

# M.U.F.L. RULES

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## TEAMS AND OWNERS

MUFL is limited to sixteen "teams" (at the Commissioner's discretion), each managed by one or more "Owners".

All Owners must pay a non-refundable participation fee of \$150 before the draft.

Owners are responsible for naming their team, drafting players to fill out their initial roster, and adding/dropping players ("trading") from their roster throughout the NFL regular season (weeks 1 through 17).

## THE DRAFT

On the night of the draft, Owners will draw numbers, in the order they arrive to the pub. This drawing will determine the order in which owners choose players for their teams.

Each Owner will build a team consisting of:

- 1 Quarterback
- 1 Kicker
- 3 Wide Receivers (or Tight Ends)
- 2 Running Backs (or Full Backs)
- 1 Defense/Offense Team

## TRADE RULES

All trades cost \$10. At the end of the season, if you're in the winners circle, your trade fees will be subtracted from the winnings you're owed by the league.

If you owe the league money, you'll pay that deficit before the pot is paid out to the winners.

If you're not in the winners circle, you must pay for your trades before the pot is paid out to the winners.

All trades must be made through the Mayflower, in person (preferred) or by phone.

Trades begin on Tuesday, at noon, each week.

All trades must be completed before closing time at the Mayflower, on Saturday night of each week. "Closing time" at The Mayflower is never set in stone, so it's a good idea to call ahead.

**Owners cannot ADD or DROP a player if that player's team has already played that week.**

EXAMPLE: If your quarterback's team plays on Thursday night, you can't drop him and add a different quarterback on Friday. You'll have to wait until the following Tuesday, at noon.

Making trades in person is preferred. If you call in trades, one of the Mayflower staff will fill out the trade book for you.

Owners assume full responsible for all trades, including those they have made by other people on their behalf.

All trades are made on a "first come" basis. If you call the pub to add a player after someone else has added that same player, that player is not available to you. Check the trades already marked on the week's sheet before making your trade decisions. Duplicate trades will go to the first trading Owner.

Once a player has been picked up or dropped, the trade is final.

## HOW TO TRADE PLAYERS

You have a player on your team you want to get rid of, for whatever reason (injured, dead, in jail, plays for the Raiders). You go to the Mayflower and buy everyone a drink (optional), then open the MUFL trade book, where you'll find a TRADE SHEET for the current week, with little boxes waiting to be filled out.

Mark the following information on the week's trade sheet:

DATE/TIME	Time and date you're making the trade.	EXAMPLE: "9/13 12:05pm"
TEAM NAME	Your team name.	EXAMPLE: "Mugs Away"
POSITION	Position of the player you want to drop.	EXAMPLE: "REC 3"
TRADE FROM	Name of the player you want to drop.	EXAMPLE: "Bruce" or "I. Bruce"
TEAM	NFL team for the player you want to drop.	EXAMPLE: "STL" or "St. Louis"
TRADE TO	Name of the player you want to add.	EXAMPLE: "Burrress" or "P. Burrress"
TEAM	NFL team for the player you want to add.	EXAMPLE: "NYG" or "NY Giants"
PHONE #	Your phone number.	EXAMPLE: "800-GOT-MUFL"

## QUARTERBACK SCORING

- 1. PASSING TDs - (6 POINTS)** - If your Quarterback passes the ball (no hand-offs) to a player on his team who scores a touchdown in that play, you get six points for your Quarterback, except in the case of two-point conversions (see below).
- 2. RUSHING TDs - (6 POINTS)** - If your Quarterback carries the ball into the opponent's end zone, you get six points for your Quarterback.
- 3. TWO-POINT CONVERSIONS - (2 POINTS)** - If your Quarterback passes (no hand-offs) a successful two-point conversion, you get two points for your Quarterback.
- 4. RUSHING 100 YARDS - (6 POINTS)** - For every 100 rushing yards your Quarterback earns in a single game, you get six points for your Quarterback.
- 5. RECEIVING 100 YARDS - (6 POINTS)** - For every 100 receiving yards your Quarterback earns in a single game, you get six points for your Quarterback.

## KICKER SCORING

1. **FIELD GOALS - (3 POINTS)** - You get three points for every successful Field Goal your kicker scores.
2. **EXTRA POINTS - (1 POINT)** - You get one point for every successful Extra Point your kicker scores (a.k.a. "point after touchdown").

## RECEIVERS & RUNNING BACKS SCORING

1. **TDs - (6 POINTS)** - All touchdowns made by any of your Receivers or Running Backs (receiving or rushing) earns you six points.
2. **PASSING TDs (6 POINTS)** - If one of your Receivers or Running Backs passes (no hand-offs) to a player on their team who then scores a touchdown, you get six points for that Receiver or Running Back.
3. **TWO-POINT CONVERSIONS - (2 POINTS)** - All successful two-point conversions made by your Receivers or Running Backs (passing or rushing) earns you two points. Also, if one of your Receivers or Running Backs passes (no hand-offs) a successful two-point conversion, you get two points for that Receiver or Running Back.
4. **SAFETIES - (2 POINTS)** - If one of your Receivers or Running Backs tackles an opponent in possession of the ball in his own end zone, you get two points for that Receiver or Running Back.
5. **RUSHING 100 YARDS - (6 POINTS)** - For every 100 rushing yards any of your Receivers or Running Backs earn in a single game, you get six points for that player.
6. **RECEIVING 100 YARDS - (6 POINTS)** - For every 100 receiving yards any of your Receivers or Running Backs earn in a single game, you get six points for that player.

## D/O TEAM SCORING

1. **SCORING TURNOVERS - (6 POINTS)** - If your D/O team gains possession of the ball, either through a fumble or interception, and scores in the same play, you get six points for your D/O team.
2. **KICK/PUNT RETURN - (6 POINTS)** - If your D/O team returns a kick or punt to the other team's end zone in the same play, you get six points for your D/O team.
3. **SAFETIES - (2 POINTS)** - If your D/O team's defense tackles an offense player in possession of the ball in the offense's end zone, you get two points for your D/O team.

## WEEKLY WINNERS

In addition to the above, your D/O team could earn you "Weekly Winners" money. Each week, MUFL awards \$25 each to the BEST OFFENSE and the BEST DEFENSE, as follows...

1. **BEST OFFENSE** -- \$25 to the D/O team that scores the most points in their game. In the event of a tie for BEST OFFENSE, the winner is the team with the most points AND MOST NET YARDAGE for that week.
2. **BEST DEFENSE** -- \$25 to the D/O team that allows the fewest points in their game. In the event of a tie for BEST DEFENSE, the winner is the team that allowed the fewest points AND LEAST NET YARDAGE for that week.