



FRANKENSTANK  
FANTASY FOOTBALL LISTENER LEAGUE RULES  
SEASON 5  
2024





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## LEAGUE FEES & PAYOUTS

\*\*\*THESE NUMBERS ARE FROM THE 2023 SEASON WHEN THERE WERE 96 TEAMS. WE ARE CURRENTLY UNCERTAIN OF HOW MANY TEAMS WE WILL BE ADDING IN 2024, THESE NUMBERS WILL BE CHANGED ACCORDINGLY ONCE THAT HAS BEEN DECIDED.

\$2400 POT (96 TEAMS, \$25 A TEAM)

--MFL CHARGE - \$150

--CHARITY DONATION - \$750

REMAINING TOTAL - \$1500

\$450 WILL GO TO THE CONFERENCE WINNERS (\$50 EACH/9 WINNERS)

\$250 WILL GO TO THE MOST POINTS SCORED ON THE SEASON

\$350 WILL GO TO THE OVERALL LEAGUE WINNER

\$50 WILL GO TO THE 1ST TEAM TO HAVE A PLAYER AT EACH POSITION TAKEN FROM HIS/HER ROSTER (QB/RB/WR/TE)

\$225 WILL GO TO THE TEAM IN EACH DIVISION THAT HAD THE HIGHEST SCORING WEEK OF THE YEAR (\$25 EACH/9 WINNERS)

\$100 WILL GO TO THE TEAM THAT HAD THE HIGHEST SCORING WEEK OF THE YEAR (OUT OF ALL OF THE DIVISIONS)

\$50 WILL GO TO MONSTER OF THE YEAR (VOTED UPON BY T2T STAFF & LEAGUE MEMBERS POSTSEASON. CRITERIA: ACTIVE IN CHAT & ACTIVE IN THE LEAGUE. THIS PLAYER IS HELPFUL WITH RULES, ORGANIZING AND SCHEDULING)

\*\* LEAGUE CHAMPION GETS TO NAME 1 OF THE 3 NEW DIVISIONS IN NEXT YEAR'S LEAGUE! NOTE: IF AN OWNER DOES NOT SET A LINEUP FOR THE WEEK, THEY ARE SUBJECT TO BE REPLACED.

NOTE: IF AN OWNER DROPS OUT OR ANY OTHER CIRCUMSTANCE POPS UP IN WHICH AN OWNER NEEDS TO BE REPLACED, IF A REPLACEMENT CAN NOT BE FOUND, A MEMBER OF T2T FROM ANOTHER DIVISION WILL SET THE LINEUP UNTIL THE REPLACEMENT IS FOUND.



## DRAFT STRUCTURE

EMAIL DRAFT, 8-HOUR RUNNING CLOCK PER PICK.

AFTER 8 HOURS, YOUR PICK WILL BE SKIPPED AND YOU WILL NEED TO CONTACT THE COMMISSIONER (JOHN @COACHSCHEPPS OR JUSTIN @JUSTINFF\_) TO HAVE YOUR PICK MADE WHEN YOU'RE AVAILABLE. THE CLOCK WILL STOP FROM 12 AM MIDNIGHT EASTERN UNTIL 8 AM EASTERN.

1ST AND 2ND ROUNDS - ROOKIE & SOPHOMORES ONLY, SNAKE STYLE.

3RD ROUND, THE DRAFT ORDER IS FLIPPED. - NON QB, VETERANS ONLY  
(ANY NON-ROOKIE/NON QB)

4TH ROUND - VETERAN QB'S ONLY.

5TH ROUND - PLAYERS CURRENTLY ROSTERED BY TEAMS THAT MADE THE  
2022 NFL PLAYOFFS

6TH ROUND - PLAYERS CURRENTLY ROSTERS BY TEAMS THAT DID NOT  
MAKE THE 2022 NFL PLAYOFFS

7TH ROUND AND ON - NORMAL DRAFT

\*NO TRADES ARE ALLOWED DURING THE DRAFT OR DURING THE SEASON.  
YOU NEED TO BUILD YOUR MONSTER BY WINNING AND FORCING TRADES!

NOTE: MONSTER CARDS MUST BE DRAFTED BY ROUND 12. THE LOSER OF THE RPS FINALS FOR EACH DIVISION WILL DECIDE WHICH ROUND EACH MEMBER IN HIS OR HER DIVISION MUST TAKE A MONSTER CARD BY, HE OR SHE CAN ONLY ASSIGN EACH ROUND ONCE (ROUND 1 - 12). IF YOU ARE ASSIGNED A ROUND LATER THAN ROUND 1, YOU CAN CHOOSE A MONSTER CARD PRIOR TO THE ROUND ASSIGNED TO YOU BUT NO LATER THAN



## MONSTER CARDS

MONSTER CARDS CARDS WILL BE AVAILABLE IN THE DRAFT AND CAN BE DRAFTED IN ANY ROUND! YOU MUST SELECT A CARD BY ROUND 12, NO LATER!

(MONSTER CARDS MUST BE DRAFTED BY ROUND 12 THE LOSER OF THE RPS FINALS FOR EACH DIVISION WILL DECIDE WHICH ROUND EACH MEMBER IN HIS OR HER DIVISION MUST TAKE A MONSTER CARD BY, HE OR SHE CAN ONLY ASSIGN EACH ROUND ONCE (ROUND 1 - 12). IF YOU ARE ASSIGNED A ROUND LATER THAN ROUND 1, YOU CAN CHOOSE A MONSTER CARD PRIOR TO THE ROUND ASSIGNED TO YOU BUT NO LATER THAN.)

CARDS ARE FOR REGULAR-SEASON USE ONLY. CARDS CAN ONLY BE USED ONCE THEN THEY ARE GONE...UNTIL THEY RETURN NEXT YEAR FROM UNDERNEATH YOUR BED (UNLESS STATED OTHERWISE WITHIN THE CARD RULES).

THERE WILL BE A MESSAGE BOARD THREAD SET UP FOR EACH DIVISION STRICTLY FOR MONSTER CARDS. EACH CARD HAS ITS OWN DEADLINE ON WHAT DAY IT NEEDS TO BE PLAYED. YOU MUST POST THAT CARD BY ITS DEADLINE IN ORDER FOR IT TO BE PLAYED THAT WEEK



## MONSTER CARDS (CONT'D)

|| DRACULA (VLAD DRACULA) - CAN STEAL 50% OF A PLAYER AT THE SAME POSITIONS POINTS TO REMOVE FROM THAT PLAYER'S SCORE FOR THE WEEK AND ADD TO YOUR PLAYER'S SCORE FOR THE WEEK. - NEEDS TO BE PLAYED TUESDAY BY NOON EASTERN.

|| PENNYWISE (PENNYWISE CLOWN) - A PLAYER ON YOUR ROSTER CAN BECOME ANY PLAYER AT THE POSITION YOU PLAY THIS CARD FOR THE WEEK (CAN NOT BE A PLAYER ON YOUR OPPONENT'S ROSTER) - NEEDS TO BE PLAYED PRIOR TO THURSDAY NIGHT FOOTBALL KICKOFF.

|| THE BLOB (JELLY BLOB) - YOU GET TO STEAL A PLAYER FROM YOUR OPPONENT'S ROSTER (STARTING LINEUP OR BENCH, REGARDLESS OF WIN OR LOSS) WITHOUT HAVING TO GIVE A PLAYER BACK IN RETURN. DURING THE 1ST 2 WEEKS OF THE SEASON, THIS CARD CAN ONLY BE PLAYED AFTER A LOSS. STARTING WEEK 3, IT CAN BE USED AT ANY TIME. - NEEDS TO BE PLAYED BY TUESDAY, NOON EASTERN.



## MONSTER CARDS (CONT'D)

|| SILVER BULLET (SILVER BULLET) - OWNERS OF THIS CARD CAN SELECT 1 PLAYER TO PROTECT FROM BEING STOLEN FOR 3 STRAIGHT WEEKS. NEEDS TO BE PLAYED PRIOR TO THURSDAY NIGHT FOOTBALL KICKOFF OFF OF THE 1ST WEEK OF THE 3 WEEK PROTECTION PERIOD. ||

FRANKENSTEIN (VICTOR FRANKENSTEIN) - YOU GET TO TAKE A PLAYER FROM YOUR OPPONENTS STARTING LINEUPS SCORE FOR THE WEEK AND GIVE HIM BACK THE SCORE OF A PLAYER FROM THE SAME POSITION IN YOUR STARTING LINEUP. - NEEDS TO BE PLAYED BY TUESDAY, NOON EASTERN. ||

THE MUMMY (MUMMY IMHOTEP) - YOUR OPPONENT MUST START THE SAME LINEUP HE STARTED LAST WEEK. THE ONLY EXCEPTION IS THAT IF HE HAD A PLAYER STOLEN FROM HIS STARTING LINEUP OR HE GAVE A PLAYER FROM HIS STARTING LINEUP, HE GETS TO REPLACE THAT PLAYER. - MUST BE PLAYED BY TUESDAY, NOON EASTERN (THIS WILL LIKELY AFFECT YOUR OPPONENTS WAIVER ACQUISITIONS/WHO HE CAN & CAN'T DROP) BUT AFFECTS THE NEXT UP AND COMING WEEK. ||

THE TERMINATOR(T800) (CYBERDYNE TERMINATOR) - WHEN YOU PLAY THIS CARD, YOU CAN GO BACK IN TIME AND MAKE ONE ADJUSTMENT TO YOUR STARTING LINEUP AFTER THE WEEK'S GAMES HAVE ENDED. - NEEDS TO BE PLAYED BY TUESDAY, NOON EASTERN.



## MONSTER CARDS (CONT'D)

|| THE INVISIBLE MAN (INVISIBLE MAN) - YOU CAN BLOCK A PLAYER FROM BEING TAKEN FROM YOUR STARTING LINEUP, YOU HAVE TO DESIGNATE THE PLAYER BEFORE THE START OF THE WEEK'S MATCH-UP. - NEEDS TO BE PLAYED PRIOR TO THURSDAY NIGHT FOOTBALL KICKOFF.

|| GHOSTBUSTER (SLIMER GHOSTBUSTER) - YOU GET TO BLOCK YOUR OPPONENT FROM USING THEIR MONSTER CARD, THEY STILL LOSE THEIR MONSTER CARD AS IF THEY USED IT. - NEEDS TO BE PLAYED WITHIN 12 HOURS OF YOUR OPPONENT PLAYING HIS/HER CARD.

|| THE LEPRECHAUN (LUBDAN LEPRECHAUN) - THIS CARD NEEDS TO BE PLAYED BEFORE WE RECORD OUR WEEKLY SHOW ON TUESDAY NIGHTS. WHEN YOU PLAY THIS CARD, WE WILL SPIN THE LEPRECHAUN WHEEL ON THE SHOW AND WHATEVER IT LANDS ON WILL BE YOUR BONUS FOR THE WEEK. - NEEDS TO BE PLAYED BY TUESDAY, NOON EASTERN. (THE WHEEL ITEMS ARE LISTED BELOW<sup>\*\*</sup>)

|| THE FLY (FLY BRUNDLE) - WHEN YOU PLAY THIS CARD, YOU PICK A PLAYER FROM YOUR ROSTER TO HAVE ALL OF HIS POINTS FROM RECEPTIONS/RECEIVING INCREASED BY 50% THIS WEEK. - NEEDS TO BE PLAYED PRIOR TO THURSDAY NIGHT FOOTBALL KICKOFF.





## MONSTER CARDS (CONT'D)

|| DR. JEKYLL/MR. HYDE (JEKYLL HYDE) - AFTER THAT WEEK'S GAMES HAVE BEEN PLAYED, YOU GET TO SWAP OUT A PLAYER FROM YOUR OPPONENT'S STARTING LINEUP WITH A PLAYER FROM HIS BENCH. THIS PLAYER DOES NOT HAVE TO BE OF THE SAME POSITION AS LONG AS IT DOES NOT CREATE AN INVALID LINEUP - NEEDS TO BE PLAYED BY TUESDAY, NOON EASTERN.

|| FREDDY KRUEGER (FREDDY KRUEGER) - THIS CARD IS A SEASON LONG CARD, YOU WILL APPLY THIS CARD TO A PLAYER AND WHEN YOU START THAT PLAYER HE WILL GET THE AVERAGE OF THE TOP 10 SCORERS AT THAT PLAYER'S POSITION FOR THE WEEK. YOU MUST DESIGNATE THE PLAYER ON YOUR ROSTER THAT YOU WILL BE APPLYING THIS CARD TO BEFORE THE START OF THE THURSDAY NIGHT GAME, WEEK #1 AND THIS CARD IS EFFECTIVE FOR YOUR TEAM AS LONG AS THAT PLAYER REMAINS ON YOUR ROSTER. IN ORDER FOR THE PLAYER TO BE ELIGIBLE FOR POINTS ANY GIVEN WEEK, YOU MUST START THE PLAYER AND THE PLAYER MUST RECORD AT LEAST 1 LEGITIMATE STAT (I.E. - 1 PASS ATTEMPT, 1 RUSHING ATTEMPT, OR 1 RECEPTION/TARGET... WHATEVER WILL REGISTER AS A STAT IN MFL). IF THIS PLAYER IS STOLEN, THE CARD DOES NOT TRANSFER TO THE NEW TEAM, BUT THE ORIGINAL CARD HOLDER LOSES THEIR CARD WITH THE LOSS OF THE PLAYER



## MONSTER CARDS (CONT'D)

||| RUMPELSTILTSKIN (THE RUMPELSTILTSKIN) - PRIOR TO YOUR WEEKLY MATCH-UP YOU CAN PLAY THIS CARD TO BLOCK A SPECIFIC PLAYER FROM BEING TAKEN FROM YOUR ROSTER IN THE EVENT YOU LOSE. IF YOU DO NOT LOSE, YOU KEEP THE CARD. YOUR OPPONENT WILL NOT BE MADE AWARE THAT YOU HAVE USED THE CARD OR OF THE PLAYER YOU ARE BLOCKING. IF YOUR OPPONENT TRIES TO STEAL THE PLAYER YOU BLOCKED, YOU KEEP YOUR PLAYER AND GET TO TAKE A PLAYER FROM THEIR ROSTER. IF YOUR OPPONENT DOES NOT TAKE THE PLAYER YOU BLOCKED, YOU LOSE THE PLAYER THEY CHOOSE AND THE CARD. THIS CARD CAN BE PLAYED AS OFTEN AS YOU'D LIKE UNTIL YOU LOSE THE CARD. (PROTECTED PLAYERS MUST BE ANNOUNCED TO A MEMBER OF T2T IN YOUR DIVISION PRIOR TO THE START OF THAT WEEK'S MATCHUP) - NEEDS TO BE PLAYED BY THURSDAY, NOON EASTERN.

|| JASON VOORHEES (JASON VOORHEES) - HOOKING UP IS A NO-NO WHILE JASON IS AROUND! PLAYING THIS CARD BLOCKS YOUR OPPONENT FROM PLAYING ANY STACK (PLAYERS FROM THE SAME TEAM) FOR THIS WEEK'S MATCH-UP. IF YOUR OPPONENT PLAYS A STACK AFTER THIS CARD HAS BEEN PLAYED, AFTER THE WEEK'S MATCHUP IS PLAYED THE HIGHER SCORING PLAYER/PLAYERS OF THE STACK WILL BE REMOVED FROM THEIR WEEKLY SCORE. - NEEDS TO BE PLAYED BY THURSDAY, NOON EASTERN.



## MONSTER CARDS (CONT'D)

|||| MICHAEL MYERS (MICHAEL MYERS) - THIS CARD CAN BE PLAYED EACH WEEK OF OCTOBER, AS LONG AS YOU KEEP WINNING, MICHAEL GETS STRONGER. ONCE YOU LOSE, THE CARD IS LOST.

-WEEK 1 - OPPONENT HAS 10% REMOVED FROM THEIR TOTAL SCORE.

-WEEK 2 - OPPONENT HAS 15% REMOVED FROM THEIR TOTAL SCORE.

-WEEK 3 - OPPONENT HAS 17% REMOVED FROM THEIR TOTAL SCORE.

-WEEK 4 - OPPONENT HAS 20% REMOVED FROM THEIR TOTAL SCORE.

|| THE CANDYMAN (DANIEL ROBITAILLE) - IF YOUR OPPONENT'S STARTING QBS THROW A COMBINED 3 OR MORE INTS, HE/SHE LOSES 50 POINTS FROM THEIR TOTAL SCORE FOR THE WEEK. \*\* CAN BE PLAYED UP TO 3 WEEKS IN A ROW IF YOUR OPPONENT COMBINES FOR 3+ INTS EACH WEEK PLAYED.

\*\*\*\* ( ) - DENOTES THE PLAYER'S NAME FOR EACH CARD. A CUSTOM PLAYER HAS BEEN CREATED FOR EACH CARD SO THAT THEY CAN BE DRAFTED AND ROSTERED.

\*NOTE- CARD RULES MAY OVERRULE OTHER STANDARD RULES OF THE LEAGUE. CHECK WITH YOUR COMMISH FOR DETAILS.



## \*\* LEPRECHAUN CARD WHEEL WEDGE ITEMS

- 1 - IF YOU LOSE THIS WEEK, YOU STILL GET CREDIT FOR A WIN IN THE STANDINGS AND YOUR OPPONENT GETS THE LOSS. YOUR OPPONENT STILL GETS TO STEAL A PLAYER. WE MAKE THIS HAPPEN BY EDITING YOUR SCORE TO GIVE YOU JUST ENOUGH TO "WIN".
- 2 - ADD 50 POINTS FOR THIS WEEK'S GAME COMING UP.
- 3 - YOU CAN CHOOSE TO START YOUR OPTIMAL/BEST LINEUP AFTER THE GAMES ARE DONE, BUT ARE NOT REQUIRED TO.
- 4 - YOU GET IMMUNITY FROM HAVING A PLAYER STOLEN THIS WEEK.
- 5 - ADD 100 POINTS TO YOUR SEASON TOTAL SCORE (POINTS FOR).
- 6 - YOUR OPPONENT MUST START THEIR SAME LINEUP AS LAST WEEK, MINUS ANY PLAYER THEY HAVE LOST/DROPPED BEFORE THIS WEEK'S GAMES.
- 7 - YOU GET TO SET 3 STARTERS FOR YOUR OPPONENT'S LINEUP THIS WEEK (NO MORE THAN 1 PLAYER PER POSITION). YOU MUST SET THEM ON THURSDAY. OPPONENT GETS TO WORK WAIVERS AND FA'S UP UNTIL YOU SET THOSE 3 PLAYERS ON THURSDAY BETWEEN NOON AND KICKOFF OF TNF. OPPONENTS CAN CONTINUE TO SET THE REST OF THEIR LINEUP AS THEY SEE FIT AFTER THE THURSDAY DEADLINE, BUT THOSE 3 PLAYERS WILL BE LOCKED IN AT THAT POINT.



### \*\*\* LEPRECHAUN CARD WHEEL WEDGE ITEMS (CONT'D)

8 - YOUR OPPONENT LOSES 50 POINTS FOR THIS WEEK'S UPCOMING GAME.

9 - YOU GET THE OPTION TO SWAP OUT ONE OF YOUR OPPONENT'S STARTERS FOR A BENCH PLAYER AFTER THE GAMES HAVE RUN. IT MUST STILL MAKE A LEGAL LINEUP.

10 - YOU MUST SPIN THE WHEEL 2 MORE TIMES AND ACCEPT THE FATE OF BOTH SPINS. IF THIS ISN'T POSSIBLE, WE WILL ACCEPT THE FIRST SPIN FIRST, THEN SPIN AGAIN UNTIL WE GET A 2ND SPIN THAT CAN COINCIDE WITH THE FIRST SPIN.

11 - IF YOU WIN, YOU GET CREDIT FOR A LOSS IN THE STANDINGS, BUT YOU STILL GET TO STEAL A PLAYER FROM YOUR OPPONENT. WE MAKE THIS HAPPEN BY EDITING YOUR SCORE JUST ENOUGH TO FORCE YOU A LOSS IN THE STANDINGS AFTER THE WEEK IS DONE.

12 - LOSE 50 POINTS FOR THIS WEEK'S UPCOMING GAME.

13 - YOU CAN'T MAKE ANY FREE AGENT MOVES THIS WEEK OR NEXT WEEK

14 - YOUR OPPONENT MUST SET 3 STARTERS FOR YOUR STARTING LINEUP THIS WEEK (NO MORE THAN 1 PLAYER PER POSITION). THEY MUST SET THESE 3 PLAYERS ON THURSDAY BETWEEN NOON AND KICKOFF OF TNF. YOU GET TO WORK WAIVERS AND FA'S UP UNTIL THEY SET THOSE 3 PLAYERS. YOU CAN STILL SET YOUR LINEUP AS YOU SEE FIT THE REST OF THE WEEK AS WELL, BUT THESE 3 PLAYERS WILL BE LOCKED IN AT THIS POINT.



### \*\*\* LEPRECHAUN CARD WHEEL WEDGE ITEMS (CONT'D)

15 - LOSE 100 POINTS FROM YOUR SEASON TOTAL (POINTS FOR).

16 - YOU MUST START THE SAME STARTING LINEUP THAT YOU STARTED LAST WEEK, MINUS ANYONE YOU LOST OR DROPPED. IF YOU LOST OR DROPPED ANY STARTERS FROM LAST WEEK, THOSE ARE THE ONLY PLAYERS YOU CAN REPLACE IN YOUR STARTING LINEUP.

17 - YOUR OPPONENT MUST START THEIR OPTIMAL LINEUP AFTER THIS WEEK'S GAMES ARE DONE.

18 - YOUR OPPONENT GETS IMMUNITY FROM HAVING A PLAYER STOLEN THIS WEEK.

19 - YOUR OPPONENT GETS A 50 POINT BONUS AGAINST YOU THIS WEEK.

20 - YOUR OPPONENT MUST SWAP ONE OF YOUR STARTERS FOR ONE OF YOUR BENCH PLAYERS AFTER THE GAMES ARE DONE.



## RISE FROM YOUR GRAVE!

ALL COMPETITORS WHO LOSE THE 1ST 2 GAMES OF THE FRANKENSTANK SEASON WILL BE ENTERED TO WIN ONE OF THE HERO'S LISTED BELOW! THESE HERO'S CAN BE PLAYED WEEKLY, THEY WILL ACCOUNT FOR THE SAME POINT TOTAL WEEKLY AND CAN NOT BE STOLEN! AFTER THE WEEK 2 GAMES HAVE BEEN DECIDED, ALL ELIGIBLE TEAMS WILL HAVE THEIR HERO ASSIGNED TO THEM VIA THE "RISE FROM THE GRAVE" WHEEL, LIVE ON THAT WEEK'S EPISODE OF TOILETS TO TITLES! ONCE THE HERO HAS BEEN ASSIGNED TO HIS/HER ROSTER, THE TEAM MANAGER WILL NEED TO PICK A POSITION FOR THAT HERO (QB, RB, WR, TE). ONCE THE POSITION HAS BEEN DECIDED, IT CAN NOT BE CHANGED.

- █ SYDNEY PRESCOTT (SCREAM) - 24 POINTS
- █ LAURIE STRODE (HALLOWEEN) - 25 POINTS
- █ GRAHAM HESS (SIGNS) - 26 POINTS
- █ ELLEN RIPLEY (ALIEN) - 28 POINTS
- █ CLARICE STARLING (THE SILENCE OF THE LAMBS) - 30 POINTS
- █ BILL DENBROUGH (IT) - 32 POINTS
- █ ASH WILIAMS (THE EVIL DEAD) - 35 POINTS



## STARTING LINEUP/ROSTERS STARTING LINEUP

QB

RB

RB

WR

WR

WR

TE

FLEX

FLEX

SF

6 BENCH SPOTS

16 ROSTER SPOTS TOTAL

DUE TO THE STEALING ASPECT OF THIS LEAGUE, ALL TEAMS ARE REQUIRED TO AT LEAST SET A FULL LINEUP. PLAYERS MAY BE ON IR, BYE, ETC... BUT, MUST AT LEAST SET A FULL STARTING LINEUP. THE PENALTY FOR SETTING AN ILLEGAL LINEUP IS THAT YOU WILL BE AWARDED 0 POINTS FOR THAT WEEK AND YOUR OPPONENT WILL BE ABLE TO STEAL ANYONE ON YOUR ROSTER AND REPLACE THEM WITH A STARTER OF THEIRS FROM THE SAME POSITION.





## FRANKENSTANK FORMAT

THE WINNING TEAM CAN TAKE A PLAYER FROM THEIR OPPONENTS STARTING LINEUP IN EXCHANGE FOR A PLAYER THEY ALSO STARTED DURING THAT WEEK'S MATCHUP. PLAYERS LEFT ON THE BENCH FOR EITHER TEAM DURING THAT WEEK'S MATCHUP ARE INELIGIBLE FOR FORCE TRADING. WHEN YOU FORCE A TRADE, YOU ARE TRADING POSITION FOR POSITION. I.E. - IF YOU TRADE AWAY A QB, YOU MUST TAKE A QB IN RETURN.

HOWEVER, OVER THE COURSE OF THE SEASON, YOU MAY NOT STEAL MORE THAN THE NUMBER ALLOWED IN YOUR STARTING LINEUP AT EACH POSITION.  
\* EXAMPLE, YOU CAN ONLY STEAL UP TO 2 QB'S THROUGHOUT THE SEASON AND 1 OF THOSE WILL BE CONSIDERED YOUR QB, THE OTHER WILL BE CONSIDERED YOUR SF. YOU MAY NOT STEAL ANOTHER QB OR SF AFTER THAT. SO IN THEORY, YOU COULD STEAL UP TO 6 WR'S THROUGHOUT THE SEASON IF YOU COUNT 2 OF THEM AS YOUR FLEX AND ONE AS YOUR SF.

\*\*\* NOTE - MONSTER CARDS ARE NOT HELD TO THESE LIMITATIONS. EXAMPLE... IF YOU USE THE BLOB CARD TO STEAL A QB, THAT IS SEPARATE FROM THE 2 POTENTIAL QB'S THAT YOU ARE ELIGIBLE TO STEAL IN THE FRANKENSTANK FORMAT.



## FRANKENSTANK FORMAT (CONT'D)

\*REMEMBER THAT THESE PLAYERS CAN BE STOLEN FROM YOU LATER IF YOU LOSE A GAME, BUT STILL COUNT AGAINST YOUR POSITION BEING STOLEN.

\*THERE WILL BE NO STEALING AFTER WEEK 13 BECAUSE BY THEN, YOU, DR FRANKENSTANK, HAVE BUILT THE MONSTER OF A TEAM THAT YOU DESERVE AT THIS POINT AND MUST FACE YOUR FATE HEAD ON FROM THERE. SO, YOU COULD WIN EVERY WEEK AND CHOOSE 3 GAMES THAT YOU SIMPLY DON'T WANT TO STEAL WEEK #14 IS ALSO THE START OF THE PLAYOFFS.

THE DEADLINE TO DETERMINE WHO YOU ARE STEALING WILL BE 9PM EST ON TUESDAY NIGHT EACH WEEK TO ALLOW THE LOSING TEAMS TIME TO SET WAIVERS WITH THE PLAYERS THEY WERE GIVEN BACK IF THEY SO DESIRE.

\*YOU WILL POST WHO YOU ARE STEALING AND WHO YOU ARE GIVING UP ON YOUR DIVISION'S MESSAGE BOARD THREAD ON THE LEAGUE MFL SITE. IF YOU DO NOT GET THIS POST IN ON TIME, YOU WILL NOT GET TO STEAL A PLAYER.



## BLIND BID WAIVER FORMAT

THE PARTS YOU NEED TO BUILD YOUR TEAM DON'T COME FREE! IF YOU CAN'T STEAL THEM FROM YOUR LEAGUEMATES, THEN YOU NEED TO BUY THEM AT THE LOCAL MAD SCIENCE EXCHANGE. REMEMBER, AS THE SEASON GOES ALONG, THE DEMAND FOR NEW PARTS RISES, BUT THE SUPPLY STARTS TO THIN OUT. DUE TO THIS INEVITABLE CONUNDRUM, WE MUST TAKE THE LAWS OF SUPPLY AND DEMAND INTO CONSIDERATION. THEREFORE, AS THE SEASON PROGRESSES, THE MINIMUM BID AMOUNT FOR FREE AGENT WAIVERS WILL INCREASE! SO YOU NEED TO BE CAREFUL WITH WHEN AND HOW YOU WANT TO SPEND THAT CASH! WE WILL START WITH A \$1 MINIMUM BID FOR ALL WAIVERS LEADING UP TO WEEK 1. AFTER WEEK 1 HAS BEEN PLAYED, WE WILL BUMP IT UP BY \$1 TO MAKE IT \$2 THE NEXT WEEK WE BUMP IT UP \$2 TO MAKE IT \$4. THEN BUMP IT \$3 TO MAKE IT \$7. ETC... HERE IS A RUNDOWN FOR YOU...

UP TO WEEK 1- \$1

AFTER WEEK 1- \$2

AFTER WEEK 2- \$4

WEEK 3- \$7

WEEK 4 \$11

5- \$16

6- \$22

7- \$29

8- \$37

9- \$46

10- \$56

11- \$67

12- \$79

13- \$92



FROM WEEK 14 AND AFTER, WE WILL CAP OFF THE MINIMUM WAIVER BID AT \$100 FOR THE PLAYOFFS. FREE AGENTS WILL BE FIRST COME FIRST SERVE AFTER THE WAIVERS RUN, WITH THE EXCEPTION OF THE PLAYERS THAT WERE DROPPED DURING THE PREVIOUS WAIVER RUN. THEY WILL REMAIN ON WAIVERS FOR A PERIOD OF 2 DAYS AND WILL BE SUBJECT TO THE MINIMUM WAIVER DOLLAR AMOUNTS LISTED ABOVE. \*\*\* PLEASE NOTE THAT THE COMMISSIONERS HAVE TO MANUALLY ENTER THIS MINIMUM BID AMOUNT EACH WEEK. SO, IF YOU NOTICE ANYTHING OFF ABOUT IT IN SEASON, LET US KNOW!



## PLAYOFF STRUCTURE

\*\*\*THESE NUMBERS ARE FROM THE 2023 SEASON WHEN THERE WERE 96 TEAMS. WE ARE CURRENTLY UNCERTAIN OF HOW MANY TEAMS WE WILL BE ADDING IN 2024, THESE NUMBERS WILL BE CHANGED ACCORDINGLY ONCE THAT HAS BEEN DECIDED.

THIS LEAGUE IS DIFFERENT ON EVERY LEVEL. YOU DIDN'T EXPECT ANY DIFFERENT FOR THE PLAYOFFS OF THE MONSTER OF ALL LEAGUES... DID YOU? THE PLAYOFFS WILL BEGIN IN WEEK 14 OF THE NFL SEASON, AND RUN FOR 4 WEEKS, CULMINATING IN THE MONSTER MASH BEING PLAYED IN WEEK 17. A TOTAL OF 32 TEAMS WILL QUALIFY FOR THE PLAYOFFS, BUT ONLY 1 TEAM FROM EACH DIVISION IS GUARANTEED A PLAYOFF SPOT. THE FOLLOWING CRITERIA WILL BE USED TO SELECT THE PLAYOFF TEAMS. (TIEBREAKERS ARE LISTED BELOW)

SEED #1 - THE BEST OVERALL DIVISIONAL WINNER BASED ON WIN/LOSS RECORD. THE 8 DIVISIONAL WINNERS WILL ALL GET A TOP 8 SEED AND ONLY THE TOP 2 SEEDS WILL EARN A FIRST ROUND BYE, BUT THE #1 SEED GOES TO THE ONE WITH THE BEST RECORD OF THE 8 DIVISIONAL WINNERS BASED ON WIN/LOSS RECORD.

SEED #2 - THIS WILL BE THE SECOND BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

SEED #3 - THIS WILL BE THE THIRD BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

SEED #4 - THIS WILL BE THE FOURTH BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

SEED #5 - THIS WILL BE THE FIFTH BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.



## PLAYOFF STRUCTURE (CONT'D)

SEED #6 - THIS WILL BE THE SIXTH BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

SEED #7 - THIS WILL BE THE SEVENTH BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

SEED #8 - THIS WILL BE THE EIGHTH BEST WIN/LOSS RECORD AMONG THE 8 DIVISIONAL WINNERS.

NOTE... FOR ALL OF THE REMAINING PLAYOFF SPOTS, THEY MAY COME FROM ANY DIVISION. SO ONLY 1 TEAM FROM EACH DIVISION IS GUARENTEED A SPOT AND THEORETICALLY 10 FROM ONE DIVISION COULD MAKE IT. BUT, REALSTICALLY THAT WON'T HAPPEN.

SEED #9- THIS TEAM WILL BE THE TEAM (FROM ANY DIVISION) THAT SCORED THE MOST POINTS ON THE SEASON (AFTER THE DIVISION WINNERS EARN THEIR SEEDS). THE TEAMS MAKING IT IN ON POINTS FROM HERE ON, CHOSE TO RISK THEIR STARTERS TO GET MORE POINTS EVEN IF THEY RISKED LOSING THEM, AND THEY SHOULD BE REWARDED FOR THIS

SEED #10- THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

SEED #11 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

SEED #12 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

SEED #13 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION)



## PLAYOFF STRUCTURE (CONT'D)

SEED #14 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

SEED #15 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

SEED #16 - THE NEXT MOST POINTS FOR (FROM ANY DIVISION).

THE FINAL 16 SPOTS WILL BE AWARDED TO THE BEST OVERALL RECORDS OF ALL THE REMAINING 80 TEAMS ACROSS ALL DIVISIONS. THIS IS STILL FANTASY FOOTBALL, SO WE DO STILL WANT TO REWARD THOSE THAT ACTUALLY WIN THE GAME AS WELL

SEED #16- SEED #32- THE NEXT BEST WIN/LOSS RECORDS (FROM ANY DIVISION)\*\* OF THE 32 TEAMS WHO QUALIFY FOR THE PLAYOFFS, THE TOP 2 SEEDS WILL RECEIVE A FIRST-ROUND BYE. AND HERE IS YET ANOTHER TWIST TO THIS MONSTER!!!! IN ROUND 1 - SEED #3 THROUGH SEED #32 WILL FACE EACH OTHER IN AN ALL OUT BRAWL! THE TOP 6 SCORING TEAMS FROM ROUND 1 OF THE PLAYOFFS WILL ADVANCE TO ROUND 2

IN ROUND 2 - THE #1 OVERALL SEED WILL GET TO CHOOSE THEIR OPPONENT

FROM THE REMAINING PLAYOFF TEAMS. THEN THE NEXT BEST REMAINING TEAM WILL GET TO CHOOSE THEIR OPPONENT. THEN THE 3RD BEST, THEN THE

LAST 2 REMAINING WILL PLAY EACH OTHER.



## PLAYOFF STRUCTURE (CONT'D)

<sup>\*\*</sup>BE CAREFUL OF WHAT YOU WISH FOR THOUGH... BECAUSE IN ROUND 3, THE WORST REMAINING SEED OF THE 4 WILL GET TO CHOOSE THEIR OPPONENT! SO YOU HIGHER SEEDS WILL NEED TO LOOK AHEAD AT THE TEAMS SCHEDULES SINCE YOU WON'T HAVE A SAY IN WHO YOU PLAY IN THE FEARSOME FOUR!!!! IN ROUND 3 - THE WORST REMAINING SEED OF THE 4 REMAINING TEAMS GETS TO CHOOSE HIS/HER OPPONENT.

## TIE BREAKER SCENARIOS

IF THERE IS A TIE AMONG THE TOP 8 DIVISION WINNERS, WE WILL USE MOST POINTS FOR AS A TIEBREAKER, THEN WHICHEVER TEAM SCORED THE MOST POINTS IN THE MOST RECENT WEEK.

IF THERE IS A TIE AMONG ANY OF THE TEAMS GETTING IN ON POINTS FOR, THEN THE TIE BREAKER WILL BE WIN/LOSS RECORD FIRST, THEN WHICHEVER TEAM SCORED THE MOST POINTS IN THE MOST RECENT WEEK.

IF THERE IS A TIE AMONG ANY OF THE TEAMS GETTING IN ON WIN/LOSS RECORD, THEN THE FIRST TIE BREAKER WILL BE POINTS FOR, THEN WHICHEVER TEAM SCORED THE MOST POINTS IN THE MOST RECENT WEEK.

NOTE... THE REASON WE ARE DOING THE "MOST RECENT WEEK" SCENARIO IS BECAUSE YOU ARE BUILDING YOUR MONSTER. IT SHOULD BE GETTING BETTER EACH WEEK IF YOU ARE DOING IT CORRECTLY.





GOOD LUCK TO ALL!

REMEMBER, YOU ARE PLAYING FOR THE CHARITY OF YOUR CHOICE AND  
TO ENJOY A WILD AND DIFFERENT LEAGUE. AS ALWAYS, WE  
APPRECIATE YOUR SUPPORT OF THE SHOW AND LOOK FORWARD TO THE  
SEASON!

DR FRANKENSTANK