'N' upon being placed on the EFS I.R.

Removing a Player from I.R.

While EFS will automatically remove a player from EFS I.R. once his injury status is back to probable, you may wish to move a player listed as questionable or doubtful based on reports that he might play. To process this request, click on the player name from the Team Roster Page and click on the Place on I.R. dropdown from the Player Information screen. Change the flag to 'N' and hit the submit button. Your player is now on your active roster.

When in the season are players first eligible for EFS I.R.?

During the off-season players are not eligible for I.R. no matter how devastating the injury may be. However, as the season approaches EFS will begin to take into account certain injury statuses.

Beginning with the day that NFL teams are required to cut down to 65 players, EFS owners may begin to petition the site to have any player placed on I.R. or P.U.P by their respective NFL teams to be placed on EFS I.R. These players are guaranteed to miss the first game of the season as the NFL I.R. rules state that they miss the entire year if placed on I.R. Also, P.U.P. (physically unable to perform) players are also required to miss the first six games of the NFL season at a minimum. Since these two designations guarantee the absence of the player from the NFL club for week one, EFS will honor requests to make these players available for EFS I.R. once the deadline has been reached.

NOTE: Remember that only official EFS reporting sites are considered valid sources for validating such reports.

Players that are hurt during the pre-season but are not placed on either NFL I.R. or the NFL P.U.P. list will have to wait until the first official NFL injury report is released by the NFL to determine their status. Since injuries and recovery times vary from player to player and team to team, EFS has no constant method of validating the severity of injuries. Official source information is needed in this instance.

Chapter 9 – Formations

Overview

EFS offers many variations of valid starting lineups. This offers more flexibility with your roster to help counter the off-week and injury problems that owners face each season.

Legal Formations

All EFS formations consist of 24 players, 11 on offense, 11 on defense and two specialists (kicker and punter.)

12 & 16 Team Leagues – Basic Scoring

All teams will be required to start 1 QB, 5 OL, 1 PK and 1 P. The remaining spots can be filled in a number of ways. Below are all the legal formation combinations for basic scoring leagues. All positions are based on the EFS POS column from your team roster.

OFFENSE

2 RB-2 WR-1 TE
2 RB-3 WR-0 TE
2 RB-1 WR-2 TE
1 RB-2 WR-2 TE
1 RB-3 WR-1 TE
1 RB-4 WR-0 TE

DEFENSE

3 DL-4 LB-4 DB
3 DL-3 LB-5 DB
3 DL-2 LB-6 DB
3 DL-1 LB-7 DB
4 DL-3 LB-4 DB
4 DL-2 LB-5 DB
4 DL-1 LB-6 DB

Tip: When building your 53-man roster, consider these flexible formations to provide alternatives when key starters are absent due to bye weeks or injuries.

12 & 16 Team Leagues – Enhanced Scoring

EFS offers an enhanced scoring feature available for 12 and 16 team leagues. If your league plays in a base scoring system and would like to change a 75% approval vote must be secured by September 1st to be eligible to change for the following season. This scoring system must be voted on and approved by all paid owners of your league in order to switch from basic scoring.

Enhanced scoring takes the EFS formations a step further by using the actual NFL position designations to fill valid starting lineups. While you can play a player at any of the available positions within his EFS position group (i.e. DL can play either DE or DT), there are scoring enhancements for playing players in their correct NFL position alignments. (See Chapter 10 - EFS Scoring for complete scoring by NFL Position.)

NOTE: This feature adds an extra level of challenge to building your EFS roster. Now you not only have to worry about filling each EFS position with quality players but now they must fit a more exact puzzle. Looking for the proper mix of corner backs and safeties, inside and outside linebackers, defensive tackles and ends or finding those bookend offensive tackles or that up and coming center are now more challenging than ever.

The main differences on the offensive side of the ball is the reduction of available starting RB's from 2 to 1 and the inclusion of a FB or TE as part of the starting lineup.

OFFENSE

1 QB is always required and cannot be substituted with any other position
5 OL are always required and the standard formation is 2 OT-2 OG- 1 OC. Substitution of offensive linemen at other OL positions is permitted but the loss of the enhanced scoring incur (See Chapter 10 – EFS Scoring for complete scoring by NFL position)

1 RB-2 WR-1 TE-1 FB
1 RB-3 WR-1 TE-0 FB
1 RB-3 WR-0 TE-1 FB
1 RB-1 WR-2 TE-1 FB
1 RB-2 WR-2 TE-0 FB

DEFENSE

The defensive side of the ball has the same flexibility as the OL on offense. You may play a player at any position within his EFS position group (i.e. DL can play either DE or DT) but playing a player out of position will cause a loss of his enhanced scoring. (See Chapter 10 – EFS Scoring for complete scoring by NFL position)

In all the defensive formations the following base lineup requirements apply to gain enhanced scoring. Only the individual player(s) not playing in his NFL position forfeit enhanced scoring. All other players that start in their correct NFL positions will qualify for the enhanced scoring.

3 DL-4 LB-4 DB
3 DL-3 LB-5 DB
3 DL-2 LB-6 DB
4 DL-3 LB-4 DB
4 DL-2 LB-5 DB
4 DL-1 LB-6 DB

Here are the legal NFL position breakdowns for the enhanced scoring formats. You may substitute other players within the EFS position group and still fill a valid starting lineup but the player playing out of position will lose his enhanced scoring for the week.

3 DL = 2 DE, 1 DT
4 DL = 2 DE, 2 DT
2 LB = 1 OLB, 1 ILB
3 LB = 2 OLB, 1 ILB
4 LB = 2 OLB, 2 ILB
4 DB = 2 CB, 2 S
5 DB = 2 CB, 3 S or 3 CB, 2 S
6 DB = 3 CB, 3 S

NOTE: To determine whether or not you will need to play a player out of position add up the total number of players you are playing in position within an EFS group (i.e. DB) Then total the number of players at the EFS group that you marked out of position. Subtract those two numbers from each other. If the answer is greater than 1 you have too many players marked out of position and the starting lineup will not clear edit checking.

Example: Let's say I want to start a standard 4-3-4 defense. I have 2 CB, 2 S, 2 OLB and 1 ILB, however I only have 3 DE's available and no DT's this week. I will need to play one of my DE's out of position to represent the DT position on my starting lineup. I would mark all 3 DE's as started with the checkbox but I would then choose one DE and mark him Out of Position with the check box to the right of the player information. This would clear the edit checking stated above in the NOTE as I have 2 DE's in position and 1 DE out of position within the EFS Group of DL. $2-1 = 1$ which would clear the edit checking process of submitting starters.

Tip: *When building your 53-man roster, consider these flexible formations to provide alternatives when key starters are absent due to bye weeks or injuries.*

NOTE: NFL positions are defined by the roster designations of NFL.com as listed on the team rosters pages during the days prior to week 1 of the NFL season. During the off-season, Ourlads.com is also used as a source of information for determining NFL positions. Positional assignments may change throughout the off-season and are subject to move on request based on information provided by NFL.com or Ourlads.com. Beginning with week 1 of the EFS season, all positions will be finalized for the remainder of the EFS season and will not change even if NFL.com and/or Ourlads.com makes a positional change for a player. EFS owners may challenge the final position of a player up to the Tuesday after the NFL 53-man rosters are announced. This will be the Tuesday before the first weekend of games is played. EFS will review any positional requests and make the appropriate changes by end of day Wednesday.

EFS owners are responsible for making sure they have submitted a lineup with their players in the appropriate positions. Failure to submit a lineup with all players starting in their appropriate designated positions will result in lost points for any players who were started in positions differing from the final designated positions as determined by EFS Management. Any player position not changed by this time will remain the same throughout the NFL season. EFS will not modify positional assignments after the Wednesday prior to the NFL opening weekend.

Warning: Submitting a lineup of multiple players within an EFS group marked "Out of Position" in order to purposely lower your teams total points is considered tanking. Do not attempt to engage in "player switching" which is defined as playing multiple players out of position within an EFS position group, which could have been started "In Position" and clear the edit checking.

If an EFS official of any member of your league challenges you on this rule, if found guilty of position switching, EFS will review such as tanking and will seek action which does not include but can be up to removal from the league and EFS. Strive to play your most competitive lineup at all times.

Chapter 10 – Scoring

Overview

The nuts and bolts of EFS are how players perform in their games and how that translates to EFS in terms of how we score statistics. EFS has taken great pride in offering a vast array of scoring categories and offering complete scoring for all players regardless of position.

12 & 16 Team Leagues – Basic Scoring

Base Scoring Table

BASE SCORING TABLE										
OFFENSE	QB	RB	TE	WR	OL	DL	LB	DB	PK	P
PASSING – YARDAGE	10%	16.5%	16.5%	16.5%	16.5%	10%	10%	10%	10%	10%
RUSHING – YARDAGE	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%
RECEIVING – YARDAGE	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%
TOUCHDOWN	6	6	6	6	6	6	6	6	6	6
INTERCEPTION – THROWN	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6
FUMBLE – LOST	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6
OFFENSIVE LINE	-	-	OL TABLE	-	OL TABLE	-	-	-	-	-
BONUSES	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE
DEFENSE										
SACKS – FULL (HALF *.5)	8	8	8	8	8	12	10	8	8	8
TACKLE – SOLO	2	2	2	2	2	2	2	2	2	2
TACKLE – ASSIST	1	1	1	1	1	1	1	1	1	1
PASS DEFENDED	2	2	2	2	2	2	3	4	2	2
FORCED FUMBLE	2	2	2	2	2	2	2	2	2	2
FUMBLE RECOVERY	6	6	6	6	6	6	6	6	6	6
INTERCEPTION	6	6	6	6	6	6	6	6	6	6
RETURN YARDAGE	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%
DEFENSIVE TD	6	6	6	6	6	6	6	6	6	6
SAFETY	2	2	2	2	2	2	2	2	2	2
SEPCIAL TEAMS										
FIELD GOALS	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE	PK TABLE
EXTRA POINT	1	1	1	1	1	1	1	1	1	1
2 POINT CONVERSION	2	2	2	2	2	2	2	2	2	2
RETURN YARDAGE	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%

RETURN TOUCHDOWN	6	6	6	6	6	6	6	6	6	6
BLOCKED KICK	3	3	3	3	3	3	3	3	3	3
BLOCK KICK RECOVERY	6	6	6	6	6	6	6	6	6	6
BLOCK KICK YARDAGE	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%
PUNTER SCORING	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE

Offensive Line Scoring Table

OFFENSIVE LINE SCORING TABLE			
OFFENSE	TE	OL	
TOTAL POINTS	TD+FG+PAT	TD+FG+PAT	<p>TO CALCULATE YOUR OFFENSIVE LINE SCORE DO THE FOLLOWING:</p> <p>ADD UP ALL OFFENSIVE POINTS SCORED MULTIPLY TOTAL OFFENSIVE YARDS BY 12% CALCULATE YARDAGE BONUS USING BONUS CHART MULTIPLY SACK ALLOWED TIMES -5 ADD 1+2+3+4 AND MULTIPLY BY THE MULTIPLIER BASED ON WHETHER YOUR PLAYER STARTED OR JUST PLAYED.</p>
TOTAL OFFENSIVE YARDS	12%	12%	
TEAM SACKS ALLOWED	-5 (EACH)	-5 (EACH)	
MULTIPLIER – STARTED	.1	.3	
MULTIPLIER – PLAYED	.1	.1	
BONUS YARDAGE TABLE			
300-349 YARDS	+2		
350-399 YARDS	+4		
400-449 YARDS	+6		
450-499 YARDS	+8		
500-549 YARDS	+10		
550+ YARDS	+12		
<p>NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)</p>			

Place Kicker Scoring Table

PLACE KICKER SCORING TABLE		
SPECIAL TEAMS	VALUE	
EXTRA POINT	+1	TO CALCULATE YOUR PLACE KICKER SCORE DO THE FOLLOWING: 1) MULTIPLY ALL EXTRA POINTS MADE * 1.00 MULTIPLY ALL MISSED EXTRA POINTS * -2.00 MULTIPLY ALL MADE FIELD GOALS * 3.00 MULTIPLY EACH MADE FIELD GOAL YARDS BY THE MULTIPLIER MULTIPLY EACH MISSED FIELD GOAL YARDS BY THE MULTIPLIER ADD ANY BUSESSES FOR 50+ YARD FIELD GOALS MADE MULTIPLY BLOCKED KICKS BY -6. ADD 1+2+3+4+5+6+7 FOR TOTAL PLACE KICKER POINTS
MISSED EXTRA POINT	-2	
FIELD GOAL	+3	
MADE FIELD GOALS	MULTIPLIER	
0-30 YARDS	10% YARDAGE	
31-40 YARDS	15% YARDAGE	
41+ YARDS	20% YARDAGE	
MISSED FIELD GOALS	MULTIPLIER	
0-30 YARDS	-20% YARDAGE	
31-40 YARDS	-15% YARDAGE	
41+ YARDS	-10% YARDAGE	
BONUS YARDAGE TABLE		
50+ YARD FIELD GOAL	+3	
BLOCKED KICK (AGAINST)	-6	
NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)		

Punter Scoring Table

PUNTER SCORING TABLE		
SPECIAL TEAMS	P	
GROSS AVERAGE (GROSS YARDS/# OF ATTEMPTS)	30%	TO CALCULATE YOUR PLACE KICKER SCORE DO THE FOLLOWING: CALCULATE GROSS AVERAGE (G. YRDS/ATTEMPTS) MULTIPLY FAIR CATCHES BY 1.00 MULTIPLY INSIDE THE 20 BY 2.00 MULTIPLY TOUCHBACKS BY -2.00 MULTIPLY BLOCKED KICKS BY -6.00 ADD 1+2+3+4+5 FOR TOTAL PPUNTER POINTS
FAIR CATCH*	1	
DOWNED INSIDE THE 20	2	
TOUCHBACK	-2	
BLOCKED KICK (AGAINST)	-6	
NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)		
*Only punters will get credit for fair catches. If another position is credited with punting stats, do not calculate fair catches when calculating total punting scoring.		

Bonuses Table

Bonuses apply only to players that earn the bonus. (i.e. if your QB throws for 310 yards only the QB gets the 3-point bonus.) Any position can qualify for a bonus if they reach the appropriate threshold.

BASE SCORING BONUS TABLE											
PASSING	QB	RB	TE	WR	OL	DL	LB	DB	PK	P	
25+ COMPLETIONS	3	3	3	3	3	3	3	3	3	3	
300-349 PASSING YARDS	3	3	3	3	3	3	3	3	3	3	
350-399 PASSING YARDS	6	6	6	6	6	6	6	6	6	6	
400-449 PASSING YARDS	9	9	9	9	9	9	9	9	9	9	
450-499 PASSING YARDS	12	12	12	12	12	12	12	12	12	12	
500+ PASSING YARDS	15	15	15	15	15	15	15	15	15	15	
RUSHING	QB	RB	TE	WR	OL	DL	LB	DB	PK	P	
30+ CARRIES	3	3	3	3	3	3	3	3	3	3	
100-149 RUSHING YARDS	2	2	2	2	2	2	2	2	2	2	
150-199 RUSHING YARDS	4	4	4	4	4	4	4	4	4	4	
200-249 RUSHING YARDS	6	6	6	6	6	6	6	6	6	6	
250-299 RUSHING YARDS	8	8	8	8	8	8	8	8	8	8	
300-349 RUSHING YARDS	10	10	10	10	10	10	10	10	10	10	
350-399 RUSHING YARDS	12	12	12	12	12	12	12	12	12	12	
400+ RUSHING YARDS	14	14	14	14	14	14	14	14	14	14	
RECEIVING	QB	RB	TE	WR	OL	DL	LB	DB	PK	P	
10+ RECEPTIONS	3	3	3	3	3	3	3	3	3	3	
75-99 RECEIVING YARDS	2	2	2	2	2	2	2	2	2	2	
100-149 RECEIVING YARDS	4	4	4	4	4	4	4	4	4	4	
150-199 RECEIVING YARDS	6	6	6	6	6	6	6	6	6	6	
200-249 RECEIVING YARDS	8	8	8	8	8	8	8	8	8	8	
250-299 RECEIVING YARDS	10	10	10	10	10	10	10	10	10	10	
300-349 RECEIVING YARDS	12	12	12	12	12	12	12	12	12	12	
350-399 RECEIVING YARDS	14	14	14	14	14	14	14	14	14	14	
400+ RECEIVING YARDS	16	16	16	16	16	16	16	16	16	16	

12 & 16 Team Leagues – Enhanced Scoring

Enhanced Scoring was developed by EFS to offer another level of realism to the game play of EFS. The enhanced scoring method offers another level of detail in the player evaluation process in EFS. No longer do you just have to worry about whether a player is good enough to make your roster based on his EFS position (DL, LB, OL, etc.) but now you have to analyze his talent at the NFL position level as well (DE, DT, ILB, OLB, OT, OG, OC, etc).

The basis behind the development of this scoring system was to allow for a better dispersing of talent across all positions for 16-team leagues to help with the addition of four new franchises and the talent requirements that are needed to fill those franchises. Another aspect of the scoring concepts was the added level of realism it adds to the EFS rookie draft. Now the focus isn't simply whether or not you need an offensive or defensive player or even whether or not you need a DL or an LB but now the level of focus is down to the NFL position level. You can now study the traditionally less attractive positions in EFS like CB, DT, OT, OG, OC, TE and FB with the same scrutiny as the more prolific positions such as QB, RB, WR, DE and S. This added level of realism is what EFS feels will make this a very positive experience for EFS owners old and new alike.

Scoring Enhancements

With enhanced scoring you will no longer have just one set of scoring numbers to compare when evaluating your players performance and value. EFS will support two values when calculating scores for each player used in leagues running the enhanced scoring system.

EFS-Position Scoring

EFS position scoring is largely based on the base scoring method used in all 12-team leagues and 16-team leagues not using the enhanced scoring method. It consists of scoring categories based on the player's EFS position.

In the enhanced scoring method, any EFS player can start and play based on his EFS position but his score may be lower in some categories due to the fact that he is starting in a generic position rather than his enhanced NFL position.

EXAMPLE:

In your Week 1 lineup you wish to play 3 DL's in a standard 3-4-4 alignment. On your roster you have Simeon Rice DE Buccaneers, Jevon Kearse DE Eagles and Raylee Johnson DE Broncos. You wish to play all three of these players in your week 1 starting lineup.

In base scoring this would be no problem, as each player would be scored as a DL with no ramifications. However, in enhanced scoring, a 4-3 scheme requires two DT's and a 3-4 scheme requires one DT. In this case you do not have a DT in your starting lineup so one of the DE's will have to play the DT spot in your lineup to be able to submit a valid starting lineup for the week.

Staying with the example you decide that you will play Simeon Rice and Jevon Kearse as your DE's and will move Raylee Johnson to DT by checking your 'out of position' checkbox on the

starters page next to Johnson's name. This indicates to EFS that you wish to have Johnson scored with the EFS Position Scoring values as you want to play him out of position.

Using the tables below, you can see that Raylee will be giving up points at key categories such as sacks and passes defended. While he will still score some points for you, having a DT on your roster to start in his place could actually earn you more points when you compare the enhanced scoring numbers of the DT using the NFL position scoring table vs. the EFS position scoring table for DL.

NFL-Position Scoring

NFL position scoring is what we are commonly referred to as enhanced scoring. EFS has adjusted the scoring of certain categories to allow you to enhance your scoring at positions where you made the commitment to fill out your starting lineup based on real NFL formations.

EXAMPLE:

In your Week 1 lineup you wish to play 3 DL's in a standard 3-4-4 alignment. On your roster you have Simeon Rice DE Buccaneers, Jevon Kearse DE Eagles Raylee Johnson DE Broncos and Kris Jenkins DT Panthers. You wish to play three of these players in your week 1 starting lineup.

As you read from the example in EFS Position Scoring, playing Rice and Kearse at DE is valid and they will qualify for enhanced scoring because their NFL positions are DE and you started them at that position. With Kris Jenkins on your roster now, you have an option at DT. You could still start Raylee Johnson at the DT spot and take his EFS Position Scoring if you wish, or you could start a NFL listed DT at the DT spot in Jenkins, and tally his score using the NFL Position (enhanced) scoring.

Let's look at the scoring based on their raw stats.

Player	EFS Pos	NFL Pos	Tackles	Assists	Sacks	Pass. Def.
Raylee Johnson	DL	DE	2	2	1.0	1
Kris Jenkins	DL	DT	2	1	0.5	2

Now let's look at how each would score if they were starting as a DT for your team in week 1.

Player	EFS Pos	NFL Pos	Started As:	Tackles	Assists	Sacks	Pass. Def.	Total Pts. Scored
Raylee Johnson	DL	DE	DT	4.0	2.0	8.0	2.0	16.0
Kris Jenkins	DL	DT	DT	8.0	2.0	6.0	6.0	22.0

As you can see from the example above, even with similar stats, Jenkins will outscore Johnson because Jenkins received his scoring from the enhanced scoring values while Johnson had to settle for base scoring values.

On the surface 6 points may not seem like a lot to give up for one player, but add that up at each position and you could be giving up 25-30 points a game to your opponent. Factor in home field advantage and you could be spotting your opponent 35 points a game before any stats are tabulated. Finding the right balance of talent at every position is the key to managing your roster using the enhanced scoring method.

Please refer to the enhanced scoring tables below for a more detailed breakdown of the enhanced scoring by category.

Enhanced Scoring Table - Offense

ENHANCED SCORING TABLE – OFFENSE											
OFFENSE	QB	RB	FB	TE	WR	OL	OT	OG	OC	PK/P	DEF.
PASSING YARDAGE	10%	16.5%	16.5%	16.5%	16.5%	16.5%	-	-	-	10%	10%
RUSHING YARDAGE	16.5%	16.5%	10%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%
RECV'G YARDAGE	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%	16.5%
T.D.	6	6	6	6	6	6	6	6	6	6	6
INT. THROWN	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6
FUMBLE LOST	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6	-6
OFF. LINE	-	-	OL TABLE	OL TABLE	-	OL TABLE	OL TABLE	OL TABLE	OL TABLE	-	-
BONUSES	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE	BONUS TABLE

Enhanced Scoring Table – Defense

ENHANCED SCORING TABLE – DEFENSE												
DEFENSE	DL	DE	DT	LB	ILB	OLB	DB	CB	S	PK/P	OFF.	
SACKS – FULL (HALF *.5)	8	12	12	10	10	12	8	8	8	8	8	
TACKLE – SOLO	2	3	3	2	3	3	2	3	3	2	2	
TACKLE – ASSIST	1	1	2	1	1	1	1	1	1	1	1	
PASS DEFENDED	2	2	3	3	3	3	4	5	3	2	2	
FORCED FUMBLE	2	4	4	2	2	2	2	2	2	2	2	
FUMBLE RECOVERY	6	6	6	6	6	6	6	6	6	6	6	
INTERCEPTION	6	6	6	6	6	6	6	6	6	6	6	
RETURN YARDAGE	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	
DEFENSIVE TD	6	6	6	6	6	6	6	6	6	6	6	
SAFETY	2	2	2	2	2	2	2	2	2	2	2	
BLOCKED KICK	3	3	3	3	3	3	3	3	3	3	3	
BLOCK KICK RECOVERY	6	6	6	6	6	6	6	6	6	6	6	
BLOCK KICK YARDAGE	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	

Enhanced Scoring Table – Special Teams

ENHANCED SCORING TABLE – SPECIAL TEAMS				
SEPCIAL TEAMS	PK	P	OFF	DEF
FIELD GOALS	PK TABLE	PK TABLE	PK TABLE	PK TABLE
EXTRA POINT	1	1	1	1
2 POINT CONVERSION	2	2	2	2
RETURN YARDAGE	5%	5%	5%	5%
RETURN TOUCHDOWN	6	6	6	6
PUNTER SCORING	PUNT TABLE	PUNT TABLE	PUNT TABLE	PUNT TABLE

NOTE: When a player accumulates stats on a side of the ball that is not his primary (i.e. a DB catching a TD pass while playing WR on offense) use the appropriate column on the chart indicating the side of the ball (OFF. DEF. OR PK/P.).

Offensive Line Scoring Table

OFFENSE	FB	TE	OL	OT	OG	OC
TOTAL POINTS	TD+FG+PAT	TD+FG+PAT	TD+FG+PAT	TD+FG+PAT	TD+FG+PAT	TD+FG+PAT
TOTAL OFFENSIVE YARDS	15%	15%	10%	15%	13%	13%
TOTAL RUSHING YARDS	.3	.1	-	-	-	-
TEAM SACKS ALLOWED	-5 (EACH)	-5 (EACH)	-6 (EACH)	-5 (EACH)	-4 (EACH)	-4 (EACH)
MULTIPLIER – STARTED	.1	.1	.3	.3	.3	.3
MULTIPLIER – PLAYED	.05	.05	.1	.1	.1	.1
300-349 YARDS	+2	+2	+2	+2	+2	+2
350-399 YARDS	+4	+4	+4	+4	+4	+4
400-449 YARDS	+6	+6	+6	+6	+6	+6
450-499 YARDS	+8	+8	+8	+8	+8	+8
500-549 YARDS	+10	+10	+10	+10	+10	+10
550+ YARDS	+12	+12	+12	+12	+12	+12

NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)

TO CALCULATE YOUR OFFENSIVE LINE SCORE DO THE FOLLOWING:

Calculate the player's total offense points scored for his NFL team
 Multiply the teams total offensive yardage by the percentage indicator
 For FB or TE multiply total rushing yardage by percentage indicator
 Multiply sacks times sack allowed number
 Calculate Yardage Bonus
 Add 1+2+3+4+5 and multiply by the started or played multiplier

NOTE: Only FB/TE/OL (OT,OG,OC) can gain credit for offensive line points

Place Kicker Scoring Table

PLACE KICKER SCORING TABLE		
SPECIAL TEAMS	VALUE	
EXTRA POINT	+1	TO CALCULATE YOUR PLACE KICKER SCORE DO THE FOLLOWING: 1) MULTIPLY ALL EXTRA POINTS MADE * 1.00 MULTIPLY ALL MISSED EXTRA POINTS * -2.00 MULTIPLY ALL MADE FIELD GOALS * 3.00 MULTIPLY EACH MADE FIELD GOAL YARDS BY THE MULTIPLIER MULTIPLY EACH MISSED FIELD GOAL YARDS BY THE MULTIPLIER ADD ANY BONUSSES FOR 50+ YARD FIELD GOALS MADE MULTIPLY BLOCKED KICKS BY -6. ADD 1+2+3+4+5+6+7 FOR TOTAL PLACE KICKER POINTS
MISSED EXTRA POINT	-2	
FIELD GOAL	+3	
MADE FIELD GOALS	MULTIPLIER	
0-30 YARDS	10% YARDAGE	
31-40 YARDS	15% YARDAGE	
41+ YARDS	20% YARDAGE	
MISSED FIELD GOALS	MULTIPLIER	
0-30 YARDS	-20% YARDAGE	
31-40 YARDS	-15% YARDAGE	
41+ YARDS	-10% YARDAGE	
BONUS YARDAGE TABLE		
50+ YARD FIELD GOAL	+3	
BLOCKED KICK (AGAINST)	-6	

NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)

Punter Scoring Table

PUNTER SCORING TABLE		
SPECIAL TEAMS	P	
GROSS AVERAGE (GROSS YARDS/# OF ATTEMPTS)	30%	TO CALCULATE YOUR PLACE KICKER SCORE DO THE FOLLOWING: CALCULATE GROSS AVERAGE (G. YRDS/ATTEMPTS) MULTIPLY FAIR CATCHES BY 1.00 MULTIPLY INSIDE THE 20 BY 2.00 MULTIPLY TOUCHBACKS BY -2.00 MULTIPLY BLOCKED KICKS BY -6.00 ADD 1+2+3+4+5 FOR TOTAL PPUNTER POINTS
FAIR CATCH*	1	
DOWNED INSIDE THE 20	2	
TOUCHBACK	-2	
BLOCKED KICK (AGAINST)	-6	
NOTE: ALL CALCULATIONS ARE ROUNDED DOWN TO THE NEAREST WHOLE NUMBER (i.e. 16.9 IS ROUNDED DOWN TO 16.0)		
*Only punters will get credit for fair catches. If another position is credited with punting stats, do not calculate fair catches when calculating total punting scoring.		

Bonuses Table

Bonuses apply only to players that earn the bonus. (i.e. if your QB throws for 310 yards only the QB gets the 3-point bonus.) Any position can qualify for a bonus if they reach the appropriate threshold.

BASE SCORING BONUS TABLE												
PASSING	QB	RB	TE	WR	OL		DL	LB	DB		PK	P
25+ COMPLETIONS	3	3	3	3	3		3	3	3		3	3
300-349 PASSING YARDS	3	3	3	3	3		3	3	3		3	3
350-399 PASSING YARDS	6	6	6	6	6		6	6	6		6	6
400-449 PASSING YARDS	9	9	9	9	9		9	9	9		9	9
450-499 PASSING YARDS	12	12	12	12	12		12	12	12		12	12
500+ PASSING YARDS	15	15	15	15	15		15	15	15		15	15
RUSHING	QB	RB	TE	WR	OL		DL	LB	DB		PK	P
30+ CARRIES	3	3	3	3	3		3	3	3		3	3
100-149 RUSHING YARDS	2	2	2	2	2		2	2	2		2	2
150-199 RUSHING YARDS	4	4	4	4	4		4	4	4		4	4
200-249 RUSHING YARDS	6	6	6	6	6		6	6	6		6	6
250-299 RUSHING YARDS	8	8	8	8	8		8	8	8		8	8
300-349 RUSHING YARDS	10	10	10	10	10		10	10	10		10	10
350-399 RUSHING YARDS	12	12	12	12	12		12	12	12		12	12
400+ RUSHING YARDS	14	14	14	14	14		14	14	14		14	14
RECEIVING	QB	RB	TE	WR	OL		DL	LB	DB		PK	P
10+ RECEPTIONS	3	3	3	3	3		3	3	3		3	3
75-99 RECEIVING YARDS	2	2	2	2	2		2	2	2		2	2
100-149 RECEIVING YARDS	4	4	4	4	4		4	4	4		4	4
150-199 RECEIVING YARDS	6	6	6	6	6		6	6	6		6	6
200-249 RECEIVING YARDS	8	8	8	8	8		8	8	8		8	8
250-299 RECEIVING YARDS	10	10	10	10	10		10	10	10		10	10
300-349 RECEIVING YARDS	12	12	12	12	12		12	12	12		12	12
350-399 RECEIVING YARDS	14	14	14	14	14		14	14	14		14	14
400+ RECEIVING YARDS	16	16	16	16	16		16	16	16		16	16

Challenging Scores

EFS strives to be as accurate as humanly possible but from time to time a statistical error is found in scoring. If you feel that you have found an error in weekly scoring, you may challenge the scoring category for review by EFS. You have until Saturday at 00:00:00 GMT of the week following the game to challenge the stat. You can formally challenge the stat by emailing EFSports and posting your challenge to the General Forums of EFS. Please include the scoring record from the game book from NFL.com as backup of your challenge or a report from a credible news source website. EFS will review challenges, and re-score if the challenge is found to be accurate.

NOTE: When tabulating scores, all categories are truncated to the nearest whole number. A player who scores 10.5 points rushing and 10.5 points receiving will score 20 points not 21 points.

Chapter 11 – Setting Starters

Overview

Setting starters is the weekly challenge of each EFS owner. Finding appropriate match ups to obtain optimal scoring is the weekly obstacle you must overcome for victory. Precious points are left on your bench each week if the right decisions are not made. Studying the injury reports. Knowing who is likely to play and who is likely to sit and ensuring that you have enough depth to cover those injured players as well as your bye weeks is key to in season success in EFS.

The Starter's page – Definition of Terms

The starter's page will list every player eligible to start for your team at the time that you are setting starters. The following players are not eligible to start EFS games.

Practice Squad Players
Players on the EFS I.R.

To go to the Starter's Page select the Seasonal tab from the navigation bar and select Starters. You will have a screen with two options

Week – Select the EFS week you wish to set starters for. (You may enter starters in advance if you are going to be away from a PC and need to enter information before hand.)

Duplicate Last Week – If you would like to start with the set of starters from the previous week, check the box. (You cannot select this box for week 1)

After you have selected your week, hit the submit button to view the weekly starters page. The following columns will be on your screen

Start – This is the check box to select the players you wish to start. (Please see [Chapter 9 – Formations](#) for a complete list of valid formations and total # of players needed to fill a valid starting lineup)

Player Name – This is the list of all player names that are available for your weekly starting lineup. Players highlighted in red are off during the current selected week. (These players can still be started in the event you have no other healthy available players on your roster to fill a valid lineup.)

EFS Pos – The EFS position of the player (Used in 12 & 16 team leagues that use base scoring)

NFL Pos – The NFL position of the player (Used in 12 & 16 team leagues that use enhanced scoring)

Out of Pos – Used for 12 & 16 team leagues that use enhanced scoring only. This field indicates that a player must play out of his primary NFL position and will be scored using his base EFS scoring values. (Please see [Chapter 10 – Scoring](#) for a more detailed explanation of enhanced scoring and the out of position check box.)

Team – The NFL team of the player

Opponent – The NFL opponent the player's team is facing that week. (Player's who are off are listed as BYE in the opponent column.)

O/W – The player's NFL team off week. Another reminder when these players are unavailable to play due to NFL bye weeks.

Game Time – The time of kickoff for each player. This field defaults to GMT but will be adjusted if you have set your GMT offset in your customer master to reflect your local time. All players must be in the starting lineup prior to their team's kickoff time or they will be ineligible to start for that week. Players may not be removed from the starting lineup if their starting time has already been exceeded.

NOTE: All time is based on EFS time not your local clock or when you see the kickoff on TV. Noon EFS time is noon for the purpose of setting starters.

Injury Status – The current injury status of each player for the upcoming game.

P = Probable – 75%-100% chance of playing

Q = Questionable – 50% chance of playing

D= Doubtful – 0%-25% chance of playing

O = Out – 0% chance the player will play

AVG PTS – The player's weekly average score as calculated by EFS scoring.

NOTE: A team with an invalid roster cannot set starters.

NOTE2: If an owner sets an illegal formation, EFS will return an error message telling you what is invalid about the roster.

Substituting Starters

In the event that you decide to change your lineup after some games have started, EFS will allow for you to change your roster of any player whose game has not yet started. You must substitute a player whose game also has not yet started. All valid roster edit checks still apply and you may not take out any player whose game has already started.

Example:

You and your opponent are deadlocked at 375 points each with your opponent having Green Bay Packer offensive lineman Mike Wahle still to play Monday night while you have OL Mark Tauscher listed in your starting lineup. If both offensive linemen start and play your score will still be tied and you want to try for the win. The Monday night match up is Green Bay vs. Miami and you have OL Wade Smith on your roster but did not start him this week. You would still have the option to substitute Todd Wade for Mark Tauscher since both teams' games have not yet started. Your opponent cannot substitute anyone for Wahle, as he does not have any Dolphin OL. A change like this could mean the difference in winning a division or gaining a playoff spot.

NOTE: EFSports recognizes that the NFL plays on Thursdays, Saturdays, Sundays and Mondays. Owners can change players from their starting line up until the time that the player's NFL game

has begun. Once the NFL game has started, players from that NFL team on the EFSports starting roster are considered locked and cannot be removed, and any player not listed on the EFSports starting roster from that NFL team will be considered ineligible to add.

Making sure your starters are set on time

EFS strongly suggests that you start your roster early in the week to get a base set of starters on the books. You never know when you may have a power outage, ISP network problem or EFS could have a hardware issue at the deadline to set starters. Setting your base lineup early ensures that you will have a more competitive lineup than just letting the system use last week's starters, the default if you do not set a new lineup for the current week.

As well as setting lineups early, if the NFL has an early week game like a Thursday Night game or a Saturday game, you will be required to set a lineup to include any players you wish to use for those games prior to the starting game times of the NFL teams. You can come back and change your remaining roster of players that play on Sunday, ensuring that you got your Thursday or Saturday starters in your lineup before their games started for the week.

NOTE: EFS will duplicate your starting lineup from the previous week to ensure you have some resemblance of a lineup in the event that you do not enter a new lineup for the week. Failure to enter a starting lineup for two consecutive weeks, three weeks in one season, or for week 1 of the season are grounds for removal from your league and EFS for lack of participation and being a detriment to the league.

Submitting your starting lineup

Once you have finished selecting your starters for the week, you can hit the submit button to select your starting lineup for the week. If you have an invalid # of players or an invalid formation, EFS will return an error message indicating your error and you must return to the starters page and fix your lineup.

When making changes after you have submitted a lineup for the week, enter the starters page as described at the beginning of the chapter to make your changes.

To review your opponent's starting lineup see [Chapter 12 – Weekly Scores](#) for more details.

Chapter 12 – Weekly Scores & Points

Overview

Once you have submitted your starting lineup for the week, you are likely to be curious as to who your opponent has started so that you can follow the progress of your players as well as your opponents players on Sunday. Prior to the games finishing and EFS scoring the games, you can use the weekly points screen to review the individual lineups. Keep in mind that lineups can be changed throughout the week by both you and your opponent and jockeying for points by starting and removing players is commonplace in EFS. Some owners will try to start players at the same positions to cancel out scoring, especially in the offensive line. This adds to the gamesmanship of EFS.

Weekly Scores

EFS tabulates scores on Monday and Tuesday mornings as games have been completed in the NFL. To review the team totals to compare scores go to the Seasonal tab from the navigation bar and select Weekly Points. This screen has the most current totals from the most recent scoring done by EFS.

The following is a list of columns and explanations for the weekly scores page.

OID – The owner ID of the team in your league

Team – The name of the team in your league

AVG – The team average weekly score

Weeks 1-13 – The EFS week and the opponent ID are listed in these columns. Weeks that include an A and B week are double weeks. These weeks you will actually play two different opponents simultaneously. This feature of EFS ensures that you will play each owner in your league every year.

If the EFS week has not been played yet the owner ID will be in the column indicating who you will play that week. If the week has been scored either preliminary or final by EFS, a score will replace the owner ID to indicate your weekly score. You can scroll your mouse over the score to see the owner ID as a pop up. You can click on the score to be taken to the weekly points page to see the individual scores by player for the week.

Teams highlighted in blue indicate the home team. Teams highlighted in gray indicate the away team.

During the regular season, the home team receives an additional 5 points representing home field advantage.

Weekly Points

The weekly points screen is a detailed breakdown of scoring by player for both you and your opponent. To reach the weekly points screen select Seasonal from the navigation bar and choose weekly points.

You will be taken to a screen where you will need to enter the league ID, owner ID week and year for review. You can look at any score from any league and team you wish. Scoring is also archived for review from previous years by week.

After you have selected the league, team, week and year you will see the weekly points breakdown. Here is a list of columns and their definitions.

Team Totals

Team Name – Name of the teams that played in the week. Clicking on the teams will take you to the detailed scoring of that roster.

OFFENSE

PSS – Total passing points for the team

RUN – Total rushing points for the team

RCV – Total receiving points for the team

OL – Total offensive line points for the team

INT – Total interceptions points (negative) for interceptions thrown on offense

FUM – Total fumbles points (negative) for fumbles lost on offense

DEFENSE

SK – Total sacks points for the team

TK – Total solo tackles points for the team

AST – Total assisted tackles points for the team

PD – Total passed defended points for the team

FF – Total forced fumbles points for the team

FR – Total fumbles recovered (positive) points for the team

INT – Total defensive interceptions (positive) points for the team

YDS – Total return yards for fumble recoveries or interceptions for the team

TD – Total touchdowns from fumbles or interceptions for the team

S – Total safeties scored for the team

SPECIAL TEAMS

FG – Total field goal points for the team (including yardage and bonuses)

PAT – Total extra points for the team

2pt – Total two point conversions made for the team

RT – Total return yards from all kickoffs and punt returns (including touchdowns) for the team

KP – Total punting for the team.

Final – Total of all categories + home field advantage if applicable (This is your final score)

Individual Totals

Player Name – Name of the player who started for the week.

Team – NFL team the player is on

Position – EFS Position the player is listed as for starting purposes

OFFENSE

PSS – Total passing points by player

RUN – Total rushing points by player

RCV – Total receiving points by player

OL – Total offensive line points by player

INT – Total interceptions points (negative) for interceptions thrown on offense by player

FUM – Total fumbles points (negative) for fumbles lost on offense by player

DEFENSE

SK – Total sacks points by player

TK – Total solo tackles points by player

AST – Total assisted tackles points by player

PD – Total passed defended points by player

FF – Total forced fumbles points by player

FR – Total fumbles recovered (positive) points by player

INT – Total defensive interceptions (positive) points for the team

YDS – Total return yards for fumble recoveries or interceptions by player

TD – Total touchdowns from fumbles or interceptions by player

S – Total safeties scored by player

SPECIAL TEAMS

FG – Total field goal points by player (including yardage and bonuses)

PAT – Total extra points by player

2pt – Total two point conversions made by player

RT – Total return yards from all kickoffs and punt returns (including touchdowns) by player

KP – Total punting by player

TOT - Total of all categories + home field advantage if applicable (This is your final score)

Chapter 13 – Schedules

Overview

EFS has a unique scheduling process to allow owners to play every other owner in their league each year. There are two different scheduling formats. One for 12 team leagues and one for 16 team leagues (both base and enhanced 16 team leagues have the same schedule). Below is a breakdown of the layout of each schedule format. (Please review [Chapter 12 – Weekly Scores and Points](#) for a more detailed explanation of how to review your leagues schedule.)

12 Team Leagues

12 team leagues play a 17 game schedule, which encompasses 13 NFL weeks. Each division will play each other a total of 9 times with the 8 remaining games to be played vs. the other two divisions in 4 double weeks. Double weeks are weeks in which your weekly starting lineup will play against two opponents simultaneously. Double weeks are indicated with an A or B after the week. (Ex. 5A & 5B). EFS has placed two double weeks outside of normal NFL bye weeks and two inside the bye weeks to ensure equity in the schedule. The double weeks for 12 team leagues are weeks 2, 5, 7, and 11. Having the double weeks ensures that almost all teams are still mathematically alive for the playoffs until completion of the final double week (week 11). This ensures a more competitive and inspired league and helps eliminate tanking and mid-season orphans.

16 Team Leagues

16 team leagues play an 18 game schedule, which encompasses 13 NFL weeks. Each division will play each other a total of 6 times with the remaining 12 games being played vs. the other three divisions in 5 double weeks plus two individual inter-divisional games at the beginning of the season. Double weeks are weeks in which your weekly starting lineup will play against two opponents simultaneously. Double weeks are indicated with an A or B after the week (ex. 10A & 10B). EFS has placed the double weeks in all even EFS weeks beginning with week 4. Having double weeks ensures that almost all teams are still mathematically alive for the playoffs until the completion of the final double week (week 12). This ensures a more competitive and inspired league and helps eliminate tanking and mid-season orphans.

Chapter 14 – Playoffs

Overview

EFS has a playoff format that resembles that format used for one conference in the NFL. In both 12 and 16 team leagues, six playoff participants qualify each season for a chance at the league championship.

12 team leagues

The 6-playoff teams in 12 team leagues consist of 3 division winners and 3 wild card participants. Each team will receive a seed from 1-6 based on how they qualify for the playoffs. Here is a list of the seeds and how they are ordered.

- Seed #1 – Divisional winner with the best overall record
- Seed #2 – Divisional winner with the 2nd best overall record
- Seed #3 – Divisional winner with the 3rd best overall record
- Seed #4 – Non-division winner with the best record
- Seed #5 – Non-division winner with the 2nd best record
- Seed #6 – Non-division winner with the 3rd best record

The playoffs last three weeks and consist of NFL weeks 14-16.

In week 14 Seeds #1 & #2 receive byes and do not play.

Seed #3 hosts Seed #6 (Seed #3 receives a 5 point home field advantage)
Seed #4 hosts Seed #5 (Seed #5 receives a 5 point home field advantage)

In week 15 Seeds #1 & #2 are added to the playoff bracket.

Seed #1 will host the lowest remaining seed (Seed #1 receives a 5 point home field advantage)
Seed #2 will host the highest remaining seed (Seed #2 receives a 5 point home field advantage)

In week 16 the championship game is played – The game is played on a neutral field and no home field advantage is given.

Week 15 winner vs. Week 15 winner

The winner of week 16 is crowned league champion!!!

16 team leagues

The 6-playoff teams in 16 team leagues consist of 4 division winners and 2 wild card participants. Each team will receive a seed from 1-6 based on how they qualify for the playoffs. Here is a list of the seeds and how they are ordered.

Seed #1 – Divisional winner with the best overall record

Seed # 2 – Divisional winner with the 2nd best overall record

Seed # 3 – Divisional winner with the 3rd best overall record

Seed #4 – Divisional winner with the 4th best overall record

Seed #5 – Non-division winner with the 1st best record

Seed #6 – Non-division winner with the 2nd best record

The playoffs last three weeks and consist of NFL weeks 14-16.

In week 14 Seeds #1 & #2 receive byes and do not play.

Seed #3 hosts Seed #6 (Seed #3 receives a 5 point home field advantage)

Seed #4 hosts Seed #5 (Seed #5 receives a 5 point home field advantage)

In week 15 Seeds #1 & #2 are added to the playoff bracket.

Seed #1 will host the lowest remaining seed (Seed #1 receives a 5 point home field advantage)

Seed #2 will host the highest remaining seed (Seed #2 receives a 5 point home field advantage)

In week 16 the championship game is played – The game is played on a neutral field and no home field advantage is given.

Week 15 winner vs. Week 15 winner

The winner of week 16 is crowned league champion!!!

Playoff seeding rules

Since determining who makes the playoffs and in which order is a very complex calculation, EFS has developed this rules set for playoff seeding. Although it does not entirely mirror the NFL's playoff seeding rules, we have applied as much of the seeding order as we could. Seeding rules apply to both 12 and 16 team leagues.

Playoff Seeding and Tie Breakers

Divisional Tie Breaker

- 1) Total Overall Wins
- 2) Total Division Wins
- 3) Head to Head
- 4) Total Points Scored
- 5) Coin Flip

Wild Card Tie Breaker – 2 teams (all in same division)

- 1) Total Overall Wins
- 2) Total Division Wins
- 3) Head To Head
- 4) Total Points Scored
- 5) Coin Flip

Wild Card Tie Breaker – 3 or more teams (all in same division)

- 1) Total Overall Wins
- 2) Total Division Wins
- 3) Total Points Scored
- 4) Coin Flip

Wild Card Tie Breaker – 2 teams (not same division)

- 1) Total Overall Wins
- 2) Head To Head
- 3) Total Points Scored
- 4) Coin Flip

Wild Card Tie Breaker – 3 or more teams (any NOT in same division)

- 1) Total Overall Wins
- 2) Total Points Scored
- 3) Coin Flip

These tiebreakers will also be used to determine the seeds of the non-playoff teams for purposes of draft pick order.

Overall record will always be used as the primary tiebreaker. In case of a tie between two or more teams, the appropriate tiebreaker will be used to seed the remaining teams in the league to create the draft order at season's end.

For playoff seeding, the coin flip is actually a randomly generated number with 6 decimal places. The highest random generated number will be considered the winner of the coin flip.

Playoff Game Tie Breakers

Tiebreakers for individual games only exist in the playoffs. Regular season games do not have ties broken. Here is the tiebreaker list for playoff games.

- Win 2 out of 3 categories from starters in total offensive points (QB, OL, RB, TE, WR), total defensive points (DL, LB, DB) and total special teams points (K, SP).
- Highest individual scoring starter
- Home team advances. - If Super Bowl then a best two out of three coin flip* will take place.

*Coin Flip will be simulated using a random time stamp from our server. If the last number of the milliseconds is odd team 1 will advance, if it is even, team 2 will advance. Team #'s will be decided by owner ID with lowest ID being designated as team 1. During the Super Bowl there will be a best two of three coin flips with the same rules applying.

Chapter 15 – End of Season

Overview

After the end of the playoffs has been reached EFS slows down a bit for the holidays. As you know by now, trading, practice squad bidding, UFA and waivers are turned off. You can still release players from the end of week 16 to the beginning of the new year purging players from your roster and taking the 50% cap penalty at the end of the season.

EFS understands that the holiday season is a hectic time so we designed the system to be at its most dormant time during the month of December.

Renewing your franchise

The EFS season runs from January to December. During the month of October, you will see a renewal link appear on your owner's page reminding you that your league dues for the next season are due. This link will appear throughout the season and will not keep you from competing in your league through the remainder of the EFS season. However, if you do not renew your franchise by the 1st of January you will be subject to lose your team as all unpaid teams will go to an orphan list and are up for public sale on a first come first served basis.

Please be aware that once your season ends, your team will be considered to be up for renewal and you will not be able to access your roster or make team management moves until you have renewed. During the remainder of the month of December while the EFS season is ended for you, your team is not considered an orphan. However, until the franchise fee is paid, you will not gain access to your team. If the fees are not paid by January 1 the team will be listed as an orphan. You can still purchase your team after January 1st either through the orphan link or by logging into your league and team.

Beginning in 2004, Owners will be required to pay for all their teams as listed under their customer ID in one payment transaction.

Incomplete League Renewals

In the event that all of your league owners have not renewed, this will not affect your own team access but can limit some features from being turned on when the new season starts (January 1st).

Owners who have not renewed have their email accounts listed in red on the league master screen.

Prior to January 1st no league features are available that require 100% league renewal. However, this is a good time to poll your leagues to gauge owner returns and to figure out how many potential orphans you may have and how many teams you might have to find recruits for.

Chapter 16 – Start of the Season

Overview

The Tuesday after the last regular season game of week 17 of the NFL season is considered the end of the EFS year. This is the day in which we receive our final stats for the regular season and stop tabulating average points for players. There are many features and calculations that EFS does at the end of the year to close the season and start the new season. You may experience site access problems during this time and a day or two after as EFS processes end of season stats, calculates raises and rolls all the setting over to the new year. EFS will notify everyone on the site once these features have been processed.

Below are descriptions of each of the major processes that EFS runs at the end of the year and the features that will be available to you and your league once your league is paid in full.

Annual Salary Increases

Every year EFS will add an additional 4% to each player's annual salary as a way to help facilitate the lack of player representation via agents. Since the players in EFS are not able to negotiate wages EFS has placed this artificial increase in as a way to help promote player turnover.

All players on active rosters are eligible for the 4% raise except for players that are listed as ORC = 'Y'. These players are not eligible for raises. Also, your franchise player, if marked before the end of the season, is also exempt from any salary increases. All practice squad players are exempt from raises as well.

Performance Percentage Increases

Along with the annual salary increases, EFS players can also earn additional raises through their seasonal performance. EFS ranks the top players at every position and assigns a percentage raise to each player that they will have applied to their salary at the end of the EFS year. Below is a chart of each position and the percentage they will earn. To review the individual player's ranking please refer to the Player search by position found from the find player link on the quick links tool bar.

As with annual salary increases, ORC players and the franchise player are exempt from performance raises as well as practice squad players.

The two tables below represent the raise percentages for both standard and enhanced scoring leagues.

Example:

Priest Holmes was the #1 RB in EFS in 2002. Let's say he was making a salary of \$2.5M for the 2002 season.

Holmes would get 4% as an annual raise taking his salary to \$2.6M. He would receive 8.00% as the #1 RB from the chart below. His \$2.6M salary would go up 8.00% to \$2.808M. This would now be his 2003 salary.

ANNUAL PERFORMANCE RAISES – STANDARD SCORING LEAGUES

Rank	QB	RB	TE	WR	OL	DB	DL	LB	K	P
	TOP 12	TOP 18	TOP 12	TOP 30	TOP 60	TOP 48	TOP 42	TOP 42	TOP 12	TOP 12
1	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%
2	7.33%	7.56%	7.33%	7.73%	7.87%	7.83%	7.81%	7.81%	7.33%	7.33%
3	6.67%	7.11%	6.67%	7.47%	7.73%	7.67%	7.62%	7.62%	6.67%	6.67%
4	6.00%	6.67%	6.00%	7.20%	7.60%	7.50%	7.43%	7.43%	6.00%	6.00%
5	5.33%	6.22%	5.33%	6.93%	7.47%	7.33%	7.24%	7.24%	5.33%	5.33%
6	4.67%	5.78%	4.67%	6.67%	7.33%	7.17%	7.05%	7.05%	4.67%	4.67%
7	4.00%	5.33%	4.00%	6.40%	7.20%	7.00%	6.86%	6.86%	4.00%	4.00%
8	3.33%	4.89%	3.33%	6.13%	7.07%	6.83%	6.67%	6.67%	3.33%	3.33%
9	2.67%	4.44%	2.67%	5.87%	6.93%	6.67%	6.48%	6.48%	2.67%	2.67%
10	2.00%	4.00%	2.00%	5.60%	6.80%	6.50%	6.29%	6.29%	2.00%	2.00%
11	1.33%	3.56%	1.33%	5.33%	6.67%	6.33%	6.10%	6.10%	1.33%	1.33%
12	0.67%	3.11%	0.67%	5.07%	6.53%	6.17%	5.90%	5.90%	0.67%	0.67%
13	-	2.67%	-	4.80%	6.40%	6.00%	5.71%	5.71%	-	-
14	-	2.22%	-	4.53%	6.27%	5.83%	5.52%	5.52%	-	-
15	-	1.78%	-	4.27%	6.13%	5.67%	5.33%	5.33%	-	-
16	-	1.33%	-	4.00%	6.00%	5.50%	5.14%	5.14%	-	-
17	-	0.89%	-	3.73%	5.87%	5.33%	4.92%	4.92%	-	-
18	-	0.44%	-	3.47%	5.73%	5.17%	4.76%	4.76%	-	-
19	-	-	-	3.20%	5.60%	5.00%	4.57%	4.57%	-	-
20	-	-	-	2.93%	5.47%	4.83%	4.38%	4.38%	-	-
21	-	-	-	2.67%	5.33%	4.67%	4.19%	4.19%	-	-
22	-	-	-	2.40%	5.20%	4.50%	4.00%	4.00%	-	-
23	-	-	-	2.13%	5.07%	4.33%	3.81%	3.81%	-	-
24	-	-	-	1.87%	4.93%	4.17%	3.62%	3.62%	-	-
25	-	-	-	1.60%	4.80%	4.00%	3.43%	3.43%	-	-
26	-	-	-	1.33%	4.67%	3.83%	3.24%	3.24%	-	-
27	-	-	-	1.07%	4.53%	3.67%	3.05%	3.05%	-	-
28	-	-	-	0.80%	4.40%	3.50%	2.86%	2.86%	-	-
29	-	-	-	0.53%	4.27%	3.33%	2.67%	2.67%	-	-
30	-	-	-	0.27%	4.13%	3.17%	2.48%	2.48%	-	-
31	-	-	-	-	4.00%	3.00%	2.29%	2.29%	-	-
32	-	-	-	-	3.87%	2.83%	2.10%	2.10%	-	-
33	-	-	-	-	3.73%	2.67%	1.90%	1.90%	-	-
34	-	-	-	-	3.60%	2.50%	1.71%	1.71%	-	-
35	-	-	-	-	3.47%	2.33%	1.52%	1.52%	-	-
36	-	-	-	-	3.33%	2.17%	1.33%	1.33%	-	-
37	-	-	-	-	3.20%	2.00%	1.14%	1.14%	-	-
38	-	-	-	-	3.07%	1.83%	0.95%	0.95%	-	-
39	-	-	-	-	2.93%	1.67%	0.76%	0.76%	-	-
40	-	-	-	-	2.80%	1.50%	0.57%	0.57%	-	-
41	-	-	-	-	2.67%	1.33%	0.38%	0.38%	-	-
42	-	-	-	-	2.53%	1.17%	0.19%	0.19%	-	-
43	-	-	-	-	2.40%	1.00%	-	-	-	-
44	-	-	-	-	2.27%	0.83%	-	-	-	-
45	-	-	-	-	2.13%	0.67%	-	-	-	-
46	-	-	-	-	2.00%	0.50%	-	-	-	-
47	-	-	-	-	1.87%	0.33%	-	-	-	-
48	-	-	-	-	1.73%	0.17%	-	-	-	-
49	-	-	-	-	1.60%	-	-	-	-	-
50	-	-	-	-	1.47%	-	-	-	-	-
51	-	-	-	-	1.33%	-	-	-	-	-
52	-	-	-	-	1.20%	-	-	-	-	-
53	-	-	-	-	1.07%	-	-	-	-	-
54	-	-	-	-	0.93%	-	-	-	-	-
55	-	-	-	-	0.80%	-	-	-	-	-
56	-	-	-	-	0.67%	-	-	-	-	-
57	-	-	-	-	0.53%	-	-	-	-	-
58	-	-	-	-	0.40%	-	-	-	-	-
59	-	-	-	-	0.27%	-	-	-	-	-

60	-	-	-	-	-	0.13%	-	-	-	-	-	-	-	-	-	-
2004 ANNUAL PERFORMANCE RAISES – ENHANCED SCORING LEAGUES																
POS	QB	FB	RB	TE	WR	OC	OG	OT	CB	S	DE	DT	IB	OB	K	P
# OF PLYRS	28	21	28	21	56	28	48	48	42	42	42	35	28	48	16	16
1	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000
2	7.714	7.619	7.714	7.619	7.857	7.714	7.833	7.833	7.810	7.810	7.810	7.771	7.714	7.833	7.500	7.500
3	7.429	7.238	7.429	7.238	7.714	7.429	7.667	7.667	7.619	7.619	7.619	7.543	7.429	7.667	7.000	7.000
4	7.143	6.857	7.143	6.857	7.571	7.143	7.500	7.500	7.429	7.429	7.429	7.314	7.143	7.500	6.500	6.500
5	6.857	6.476	6.857	6.476	7.429	6.857	7.333	7.333	7.238	7.238	7.238	7.086	6.857	7.333	6.000	6.000
6	6.571	6.095	6.571	6.095	7.286	6.571	7.167	7.167	7.048	7.048	7.048	6.857	6.571	7.167	5.500	5.500
7	6.286	5.714	6.286	5.714	7.143	6.286	7.000	7.000	6.857	6.857	6.857	6.629	6.286	7.000	5.000	5.000
8	6.000	5.333	6.000	5.333	7.000	6.000	6.833	6.833	6.667	6.667	6.667	6.400	6.000	6.833	4.500	4.500
9	5.714	4.952	5.714	4.952	6.857	5.714	6.667	6.667	6.476	6.476	6.476	6.171	5.714	6.667	4.000	4.000
10	5.429	4.571	5.429	4.571	6.714	5.429	6.500	6.500	6.286	6.286	6.286	5.943	5.429	6.500	3.500	3.500
11	5.143	4.190	5.143	4.190	6.571	5.143	6.333	6.333	6.095	6.095	6.095	5.714	5.143	6.333	3.000	3.000
12	4.857	3.810	4.857	3.810	6.429	4.857	6.167	6.167	5.905	5.905	5.905	5.486	4.857	6.167	2.500	2.500
13	4.571	3.429	4.571	3.429	6.286	4.571	6.000	6.000	5.714	5.714	5.714	5.257	4.571	6.000	2.000	2.000
14	4.286	3.048	4.286	3.048	6.143	4.286	5.833	5.833	5.524	5.524	5.524	5.029	4.286	5.833	1.500	1.500
15	4.000	2.667	4.000	2.667	6.000	4.000	5.667	5.667	5.333	5.333	5.333	4.800	4.000	5.667	1.000	1.000
16	3.714	2.286	3.714	2.286	5.857	3.714	5.500	5.500	5.143	5.143	5.143	4.571	3.714	5.500	0.500	0.500
17	3.429	1.905	3.429	1.905	5.714	3.429	5.333	5.333	4.952	4.952	4.952	4.343	3.429	5.333		
18	3.143	1.524	3.143	1.524	5.571	3.143	5.167	5.167	4.762	4.762	4.762	4.114	3.143	5.167		
19	2.857	1.143	2.857	1.143	5.429	2.857	5.000	5.000	4.571	4.571	4.571	3.886	2.857	5.000		
20	2.571	0.762	2.571	0.762	5.286	2.571	4.833	4.833	4.381	4.381	4.381	3.657	2.571	4.833		
21	2.286	0.381	2.286	0.381	5.143	2.286	4.667	4.667	4.190	4.190	4.190	3.429	2.286	4.667		
22	2.000		2.000		5.000	2.000	4.500	4.500	4.000	4.000	4.000	3.200	2.000	4.500		
23	1.714		1.714		4.857	1.714	4.333	4.333	3.810	3.810	3.810	2.971	1.714	4.333		
24	1.429		1.429		4.714	1.429	4.167	4.167	3.619	3.619	3.619	2.743	1.429	4.167		
25	1.143		1.143		4.571	1.143	4.000	4.000	3.429	3.429	3.429	2.514	1.143	4.000		
26	0.857		0.857		4.429	0.857	3.833	3.833	3.238	3.238	3.238	2.286	0.857	3.833		
27	0.571		0.571		4.286	0.571	3.667	3.667	3.048	3.048	3.048	2.057	0.571	3.667		
28	0.286		0.286		4.143	0.286	3.500	3.500	2.857	2.857	2.857	1.829	0.286	3.500		
29					4.000		3.333	3.333	2.667	2.667	2.667	1.600		3.333		
30					3.857		3.167	3.167	2.476	2.476	2.476	1.371		3.167		
31					3.714		3.000	3.000	2.286	2.286	2.286	1.143		3.000		
32					3.571		2.833	2.833	2.095	2.095	2.095	0.914		2.833		
33					3.429		2.667	2.667	1.905	1.905	1.905	0.686		2.667		
34					3.286		2.500	2.500	1.714	1.714	1.714	0.457		2.500		
35					3.143		2.333	2.333	1.524	1.524	1.524	0.229		2.333		
36					3.000		2.167	2.167	1.333	1.333	1.333			2.167		
37					2.857		2.000	2.000	1.143	1.143	1.143			2.000		
38					2.714		1.833	1.833	0.952	0.952	0.952			1.833		
39					2.571		1.667	1.667	0.762	0.762	0.762			1.667		
40					2.429		1.500	1.500	0.571	0.571	0.571			1.500		
41					2.286		1.333	1.333	0.381	0.381	0.381			1.333		
42					2.143		1.167	1.167	0.190	0.190	0.190			1.167		
43					2.000		1.000	1.000						1.000		
44					1.857		0.833	0.833						0.833		

45					1.714		0.667	0.667						0.667		
46					1.571		0.500	0.500						0.500		
47					1.429		0.333	0.333						0.333		
48					1.286		0.167	0.167						0.167		
49					1.143											
50					1.000											
51					0.857											
52					0.714											
53					0.571											
54					0.429											
55					0.286											
56					0.143											

Contract Reductions

As the EFS year ends so does the contract of each player on your roster. His total contract is reduced by one season to reflect the end of his service for the EFS year. If you have a player in the final year of his contract, his contract is reduced to zero and he will enter RFA in February.

Likewise, if you signed a UFA after week 9 of the EFS season and he was only signed to a one-year contract, his contract will also be reduced to zero years but he will automatically return to UFA and will not be eligible for RFA. This is to ensure that owners do not pick up "rent-a-players" for the sole purpose of garnering RFA compensation at the end of the season.

All players' contracts are reduced whether they are ORC, franchise player or practice squad players.

Tip: It is a good idea to use your remaining contract years in contract extensions prior to end of year contract reductions. You can save extension money by extending a player with 2 or more years left before his contract is reduced to a 1-year contract. This can be an effective tool for managing your salary and contract cap if you were planning to give the player an extension anyway.

Beginning of Year Features

Once the new EFS year is started, if your league is paid in full you will have access to most every feature in EFS immediately and they will remain open until their EFS deadlines are reached. The most common features that are turned on include:

Unrestricted Free Agency

Waivers – Including the waiving of RFA eligible players in January only.

Trades

Contract Extensions

Assignment of Franchise Player designation

If your league has not paid in full, no features will be available until your league is full. This is to protect the integrity of your league and to ensure that all ownership is in place before trades, UFA and waiver claims are made available.

For leagues that have completed one or more seasons, you can start your reading from [Chapter 3](#) of the EFS Rules Manual for an update of each feature you will need to go through in the EFS year.

Chapter 17 – Contract Extensions

Overview

EFS allows for owners to extend the contracts of players on your roster. It is a feature that is available for most of the EFS season. This is essential to allow dynasty format leagues to keep the talent they have worked so hard to obtain. However, EFS does provide a salary increase scale for extending contracts and there are certain times in which contract extensions to 1-year contract players are not allowed.

Extending a Contract

Extending a contract is quite simple. From the rosters' page click on the players name to go to the player information screen. From there you will see the current contract assignment of the player you wish to extend. To extend the player's contract, click the dropdown list and choose the total number of years in which you want the contract extended to.

Example:

Priest Holmes has a 2-year contract and you want to extend his contract by 3 years making his new contract a total of 5 years. To do this you would click on the 5-year contract number to extend his contract 3 years.

Once you have chosen the number of years, click the submit button. This will prompt with an "are you sure" message box. If you entered the correct information, click OK and the extension will be processed.

NOTE: IF you do not have enough available contracts from your contract cap to offer the extension, EFS will not allow the player's contract to be extended.

Salary Increases

When a contract extension is offered, EFS will increase the salary of the player. The increase is based on the lack of player agent representation, which is the NFL's method of bargaining for fair salaries. If you want to extend a contract you will be given a percentage increase depending on how many years you extended the contract and how many years are left on the current contract of the player.

Below is a chart of the percentages.

CONTRACT EXTENSION SALARY INCREASE CHART					
Current Contract	1 year extension	2 year extension	3 year extension	4 year extension	5 year extension
1 YEAR	25%	25%	25%	25%	25%
2 YEARS	25%	20%	15%	10%	5%
3 YEARS	25%	20%	15%	10%	5%
4 YEARS	25%	20%	15%	10%	5%
5 YEARS	25%	20%	15%	10%	-
6 YEARS	25%	20%	15%	-	-
7 YEARS	25%	20%	-	-	-
8 YEARS	25%	-	-	-	-
9 YEARS	-	-	-	-	-

As you can see from the chart above there are some limitations to the extensions.

Any player in the final year of his contract receives a 25% increase in salary no matter how many years you offer in an extension. This is to simulate the money the player would give up if he were to hit the open market in UFA.

With other current contract levels, you receive percentage discounts for extending contracts to longer year lengths. You may notice the lack of percentages in certain years. This is an indication that the maximum contract length available to a player is 9 years. You may not extend a contract beyond that length.

Example:

Priest Holmes has a 2-year contract and you want to extend his contract by 3 years making his new contract a total of 5 years. To do this you would click on the 5- year contract number to extend his contract 3 years. His salary before the extension was \$2.5M. By offering him a 3-year extension with 2 years remaining on his current contract, you are liable for a raise of 15% of his salary based on the table above. This will raise his salary from \$2.5M to \$2.875M, an increase of 15%.

Tip: If you can extend a player's contract while he has 2 or more years left it can save you quite a bit of money, especially if his salary is already relatively high. An extension on a 1-year contract is a 25% increase in salary no matter how many years in extensions you offer.

Restrictions

There are a few restrictions to contract extensions

- 1) Players with 1-year contracts must be extended by June 30th or they will refuse extensions for the remainder of the year. This deadline is in place to allow owners to forecast and plan for the upcoming RFA season. If you have not reached a long-term deal with your player by the end of June he will go to RFA and will not be able to accept a contract extension.
- 2) If you extend a practice squad player's contract, he will immediately be promoted to the active roster upon completion of the contract extension. EFS treats any extension of a practice squad player as a promotion to the active roster.
- 3) RFA eligible players (zero year contract players are not eligible to be extended. Any player whose contract has expired must go through the RFA process before being able to accept a new contract from the existing team.

Chapter 18 – Franchise Player

Overview

The franchise player is a designation that each team has to offer one player per franchise. This designation has multiple features and is often offered to players that have started to achieve some level of success but have not yet reached their maximum potential. The primary use of this tag is used in RFA where it demands compensation in the RFA bidding process but it can also be used to curtail the salary of a high priced player who has performed well in the previous season.

Franchise Player Specifics

The franchise tag has many uses. Here is a list of what the franchise tag does.

Franchise player is exempt from any performance or annual increases for as long as the player is tagged.

If a player has the franchise tag designation and is in RFA, that player will command a future 1st round draft pick plus any current year compensation as requirements for bidding on that player in RFA.

Example:

Priest Holmes is in RFA and he has earned a 1st round draft pick as compensation. You fear that he will still be bid on and his salary could get to high to match the bid. You decide to extend the franchise tag to Holmes prior to RFA. This now changes his compensation due for RFA to a current 1st round pick plus a future 1st round pick. The threat of having to offer two 1st round picks may be too much for bidders. If not you would get an additional pick as compensation if you decided not to keep Holmes in RFA.

Trading a player tagged as the franchise player will remove the designation. (The designation stays with the team and does not follow the player. You cannot own more than one franchise tag)

Extending the contract of a player will remove his franchise designation to assign to someone else.

Waiving a franchise player will remove the tag.

You may not assign the franchise tag to a practice squad player.

NOTE: Removing the franchise tag from the player information screen will result in the automatic waiving of the player and he will go directly into UFA. If you wish to remove the franchise tag use one of the examples above to remove the tag without risking the automatic waiving of the player.

Tip: Assign your franchise tag to a player with a high salary that will be getting a substantial performance raise at the end of the year. This will prevent the raise from being applied and you can remove the tag by giving a contract extension at the beginning of the new EFS season.

NOTE: Be sure the player will not have a zero year contract at the beginning of the new year or you will have to wait until after RFA is over to re-assign the tag.

Designating the Franchise Player

To designate a player as the franchise player, click on the player's name from the rosters' screen. On the player information screen under franchise player change the field from an 'N' to a 'Y'. Hit the submit button and confirm the "are you sure" box. You have now assigned the franchise tag.

The roster screen will have the player's name and salary highlighted to indicate he is your franchise player.

Chapter 19 – Orphans

Overview

As EFS is a dynasty style fantasy site, orphans are a part of the EFS landscape. Orphans happen for a variety of reasons from owner dissatisfaction to financial concerns. We do not always know why certain owners do not renew their membership in EFS but sometimes it happens. While we have a low percentage of orphans we take great care in filling these vacancies before leagues are able to commence with activities for the upcoming seasons. This is to ensure that more orphans aren't created down the road due to competitive disadvantages.

Orphan Causes

Other than the standard non-renewal orphans there are a few other ways in which an orphan can be created. Here is a list of the current reasons EFS will support for creating an orphan for a franchise that has paid his annual dues.

Failure to submit a starting lineup in week one of EFS

Failure to submit a starting lineup in two consecutive weeks in EFS

Failure to submit a starting lineup three times in one EFS season

Failure to pay renewal fee by the Tuesday following week 17 of the NFL season

Failure to keep current owner information available including a valid email address and contact telephone number (Returned emails will result in orphaned teams very quickly!)

Becoming a problem within your league or EFS in which other owners threaten to quit rather than participate with you

Failure to have a roster capable of submitting a valid starting lineup

Making an attempt to "tank" games by playing unreasonable lineups. This job will fall to the EFS Court if we get two or more complaints.

EFS Court votes on all dismissal requests by other owners.

Orphan Selection

When teams are orphaned. They are put into an orphan selection list. Orphan teams can be purchased for a discounted price vs. a new league team. You can view all current orphan team rosters and buy an orphan team from the orphan selection page.

Foster Parents

A foster parent is a caretaker owner of an orphan until an orphan team is purchased. Foster owners cannot own another team in the league the orphan exists. Foster parents can participate in all aspects of EFS and are assigned to allow leagues to begin or continue features that an incomplete league cannot participate in. An owner who purchases the team can replace foster parents at any time.

EFS uses the volunteer method to gather foster parent participants. You can either express your interest in being a foster owner by placing your request on the EFS forums or email efsports04@efsports.com for an official request to fill an orphan.

In-Season Orphans

Although in-season orphans are rare, EFS will find a foster parent within one week of the team being orphaned to maintain league integrity.

Chapter 20 – Restricted Free Agency (RFA)

Overview

Restricted free agency is a free agency period on a small group of players, which have recently been under contract by EFS owners. Restricted free agent players can be bid on by other EFS owners in the league but the original owner of the player will have the final right of refusal on the final salary and contract bid. Restricted free agents also can earn certain levels of draft pick compensation in exchange for losing the player. This is what makes RFA different from UFA (Unrestricted Free Agency).

Who Qualifies?

At the end of the season, EFS will reduce to contracts of every player by one year. The players on your roster that are represented with zero year contracts are the players that will enter RFA in February. All players regardless of status on your roster are eligible for RFA if they have a zero year contract.

NOTE: The RFA eligible players on your roster do not count toward your salary, contract, or roster caps. Until a player has a contract greater than zero he will not apply to any cap.

RFA Compensation

EFS will assign compensation based on where each RFA eligible player ranked in average points at his EFS position at the end of the season. All players are ranked even if they do not enter RFA in your league. Once the new EFS season begins, you will be able to see a list of the RFA eligible players and their associated draft pick compensation. Below is a list of the # of players considered for RFA compensation at each position and how which rankings will be associated with each round of compensation.

Base Scoring Leagues

RESTRICTED FREE AGENCY COMPENSATION LIST										
ROUND	DB	DL	LB	OL	QB	RB	TE	WR	K	P
1	1-6	1-9	1-9	1-8	1-6	1-4	1-3	1-9	-	-
2	7-12	10-18	10-18	9-16	7-12	5-8	4-6	10-18	1-4	1-4
3	13-18	19-27	19-27	17-24	13-18	9-12	7-9	19-27	5-8	5-8
4	19-24	28-36	28-36	25-32	19-24	13-16	10-12	28-36	9-12	9-12
5	25-30	37-45	37-45	33-40	25-30	17-20	13-15	37-45	13-16	13-16
6	31-36	46-54	46-54	41-48	31-36	21-24	16-18	46-54	-	-
7	37-42	55-63	55-63	49-56	37-42	25-28	19-21	55-63	-	-
NO COMPENSATION	43+	64+	64+	57+	43+	29+	22+	64+	17+	17+

Enhanced Scoring Leagues

RESTRICTED FREE AGENCY COMPENSATION LIST																
RND	CB	S	DE	DT	ILB	OLB	OC	OG	OT	QB	FB	RB	TE	WR	K	P
1	1-6	1-6	1-6	1-5	1-4	1-7	1-4	1-7	1-7	1-4	1-3	1-4	1-3	1-8	-	-
2	7-12	7-12	7-12	6-10	5-8	8-14	5-8	8-14	8-14	5-8	4-6	5-8	4-6	9-16	1-4	1-4
3	13-18	13-18	13-18	11-15	9-12	15-21	9-12	15-21	15-21	9-12	7-9	9-12	7-9	17-24	5-8	5-8
4	19-24	19-24	19-24	16-20	13-16	22-28	13-16	22-28	22-28	13-16	10-12	13-16	10-12	25-32	9-12	9-12
5	25-30	25-30	25-30	21-25	17-20	29-35	17-20	29-35	29-35	17-20	13-15	17-20	13-15	33-40	13-16	13-16
6	31-36	31-36	31-36	26-30	21-24	36-42	21-24	36-42	36-42	21-24	16-18	21-24	16-18	41-48	-	-
7	37-42	37-42	37-42	31-35	25-28	43-49	25-28	43-49	43-49	25-28	19-21	25-28	19-21	49-56	-	-
No Comp	43+	43+	43+	36+	29+	50+	29+	50+	50+	29+	22+	29+	22+	57+	17+	17+

RFA Bidding Period

The RFA bidding period will begin on February 1st and last until April 20th. During this time all players that are RFA eligible can have bids placed by other owners as long as they have the necessary compensation required to place a bid.

Please refer to End of RFA section for a more complete explanation of matching players after RFA bidding has ended.

RFA Bid List Screen

EFS has created an RFA bid list screen, which lists all the players eligible for RFA along with any outstanding compensation and current bids. Here is a list of each field on the RFA bids list screen.

Player Name – The name of the player in RFA

NOTE: All of your own players will be listed in red as an indication that you cannot bid on your players. Other players may be listed in red that are not on your roster. These are players that you do not have suitable compensation for.

Team – The NFL team of the player

EFS Pos – The EFS position of the player

NFL Pos – The position listed by the player's NFL team

CUR OID – The player who owns the rights to match (original owner)

AVG PTS – Average points of the player from the most recent completed season

SAL – Player's salary entering RFA. This is the salary the player was earning prior to RFA

RFA COMP – Minimum draft pick required by owner to make a bid on the player

YOUR COMP – The round of pick you will have to offer is a bid is made by you. If you do not have the pick in the round indicated in the RFA COMP field EFS will list the next highest round pick you have available to offer.

NOTE: If you do not have a pick suitable to offer on an RFA player his name will be listed in RED and there will be no link to the RFA bid screen. This is an indication you do not have sufficient compensation to place a bid.

BID SAL – This is the yearly salary offered by the owner with the high bid on your player

CON – The current contract offered by the owner with the high bid on your player

TOT SAL – Total salary offered by the owner with the high bid on your player (BID SAL * CON)

BID OID – The owner ID of the highest bid on your player

Bid Final – A time stamp indicating when the high bid on the player will lock, ending any additional bidding on the player.

If the bid is in red it indicates when the bid will lock.

If the bid is in green it indicates the deadline for the original owner to match the bid or lose the player.

Bidding on RFA Players

Once RFA commences you may place a bid on any player in RFA in which you have appropriate compensation for. Players with a 0 listed as compensation do not require any compensation to bid on them.

To bid on an RFA player click on his name from the RFA bid list screen and you will be taken to the RFA bid screen.

To get to the RFA bid list screen click on the League Features from the navigation bar and choose RFA Bid List or choose RFA Bid List from the quick links bar.

This screen looks very similar to the UFA bid screen. Like UFA, the minimum bid is \$.350M for 1 year. The maximum opening bid is \$3.0M for 5 years.

This is where the similarities end. In RFA, the bidding process is a little different for two reasons.

- 1) The original owner of the player must match the higher total salary of the player you are bidding on.
- 2) There is a draft pick as compensation offered with each bid made.

Let's take reason number 1 and provide an example.

Example:

Let's say you have Jimmy Smith WR Jaguars in RFA making 3.0M and he requires a 3rd round pick as compensation.

You decide to place a bid on Smith and you have a 3rd round pick to offer in compensation. How much do you bid?

First you must analyze the owner's salary and contract caps to understand if he can afford to keep Smith at his current \$3.0M salary for 1 year. This would be the salary and contract he would offer if your bid does not exceed the \$3.0M total salary. Secondly, you have to ask yourself if the 3rd round draft pick will have any bearing on his decision to let go of Smith.

Let's say that you have looked at the owner's finances and feel that keeping Smith at \$3.0M is too much for the owner to spend so you want to offer a lower amount. You decide to bid \$.750M for 3 years for a total of \$2.25M. If this is the final bid and the bid locks, the original owner of Smith will have to match the higher of the two total contracts (\$3.0M for 1 year vs. \$.750M for 3 years = \$2.25M)

The matching of the higher total contract is always in play for the original owner. You have put the owner in a bind as you have not exceeded the 1 year total of \$ 3.0M with your bid and he must weigh the impact of \$3.0M on his salary cap vs. letting the player go for a 3rd round pick. This is the essence of RFA.

Now let's pretend you placed a different bid on Smith. He is still making \$3.0M and still requires a 3rd round pick as compensation. This time you feel that \$3.0M is not too much for the original owner to match but he is thin on contracts. You place a bid of \$2.0M for 4 years for a total salary of \$8.0M.

The bid locks and now the original owner must decide on the following:

He can either match Jimmy Smith at \$2.0M for 4 years or give him up for a 3rd round draft pick. Since your bid exceeded the \$3.0M total salary the original owner must now match the higher bid that you offered. Again, this is the essence of RFA.

Now that you understand some of the bidding strategies, use your money and contract assignments wisely. Be aware of what your other owners needs are and how much they can afford to spend and match.

Now let's look at reason #2 in the process.

Example:

Again, Jimmy Smith is in RFA at 3.0M and requires a 3rd round draft pick as RFA compensation.

You do not have a 3rd round draft pick but you do have a 2nd round draft pick available.

You decide to place a bid of \$.500M for 2 years on Jimmy Smith. This bid will be assigned to your 2nd round draft pick as you do not have a 3rd round pick to offer as compensation.

Keep in mind that you have offered a draft pick higher than what was needed and that may weigh into the decision of the original owner matching or releasing Smith.

NOTE: EFS will always go up to the next round in search for a pick if you do not have a pick in the designated round in the RFA COMP field. If you do not have any picks at or above the RFA COMP level, you will not be allowed to bid on the player in RFA.

Tip: For players that have a high per year salary it is often times a good strategy to bid long contracts and low salary to maintain a total value under the current salary. This may force the hand of the original owner to relinquish the player for salary cap reasons.

Tip2: Bidding a slightly higher total salary can actually benefit the original owner by giving him the opportunity to match a bid for less money if he were to keep the player at his original salary and offer a contract extension after RFA is over. Be smart with your bidding and try not to let owners off the hook with unwise bidding tactics.

Now that you have some grasp of the bidding process let's finish the explanation of bidding.

Once a bid is placed, all owners have 96 hours from that bid to raise the bid. The high bid is always on the clock for 96 hours. Any time a bid is raised an email will be sent out to the owner of the previous bid notifying them the bid has been raised. Bids that can still be raised are listed in red in the Bid Final column. If no other bids are made within the 96-hour period, the bid becomes locked and cannot be raised by any other owner.

Once the bid is locked the original owner of the player will receive an email notifying them the bid on their player is locked. The owner has 72 hours to make a decision on the player or the player will be released from his roster and awarded to the high bidding owner. Any offered compensation is awarded to the original owner when the player is awarded. If the original owner keeps the player then the compensation stays with the bidding owner and can be used for another bid on another player.

Matching Bids on RFA Players

As the examples outlined in the Bidding of RFA player's section indicate, owners have to match bids to avoid losing players. Since you have players in RFA as well as your fellow owners, you will likely have the opportunity to make decisions on players as well.

Once a bid is locked on one of your players, you will receive an email indicating your player has a bid outstanding that is locked and you are eligible to make a decision on the player's new salary and contract.

To view a list of all the players you have in RFA and their bid status choose the RFA Bid Match Screen from the quick links bar or go the League Features from the Navigation bar and choose RFA Bid Match.

Once you are on the RFA Bid Match Screen you will see the following fields.

KEEP – This checkbox indicates that you want to keep the player and match the locked bid.

DROP – This checkbox indicates that you want to release the player and accept the compensation offered if any.

PLAYER NAME – Name of the player

AVG PTS – The average points from the most recently completed EFS season

ORIG SAL – The salary of the player prior to the beginning of RFA

YRLY SAL – The yearly salary offered in the RFA bid

CON – the contract offered in the RFA bid

TOT SAL – The total salary offered in the RFA bid (YRLY SAL * CON)

CLM OID – The owner ID of the bidding owner

SALARY MATCH – This is the salary you would have to match if you decide to keep the player. This number is the highest total salary compared against the ORIG SAL and TOT SAL.

PICK – The draft pick offered in the RFA bid. For a more detailed pick review, click on the Current Picks link from the Draft link on the navigation bar to see which pick is assigned to your player.

Bid LCKD – (Y/N) Indicated whether the current bid is locked or not. You cannot keep or drop a player that does not have a locked bid.

DATE – If bid locked is N, the date and time the bid will go locked.

If bid locked is Y, the date and time the locked bid will expire, indicating how long you have to make a decision on keeping or dropping the player.

Once a bid is locked, you need to review the SALARY MATCH column to understand with salary to match. If the SALARY MATCH field is the ORIGINAL SALARY then you will be matching the salary the player was making before entering RFA and his contract will be for 1 year. If the SALARY MATCH field is the same as the TOTAL SALARY field then you will be matching the bid indicated in the YEARLY SALARY and CONTRACT fields. It is important to understand which salary and contract length your player will be returning to your team with.

Also review the draft pick column to understand which draft pick is being offered. Sometimes owners will offer more than the required pick in an attempt to persuade you to release the player.

After you have decided your intentions on the bid do one of the following:

Click the KEEP checkbox to keep the player at the designated salary and contract and refuse the draft pick compensations.

Click the DROP checkbox to release the player to the bidding owner at their bid and receive the compensation offered from the owner.

NOTE: IF you fail to keep or drop the player, once the bid expires the player will be dropped from your team and awarded to the bidding owner. You will still receive any compensation associated with the bid

Tip: If you receive a draft pick as compensation you may immediately re-use that pick in RFA for your own bidding.

NOTE: When you match a bid on an RFA player, his salary, contract and roster spot count toward all the EFS caps. This is important as UFA Is also running concurrently with RFA. If you end up with an invalid roster, you will not be able to make any RFA bids until your roster is valid again.

RFA Draft Pick Compensation

Now that you have an explanation of how to bid from a salary and contract perspective let's cover the draft pick compensation portion.

As discussed in the RFA Bidding section, all players that require draft pick compensation will be assigned a draft pick when a bid is made on that player. That draft pick comes from your stockpile of current year draft picks.

The RFA COMP field indicates the minimum round required to make a bid but the most important column to pay attention to is the YOUR COMP field. This is the field that indicates which round you have to offer if you make a bid on that player.

EFS will assign a player to a bid based on the lowest ranked draft pick you have available in the round indicated in the YOUR COMP field.

Let's take our good buddy Jimmy Smith again as the example.

Example:

Jimmy Smith is making \$3.0M and is requiring a 3rd round pick as compensation. Lucky for you that you have not one but two 3rd round draft picks in this year's draft so you have the pick in the round he requires.

You place a bid on Smith for \$.500M for 2 years. Now the question is which pick is assigned to Smith's bid? Well, let's look at your picks.

You have the 5th pick in the 3rd round and the 9th pick in the 3rd round. Since this is your first bid on a player requiring a 3rd round pick the pick assigned to Smith is the 9th pick in the 3rd round since it has the lower value.

Now let's take it one step further. Let's say someone raises your bid, and you come back and place a bid on another WR, Curtis Conway Chargers instead. Since Smith no longer is assigned to the 9th pick in the 3rd round, your bid on Conway now occupies that pick.

One more step, I know you can keep up. Let's say that you change you mind about Smith after you placed the bid on Conway. You go back and place a bid on Smith while your bid is still outstanding on Conway. Now your new bid of \$1.0M for 2 years on Smith is occupying the 5th pick in the 3rd round since the 9th pick in the 3rd round is assigned to Conway. See how that works? Not too difficult.

As mentioned before, if you do not have a pick in the designated round, EFS will offer the next highest pick in the next round instead. Pay close attention to the YOUR COMP field when placing bids.

NOTE: If you decide to raise your own bid in RFA, EFS does not re-use your currently assigned draft pick on the bid. It will look for a higher pick to assign to the next bid. If you happen to do this in error and notice that you have assigned a higher pick than you intended, you can raise you bid once again and the pick will revert back to the pick it was associated with assuming you have not made any other bids that would lock that pick to another player. Review the Current Picks list to see where your picks are assigned and to what players.

Franchise Player Designation

Owners can offer additional protection to one player per team by using the franchise tag designation. This designation will apply an additional future 1st round draft pick as compensation in addition to the current compensation the player qualified for using the RFA compensation rankings table.

If an owner wants to bid on a franchise player he must not only have the current years compensation available but he must also have his **original** future 1st round draft pick available to make the bid.

NOTE: The future 1st round pick comes from the next draft available. (Example: If the current year is 2004 for RFA then the future 1st round pick comes from the 2005 draft.)

Owners must designate their franchise players before the beginning of RFA.

If a franchise player is bid on and either kept or dropped, you may not re-assign the franchise player designation to another RFA eligible player.

Trading during RFA

Trading is allowed during RFA but a few restrictions apply.

You cannot trade a player with a zero year contract during RFA.

You cannot trade a draft pick assigned to an RFA bid

You cannot make a bid on an RFA player if the pick in the YOUR COMP field is currently assigned to a trade offer or a pending trade.

NOTE: You can trade zero year contract players during the month of January, before RFA starts.

Ending of RFA

Once RFA reaches 00:00:00 GMT April 20th RFA bidding ends. Any outstanding bids will go to locked status and follow the guidelines of RFA bid matching.

Any players that did not have outstanding bids are eligible to return to the original owner's team at the same salary they entered RFA with a 1-year contract. To keep these players you can click on the KEEP button anytime between April 20th and April 26th. This will return the player to your roster. Any players you do not wish to keep you can select the DROP checkbox.

NOTE: All outstanding bids prior to April 20th will lock when RFA ends even if the full 96 hours for that bid has not been reached. Every player will lock on April 20th and will be removed from their rosters on April 27th @ 00:00:00 GMT if they are not matched prior to that day.

NOTE2: All players who did not receive bids upon the completion of the RFA bidding period will obtain a bid locked status of their most recent salary and a 1-year contract. This bid must be matched within 96 hours of the bidding period ending or the player will be removed from your roster. Please check the RFA bid match timestamps for your outstanding RFA players under the RFA bid match screen to ensure you do not wait too long to match your players.

As an extreme example, if an owner placed a bid on one of your RFA players 1 minute before RFA ended, you would have to wait the entire 96-hour period for the bid to lock then you would have 72 hours to match the bid. This could extend RFA all the way to April 27th for that particular player.

Tip: Once RFA is over, you can extend any of your 1-year contract players to keep them from going to RFA again the following season. Remember the deadline for extending 1-year contracts is June 30th.

Chapter 21 – Expansion Draft

Overview

In the beginning of EFS as a fantasy football site, we designed the game around the 12-team league concept in part, because we felt that this number was optimal given the number of players available in the NFL at that time. With the recent additions of the new Cleveland Browns and the Houston Texans, EFS began to wonder if there would be enough talent available to support a 16-team league format. After extensive numbers crunching and beta testing, EFS agreed that the 16-team format was viable and began support on the production level in 2002. Starting new leagues was easy but we had to come up with a method to allow established 12-team leagues the opportunity to try their hand at EFS's newest game challenge. Thus the expansion draft was born.

How To Expand

Expanding to a 16-team league offers very little effort on your league's behalf. Basically it boils down to a vote of all owners. EFS requires a $\frac{3}{4}$ majority vote in favor of expansion. For a 12-team league that means 9 of the 12 owners must agree to the expansion of the league before EFS will consider the move for your league. EFS does prefer a unanimous vote but in the event that certain owners are not in favor of expansion, EFS will assist in placing those owners in other leagues if they choose to do so.

Gathering the votes is a league responsibility and all votes must be submitted to EFS before September 1st to qualify for expansion in the upcoming season.

EFS will not allow an expansion draft to start until all 16 teams of your league have been paid in full for the new season. Failure to have a complete paid league by January 31st will result in the cancellation of expansion for that year and will revert back to base scoring and 12-team format for the upcoming season.

EFS will offer the new teams for sale after September 1st to help fill the newly created spots for your pending expansion. If you already have owners who wish to join your league and want to purchase a franchise, you can coordinate the purchases with EFS prior to public display of new franchises.

The new owners will assume franchise owner ID's 13-16 and a 4th division will be created to hold these franchises.

Expansion Scoring Format Options

EFS offers two scoring format options that can be used for your 16-team leagues. It is important that your league agrees not only on expanding, but what scoring format you will use.

Base Scoring Format

This scoring format is the standard EFS scoring format used in all 12-team leagues to date. Expanding with this scoring format allows owners to focus merely on the talent pool from an EFS position angle. A $\frac{3}{4}$ majority vote is required on scoring format as well as the idea for expansion. [See Chapter 10 – Scoring](#) for more detailed breakdown of the base scoring rules.

Enhanced Scoring Format

The enhanced scoring format has been designed by EFS to add another level of challenge to the EFS game model. Rather than just focusing in on base NFL positions like DL, DB, LB, etc. EFS created a scoring model that takes into consideration the individual efforts of each NFL position. Scoring is based on NFL position instead of EFS position giving more detailed talent evaluation requirements. No longer will you just be looking for the best DL, DB or LB but now your focus will broaden to DE, DT, ILB, OLB, CB & S as well as OL where you will now need OT, OG, & OC to fill your roster. EFS includes this scoring option not only as a new level of challenge for EFS owners but we feel with the extra talent requirements needed to fill 4 new franchises, the use of the enhanced scoring format offers a larger talent pool to choose from and a more diverse mix of talent at multiple positions is needed to achieve success in your league. A $\frac{3}{4}$ majority vote is required on scoring format as well as the idea for expansion. [See Chapter 10 – Scoring](#) for more detailed breakdown of the enhanced scoring rules.

Changing Scoring Formats

Beginning in 2004 EFS now offers enhanced scoring formats for 12 and 16 team leagues. Since your league could be either 12 or 16 teams but still playing under the standard scoring format, EFS considers the change in scoring formats to be a type of expansion. Although no players will change hands if your league decides to only change the scoring format but keep the same number of teams, the same approval process must take place to convert to the enhanced scoring format. At the end of the EFS season, EFS Site Management can change the scoring format for the upcoming season. For more information please contact EFS Site Management at efsports04@efsports.com

Expansion Draft Restrictions

There are a few restrictions that are in place while an expansion draft is active.

Each existing owner must have at least 43 players available on the active roster for an expansion draft to commence. Failure to have the minimum required number of players will result in the draft being suspended for the upcoming year.

Contract extensions are not allowed during the expansion draft

Players cannot be waived during the expansion draft

Trading is not active during the expansion draft

Practice Squad Players are not eligible to be drafted in the expansion draft.

NOTE: All these features are inactive effective the end of the EFS season and are not re-activated until the completion of the expansion draft.

Setting Up your Expansion Draft

The expansion draft cannot commence until the beginning of the new EFS year. Once that has been completed the league commissioner or vice commissioner can set up the draft time and date for the expansion draft. The 1440 method is highly recommended for this draft. Please see [Chapter 2 – Veteran Draft](#) or [Chapter 6 – Rookie Draft](#) for a more detailed explanation of setting up the draft date, time and format.

Expansion Draft Format

Now that you have your new owners in place it is time to start getting them some players. Since the majority of available players already exist on the 12 existing franchises rosters, the expansion draft was designed to disseminate talent from the existing franchises to the new franchises without damaging the integrity of the existing teams and not giving an unfair advantage to the new owners either. A competent expansion owner can field a competitive team in year one of his franchises existence, but as is the case in the NFL, expansion teams must be built with the understanding that they are in it for the long haul.

Expansion Draft Length

The expansion draft is comprised of 30 rounds with each expansion owner having one pick per round. The draft is set up in a serpentine style with the first expansion owner (owner 13) having the first selection. Below is a brief table showing the order.

Odd Rounds	Even Rounds
Draft Order	Draft Order
Owner 13	Owner 16
Owner 14	Owner 15
Owner 15	Owner 14
Owner 16	Owner 13

Protecting Players – Pre Draft

EFS does not want to leave the cupboard bare for existing teams so we have developed a method in which existing owners can protect players to enhance their abilities to still field a competitive team while allowing new owners to enter the league and have a fair chance at competition as well.

Before round 1 of the expansion draft begins, EFS created a round zero in which each existing owner is allowed to protect 7 players before the expansion draft starts. Owner 1 will be first on the clock and he will be required to enter 7 player ID's in the expansion draft room of the 7 players he wishes not to expose to the draft at all. Each owner may protect a maximum of 1 player per EFS position to reach his total of 7 players. He may also choose one wildcard player, which may come from a previously covered position, allowing one position to have two covered players.

The EFS positions are designated as follows:

DB
DL
LB
OL
QB
RB
TE
WR
K
P

As each owner protects the allotted 7 players before the expansion draft, the expansion owners can remove these players from consideration from their draft lists. Each player that is covered is highlighted in blue on the roster and marked with a C in the EFS Injured column for easy viewing.

Protecting Players – During the Draft

As the draft begins and expansion owners start to draft players, EFS has also built in the protecting of players during the draft as part of the balance of ownership between new and existing franchises. Every time an existing owner loses a player in the expansion draft he is allowed to cover a small number of players. This will allow existing owners to keep a majority of their talent throughout the expansion draft. Below is a table listing the number of players that can be protected after each player lost.

Number of Players Drafted from Existing Team	Number of players Allowed to Protect (Total number of protected players in parenthesis)
0	7 (7)
1	2 (9)
2	3 (12)
3	3 (15)
4	3 (18)
5	3 (21)
6	3 (24)
7	3 (27)
8	3 (30)
9	3 (33)
10	0 (after 10 th player is selected, all other players are exempt from the draft and are kept by the existing owner)

As you can see from the table above, the number of players you can protect throughout the expansion draft far outweighs the number of players you might lose. If your roster has the typical 53 man active roster, you will still have 43 players remaining on your team while the expansion owners can only have a maximum of 30 players gained from the expansion draft.

Before you lose a single player you have already protected your top 7 players and with the exception of the 1st player you lose, you will be able to pull back 3 players for every one lost player.

From the expansion owner's perspective, you can still acquire top talent from existing franchises but overall depth will be the stumbling block you must overcome. As owners start to lose talent they will also be able to protect talent. Finding quality fill-ins to your roster in the later rounds of the expansion draft is where you will earn your stripes as an EFS owner.

Starting the Draft

Once the draft date and time have been reached the draft will start with Owner 01 on the clock to enter his initial 7 protections. Each owner 02-12 will follow in order to enter his 7 protections. Once this has commenced, owner 13 will be on the clock with the first selection.

Expansion owners can draft any player on an existing owner's active roster, including players that were on EFS I.R. during the season. Only players that have been protected are exempt from the active roster. All players on the active roster with 0 year contracts are eligible to be drafted but the expansion owner will still be required to expose these players to RFA. No contract extensions are allowed to zero year contract players before RFA commences. If the franchise player is left unprotected, he can be drafted as well. The franchise tag does not follow the player and can be re-assigned by the existing owner at the end of the expansion draft. Practice squad players are not eligible to be drafted.

To draft a player, the expansion owner goes to the expansion draft room to make his selection. The expansion draft room link can be found from the Draft tab on the navigation bar or the expansion draft link on the quick links bar.

Once in the expansion draft room, the expansion owner must enter the ID of the player he wishes to draft. Once submitted, the player will be moved from the existing owner's franchise to the expansion owner's team immediately. Once the player has been selected, the existing owner who just lost the player will be notified via email that his player has been selected and his team is now on the clock to protect the appropriate number of players following the pick. After his protections are entered (using the player ID) the next expansion owner is on the clock and an email will be sent notifying him of his status as the current owner on the clock.

NOTE: Currently EFS does not have any draft or protection list features available for the expansion draft and the vacation flag does not work in conjunction with this draft. Each owner must select or protect each player once his turn on the draft is active. Failure to do so will result in a bypass of the pick or protections.

Tip: If an owner wishes to bypass his draft selection or protections he can enter the ID 'byps' when his pick or protections are on the clock to be made. This will skip the pick on the clock without having to wait the entire time allotment. Remember that if you are bypassing your protections, you must enter 'byps' for each protection you wish to bypass.

Expansion owners may draft any available player from any franchise in any order. If an owner has a deeper talent pool on his roster, he may lose players at a faster rate versus other owners. Remember though, that each owner is only required to give up a maximum of 10 players. If an owner reaches his allotted 10 players, the remaining players on his team are exempt from the draft.

Once the 30 round draft is completed the expansion draft will end and the normal EFS features will be activated. (UFA, Waivers, Trading and RFA if drafted ended after February 1st.)

Tip: As an expansion owner, money should not be a primary concern when drafting talent. An average expansion draft usually generates about \$40M-\$50M in salary for your roster.

Expansion Owners and the Rookie Draft

Along with the addition of 30 players via the expansion draft, expansion owners are allotted the top 4 picks in each round of the rookie draft for the 1st season as expansion owners. The draft order will be the same serpentine style for the expansion owners with owner 16 getting the first selection in the rookie draft. Below is a table of the draft order for each round.

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Owner	16	13	16	13	16	13	16
	15	14	15	14	15	14	15
	14	15	14	15	14	15	14
	13	16	13	16	13	16	13
	Remaining 12 owners	Remaining 12 owners	Remaining 12 owners	Remaining 12 owners	Remaining 12 owners	Remaining 12 owners	Remaining 12 owners

The end result is that your league will become a 16-team league with as much balance and parity as can be allowed given the fact that four new teams are added to the mix. Depth will be the one common problem as a result of the expansion draft. With the addition of 212 new players on rosters that were typically in the free agency pool of a standard 12-team league, finding enough useful bodies to fill the end of your roster to fill off-week and injury concerns will be the main challenge of all owners after the expansion draft commences.

Chapter 22 – EFS Calendar

Calendar Date	Event(s)
January 4, 2004	Start of New EFS Year
	Non-renewed franchises are placed on orphan list
	Contracts are reduced by 1 year
	Annual 4% raises are implemented
	Performance raises are implemented
	Salary penalties are migrated
	Contract Penalties are set back to zero
	Zero contract players can be waived until Feb. 1
	Leagues that have expanded can start their drafts
	For Fully Paid Leagues the following features are turned back on:
	Unrestricted Free Agency
	Trading
	Waivers
	Contract Extensions
	Assignment of franchise player designation
February 1, 2004	Restricted Free Agency Begins
April 20, 2004	Restricted Free Agency Bidding Ends – All current bids are locked
April 20, 2004	Restricted Free Agency final bid matching period begins
April 24-25 2004	NFL Rookie Draft
April 27, 2004	All unmatched RFA players will clear rosters and go to Unrestricted Free Agency
June 30, 2004	Last day to extend 1 year contracts of players for remainder of the year.
August 15, 2004	Practice Squad bidding is activated
	Rookie drafts for existing leagues must be completed
	End of new league signups
September 6, 2004	Start of week 1 of the EFS season.
	Unrestricted Free Agency bid times reduced to 24 hours
	League deadline on declaration of expansion and scoring method
November 1, 2004	Renewal Period Begins
November 15, 2004	Free agents must have 2+ year contracts to keep for 2004 season
	Free agents assigned 1 year contracts will return to the free agent pool at year end
November 15, 2004	Trading and Practice Squad bidding Ends
December 6, 2004	Unrestricted Free Agency, Waivers ends

December 7, 2004	Non-playoff participants must renew to have access to their teams
December 12, 2004	EFS wildcard playoff round
December 19, 2004	EFS Semi-Final playoff round
December 26, 2004	EFS Championship
December 31, 2004	EFS Renewal Period Ends; all un-purchased teams are up for public sale.
January 7, 2005	EFS Year 2005 Begins

Chapter 23 – New For 2004

The following is a list of new features and rules that will be implemented for the 2004 season.

Blocked Kicks - Pending approval from our stat service to add this new category, EFS will be giving credit of +2 pts to each player who gains credit for a blocked punt, or field goal. This change will be finalized in the spring.

This change will apply to all leagues.

Blocked Kick Recoveries - Pending approval from our stat service to add this new category, EFS will be giving credit of +6 pts to each player who gains credit for a recovery of an opponents blocked punt, or field goal. This change will be finalized in the spring.

This change will apply to all leagues.

Missed PAT's - Pending approval from our stat service to add this new category, EFS will be giving credit of -2 pts to each missed PAT by the player attempting the PAT. Missed 2pt conversions will not be penalized. This change will be finalized in the spring.

This change will apply to all leagues.

Field Goal Scoring Modification – EFS is still working on the final outcome of this change but has agreed to attempt to alter the field goal scoring format to reduce the penalties for missing longer kicks and to increase the penalty for missing shorter kicks. The initial idea looks like this:

	0-30 yards	31-40 yards	41+ yards
Made FG's	10% yardage	15% yardage	20 % yardage
Missed FG's	-20% yardage	-15 % yardage	-10% yardage
All made FG's will still be +3.			

The idea is to create a bell curve of penalties where a long kick made has the same relative value as a short kick missed and vice-versa. This change will be finalized in the spring.

This change will apply to all leagues.

UFA Timestamp – Raising your own high bid on a pending UFA claim will not result in a change in the award date timestamp. This is designed to prevent owners from pushing bids beyond the normal time limits by raising their own bids. This change will be effective with the beginning of UFA.

This change will apply to all leagues.

Example: Jerry Rice has a bid of 1.000 for 2 years and the high bid belongs to owner 01. The bid is set to expire on 2004-01-15-20.00.00. Normally if owner 01 were to raise the bid it would reset the time to the appropriate number of days from when the high bid was cast. Since owner 01 raised his own bid the timestamp would not change and would stay at 2004-01-15-20.00.00 to prevent to owner from artificially extending the deadline for the player to clear UFA.

Reduction in scoring for FB's and TE's – The calculations for scoring FB's and TE's is based on whether to players are listed in the game books as started and/or played. In 2003 the multipliers were set equally at .1 for both started and played. In 2004 the played multiplier will be reduced from .1 to .05. This will create a scoring separation between FB's and TE's who start and those who just play as substitutes throughout the game. This change will be effective with week 1 scoring for 2004.

This change will only apply to enhanced scoring leagues.

Enhanced Scoring League Annual & Performance Salary Raises

As is the case with base scoring leagues, annual and performance raises will be applied at the beginning of each new year. EFS has been finalizing the performance raises for the new year, as this is the first season in which they will be applied. Below is a list of the positions, number of player to get performance raises and the percentage of raise based on positional rank. Each player on an EFS roster will receive an annual 4% raise regardless of whether they qualified for a performance raise. Players that are still under ORC contract, on the practice squad or are designated as the franchise player are not subject to receive these raises. This change will be effective as of January 1, 2004.

Performance Raise Chart

2004 ANNUAL PERFORMANCE RAISES – ENHANCED SCORING LEAGUES

POS	QB	FB	RB	TE	WR	OC	OG	OT	CB	S	DE	DT	IB	OB	K	P
# PLYRS	28	21	28	21	56	28	48	48	42	42	42	35	28	48	16	16
1	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000	8.000
2	7.714	7.619	7.714	7.619	7.857	7.714	7.833	7.833	7.810	7.810	7.810	7.771	7.714	7.833	7.500	7.50
3	7.429	7.238	7.429	7.238	7.714	7.429	7.667	7.667	7.619	7.619	7.619	7.543	7.429	7.667	7.000	7.00
4	7.143	6.857	7.143	6.857	7.571	7.143	7.500	7.500	7.429	7.429	7.429	7.314	7.143	7.500	6.500	6.50
5	6.857	6.476	6.857	6.476	7.429	6.857	7.333	7.333	7.238	7.238	7.238	7.086	6.857	7.333	6.000	6.00
6	6.571	6.095	6.571	6.095	7.286	6.571	7.167	7.167	7.048	7.048	7.048	6.857	6.571	7.167	5.500	5.50
7	6.286	5.714	6.286	5.714	7.143	6.286	7.000	7.000	6.857	6.857	6.857	6.629	6.286	7.000	5.000	5.00
8	6.000	5.333	6.000	5.333	7.000	6.000	6.833	6.833	6.667	6.667	6.667	6.400	6.000	6.833	4.500	4.50
9	5.714	4.952	5.714	4.952	6.857	5.714	6.667	6.667	6.476	6.476	6.476	6.171	5.714	6.667	4.000	4.00
10	5.429	4.571	5.429	4.571	6.714	5.429	6.500	6.500	6.286	6.286	6.286	5.943	5.429	6.500	3.500	3.50
11	5.143	4.190	5.143	4.190	6.571	5.143	6.333	6.333	6.095	6.095	6.095	5.714	5.143	6.333	3.000	3.00
12	4.857	3.810	4.857	3.810	6.429	4.857	6.167	6.167	5.905	5.905	5.905	5.486	4.857	6.167	2.500	2.50
13	4.571	3.429	4.571	3.429	6.286	4.571	6.000	6.000	5.714	5.714	5.714	5.257	4.571	6.000	2.000	2.00
14	4.286	3.048	4.286	3.048	6.143	4.286	5.833	5.833	5.524	5.524	5.524	5.029	4.286	5.833	1.500	1.50
15	4.000	2.667	4.000	2.667	6.000	4.000	5.667	5.667	5.333	5.333	5.333	4.800	4.000	5.667	1.000	1.00
16	3.714	2.286	3.714	2.286	5.857	3.714	5.500	5.500	5.143	5.143	5.143	4.571	3.714	5.500	0.500	0.50
17	3.429	1.905	3.429	1.905	5.714	3.429	5.333	5.333	4.952	4.952	4.952	4.343	3.429	5.333		
18	3.143	1.524	3.143	1.524	5.571	3.143	5.167	5.167	4.762	4.762	4.762	4.114	3.143	5.167		
19	2.857	1.143	2.857	1.143	5.429	2.857	5.000	5.000	4.571	4.571	4.571	3.886	2.857	5.000		
20	2.571	0.762	2.571	0.762	5.286	2.571	4.833	4.833	4.381	4.381	4.381	3.657	2.571	4.833		
21	2.286	0.381	2.286	0.381	5.143	2.286	4.667	4.667	4.190	4.190	4.190	3.429	2.286	4.667		
22	2.000		2.000		5.000	2.000	4.500	4.500	4.000	4.000	4.000	3.200	2.000	4.500		
23	1.714		1.714		4.857	1.714	4.333	4.333	3.810	3.810	3.810	2.971	1.714	4.333		
24	1.429		1.429		4.714	1.429	4.167	4.167	3.619	3.619	3.619	2.743	1.429	4.167		
25	1.143		1.143		4.571	1.143	4.000	4.000	3.429	3.429	3.429	2.514	1.143	4.000		
26	0.857		0.857		4.429	0.857	3.833	3.833	3.238	3.238	3.238	2.286	0.857	3.833		
27	0.571		0.571		4.286	0.571	3.667	3.667	3.048	3.048	3.048	2.057	0.571	3.667		
28	0.286		0.286		4.143	0.286	3.500	3.500	2.857	2.857	2.857	1.829	0.286	3.500		
29					4.000		3.333	3.333	2.667	2.667	2.667	1.600		3.333		
30					3.857		3.167	3.167	2.476	2.476	2.476	1.371		3.167		
31					3.714		3.000	3.000	2.286	2.286	2.286	1.143		3.000		
32					3.571		2.833	2.833	2.095	2.095	2.095	0.914		2.833		
33					3.429		2.667	2.667	1.905	1.905	1.905	0.686		2.667		
34					3.286		2.500	2.500	1.714	1.714	1.714	0.457		2.500		
35					3.143		2.333	2.333	1.524	1.524	1.524	0.229		2.333		
36					3.000		2.167	2.167	1.333	1.333	1.333			2.167		
37					2.857		2.000	2.000	1.143	1.143	1.143			2.000		
38					2.714		1.833	1.833	0.952	0.952	0.952			1.833		
39					2.571		1.667	1.667	0.762	0.762	0.762			1.667		
40					2.429		1.500	1.500	0.571	0.571	0.571			1.500		
41					2.286		1.333	1.333	0.381	0.381	0.381			1.333		
42					2.143		1.167	1.167	0.190	0.190	0.190			1.167		
43					2.000		1.000	1.000						1.000		
44					1.857		0.833	0.833						0.833		
45					1.714		0.667	0.667						0.667		
46					1.571		0.500	0.500						0.500		
47					1.429		0.333	0.333						0.333		
48					1.286		0.167	0.167						0.167		
49					1.143											
50					1.000											
51					0.857											
52					0.714											
53					0.571											
54					0.429											
55					0.286											
56					0.143											

This change will only apply to enhanced scoring leagues.

UFA Bidding Process – A modification in the UFA bidding process has been added effective January 1, 2004. EFS has altered the UFA bidding process by adding a practice squad or active roster bid flag as part of the UFA bid submission.

In the past, all bids were considered active roster bids with each player being awarded to the roster with the practice squad eligible flag set to 'Y' allowing an owner to demote the player to the practice squad at a later date. This process perpetuated what is commonly referred to as "practice squad dumping".

The idea behind practice squad dumping was to demote a player from your active roster for the purpose of releasing the player at a reduced salary penalty and to avoid taking a contract penalty. This created an environment that sometimes would be taken advantage of by owners. By allowing the players to be demoted owners could bid very high salaries on players that they had no intention of keeping on their roster for the long term. They were in effect, playing keep away from other owners with the caveat that they could always demote and release the player from the practice squad at a reduced penalty. This feature and ideal are now effectively turned off.

Beginning in 2004, all UFA bids must be declared as either a practice squad bid or an active roster bid. This is done at the time the bid is entered. On the UFA bid screen there is now a dropdown list with the header 'PS?' with a Y and N listed in the dropdown list. A choice from this list must be made with every bid in order to submit it.

Y = a practice squad bid

N = Active roster bid.

A practice squad bid, indicated with a "P" on the far right of the UFA bid, means that if awarded, the player will immediately be placed on the owners practice squad. If the player is then promoted at a later date, the player will no longer have practice squad eligibility and if released from the active roster, will be subject to all active roster penalties. If a player is released from the practice squad the standard 25% current year salary penalty still applies. Contract penalties still do not count toward the release of a practice squad player.

An active roster bid, indicated with an "A" on the far right of the UFA bid, means that if awarded, the player will immediately be placed on the owners active roster and will have the practice squad eligibility flag set to "N". This means the player will not be eligible to be demoted to the practice squad. The player is also subject to all active roster penalties if released from the active roster.

There will also be a hierarchy in the bid process. Active roster bids carry more weight than practice squad bids even if the total value of the contract differs. It is EFS' philosophy that a player would rather have a contract that guarantees him a place on the 53-man roster than a practice squad contract. This means that an active roster bid will supercede a practice squad bid in determining the high bid in UFA. Also, once an active roster bid is introduced in the bid process, practice squad bids will be ineligible for the remainder of the bid process.

Example:

Owner 01 bids 1.000 for 2 years on Jerry Rice WR Raiders. The bid is submitted as a practice squad bid and looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2003-01-15	P

Later that day owner 02 raises the bid but continues to submit it as a practice squad bid. The bid history now looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	2.000	2	4.000	02	2003-01-15	P
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2003-01-15	P

Now, owner 01 comes back and raises the bid but this time he submits an active roster bid. This bid history now looks like this:

Player	Position	Team	Salary	Contract	Total	Owner	Award Date	Bid Type
Jerry Rice	WR	Raiders	.350	2	.700	01	2003-01-15	A
Jerry Rice	WR	Raiders	2.000	2	4.000	02	2003-01-15	P
Jerry Rice	WR	Raiders	1.000	2	2.000	01	2003-01-15	P

As you can see from the bid history, the .350 active roster bid is considered higher than the 2.000 practice squad bid due to the fact that the player will now be awarded to a 53-man roster. If owner 02 were to attempt to raise the bid again, he would now have to submit an active roster bid to supercede the current high bid.

This change will apply to all leagues.

Reminder:

The practice squad consists of 5 players. Acquiring more than 5-practice squad players will result in an invalid roster, which will prevent any UFA, RFA, or waiver claims until your roster is back to a valid status.