

2024 PROPOSALS

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| 1. CHANGE trade deadline to 12th week from 11th week. | YES | NO | | | | | | | | |
| 2. On Hire a Coordinator - ADD: If a team's coordinator is chosen to be an NFL Head Coach, the owning fantasy team gets a compensatory draft pick between rounds 3 and 4 of the annual Spring Draft. If multiple teams qualify for this compensatory pick, then the order of drafting is decided by reverse order of finish in the previous season. This rule becomes effective June 1, 2024. | YES | NO | | | | | | | | |
| 3. CHANGE the points credited for touchdowns made by RB's, WR's, and K's receiving or running in a touchdown to 3 from the current 1. Change touchdowns made by QB's receiving or running in a touchdown to 3 from 1, but keep any passing touchdown to 1 point. | YES | NO | | | | | | | | |
| <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Top 20 Position Breakdown:</td> <td style="width: 50%;">Top 50 Position Breakdown:</td> </tr> <tr> <td>Current - QB 7, RB 5, WR 8</td> <td>Current - QB 14, RB 11, WR 19, K 6</td> </tr> <tr> <td>New TD+3 - QB 4, RB 6, WR 10</td> <td>New TD+3 - QB 12, RB 14, WR 22, K 2</td> </tr> <tr> <td>New TD+6/+5/+4 - QB 7, RB 6, WR 7</td> <td>New TD+6/+5/+4 - QB 14, RB 16, WR 16, K 4</td> </tr> </table> | Top 20 Position Breakdown: | Top 50 Position Breakdown: | Current - QB 7, RB 5, WR 8 | Current - QB 14, RB 11, WR 19, K 6 | New TD+3 - QB 4, RB 6, WR 10 | New TD+3 - QB 12, RB 14, WR 22, K 2 | New TD+6/+5/+4 - QB 7, RB 6, WR 7 | New TD+6/+5/+4 - QB 14, RB 16, WR 16, K 4 | | |
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| New TD+6/+5/+4 - QB 7, RB 6, WR 7 | New TD+6/+5/+4 - QB 14, RB 16, WR 16, K 4 | | | | | | | | | |
| 4. CHANGE the number of players on a roster to 13. The rosters will consist of 2 QB's, 2 K's, and 2 RB's and 7 WR's or 3 RB's and 6 WR's. | YES | NO | | | | | | | | |
| 5. CHANGE the number of players to a lineup each week to 7. CHANGE the number of Wide Receivers to start each week to at least two. | YES | NO | | | | | | | | |
| 6. CHANGE the maximum number of RBs on a roster to 4 from 3. | YES | NO | | | | | | | | |
| 7. ADD two Tight Ends to each roster and require a Tight End to start each week. | YES | NO | | | | | | | | |
| 8. CHANGE QBs rushing yardage per point from 20 to 10. | YES | NO | | | | | | | | |
| 9. CHANGE starting position requirements to no starting position requirements, and also CHANGE roster position requirements to no roster position requirements.
Yes, this means you may own 6 QBs and start 6 QBs. | YES | NO | | | | | | | | |
| 10. ADD If a player is out for the season, allow putting the player on IR on its bye week. | YES | NO | | | | | | | | |
| 11. ADD on the first week of the season, 3 exceptions and over 1 on the developmental squad are allowed. | YES | NO | | | | | | | | |

SECOND VOTE ON 2023 PROPOSALS

- | | 2024
Vote | 2023
Vote |
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| 1. On games played early in the week, transactions are 30 minutes before the 1st game for all games played on the same day. Only count the 1st game of the day if it starts after 11:00 a.m. ct. | ___ | YES |
| 2. Do a player auction (existing NFL players only, no kickers) with a hard stop at 8 auctions. This theoretically allows each team a player. Do it before our regular draft. The auction may put better NFL players in play for the draft. Each team would have the opportunity to "call" one player to the auction block (either a league free agent or one from his FFL team). The auction would carry on just as the one last September did. If there are no bids on a player, he would return to the team/status that he previously was. If 2023 stat projections are not available, use 2022 regular season stats. Estimated clock time: 30 to 45 minutes. | ___ | NO |
| 3. Incomplete NFL Games: | ___ | YES |
| 1. Keep game stats if there are less than 5 minutes left in the 4th quarter.
2. If no on #1, take stats from the rescheduled game.
3. If no on #2, take the stats from the player's next playoff game if the game isn't rescheduled or go to backup players. | | |

4. If a player is no longer on the BBFL team before a rescheduled game or the player's next playoff game, use his stats from the next game as a free agent. If a player is injured and was a replacement player dropped by the rules and not dropped by the owner, go to backup players.
5. If no on #4 and the player was dropped by the owner, enter 0 points on the player.

4. The maximum number of starts for each player is 11 games per season. _____ NO

Yr-RshYds>1200 (Rsh+RecYds>1200): 00-13; 01-10; 02-12; 03-14; 04-10; 05-12; 06-11; 07-9; 08-9; 09-8; 10-10; 11-7; 12-10; 13-7; 14-6; 15-2; 16-7 (15); 17-3 (10); 18-3 (13); 19-5 (17); 20-2 (10); 21-4 (12); 22-5 (16), 23-1 (15)