

Black and Blue Football League

Rule Book

Updated: September 8, 2010

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Overview

The Black and Blue Football League (BBFL) is a dynasty league that was started in 1988 with 3 owners managing 2 teams each. In 1993, the league added an owner managing two teams. In 2010, the league added an owner managing one team. Each team consists of a Top Team and a Developmental Squad.

The official BBFL web site is at fflinfo.com.

Team Names

1. A team name cannot change for 2 NFL seasons.
2. A team name can change only between the end of the BBFL season and the April draft.

Rosters

Number of players on a Roster

1. The Top Team is limited to 12 players.
 - 1.1 Exception. The Top Team is limited to 15 players during the first week of the regular NFL season.
2. The number of players allowed on the Developmental Squad is determined by the base number of 13 and adjusted by 2.1, 2.2, and 2.3 below, which reflect the previous season's results.
 - 2.1 Add players based off Rank category.

Points from first in the Rank Category	Add
0	1
1-10	+2
11-20	+3
21-30	+4
31-40	+5
41+	+6

- 2.2 Add or subtract players based off [Hire a Coach](#) results.

Coach Results	Add/Subtract
NFL team wins the Super Bowl	+2
NFL team reaches second round of playoffs	+1
NFL team wins 4 games or less	-1
Coach is automatically fired	-1

- 2.3 Subtract players based on the number of transactions (see [Transaction Charges](#)).

Developmental Squad Roster Cuts

3. A player on the Developmental Squad is cut automatically if not on an NFL roster by the first game of the season.
4. A player can remain on the Developmental Squad for a maximum of 3 years from their last college season.
5. A player on the Developmental Squad is cut automatically if waived for the first time by an NFL team during the off-season.
6. A total of two exceptions are allowed per year for rules 3, 4, and 5 above.

Final Game Replacement Players

1. For the last week of the season, an owner can replace up to 3 players with Final Game Replacement (FGR) players from the Developmental Squad or free agency. No transaction fee is charged for FGR players.
 - 1.1 Players are selected after regular transactions (if applicable).
 - 1.2 Player pickup is determined by current standings (first place goes first, and so on).
 - 1.3 The players return to their respective places at the conclusion of the season.

Transactions

A transaction counts against the number of players that can be kept on a Developmental Squad. A transaction week is a week that an owner can add NFL players to their Top Team and Developmental Squad.

Transaction Week schedule

1. Transaction weeks are after weeks 1, 4, 7, 10, 13, 16 of the regular season.
2. Transaction weeks can be moved forward or backward to avoid problems.

Transaction Order

1. On the first transaction week, the transaction order is determined by the standings from last season in reverse order (first place goes last, last place goes first, and so on).
2. After the first transaction week, transaction order is determined by current standings in reverse order.

Transaction Players

1. An NFL player can be added to the Top Team.
2. An NFL player with 2 years or less NFL experience can be added to the Developmental Squad.
3. Players dropped during transactions cannot be picked up on the same transaction week (players dropped before transactions start can be picked up).
4. An owner can take an IR/suspended replacement player from another owner's team. (this is the rule)
 - 4.1 Restriction. The transaction must occur in the first round.
 - 4.2 Restriction. The IR replacement must have been picked up after the last transaction week.
 - 4.3 Restriction. The acquiring team must pick before the targeted team in the 1st round.

Transaction Charges

1. During transaction weeks, adding/dropping a player on the Top Team counts as a transaction.
10. A transaction is charged for changing an RB's position.
 - 10.1 You don't get yardage points from the player's original position.
 - 10.2 This change can be done on transaction weeks only.
11. A transaction is charged if an IR replacement player is added to a roster in the first round and the IR player plays the next game.
12. A transaction will not be charged for problems concerning bye weeks.
13. Players cut from teams reducing their rosters from 15 to 12 players will not count as a transaction if picked up on the next transaction week.

Trades

1. During the off-season an owner can trade one college player from one developmental squad to another. The team that gains the player will lose their first round draft pick in the next college draft.
2. A player can not be traded more than one time per year to the same owner.
3. The trade deadline is at the end of the 11th week.

Drafts

1. The BBFL April draft.
 - 1.1 The draft occurs in April before the NFL's college draft.
 - 1.2 Owners vote on new proposals. Proposals that receive a majority “yes” vote become rules. All passed and failed proposals from the previous year are voted on a second time.
 - 1.3 New coaches can be hired (see [Hire a Coach](#)).
 - 1.4 Eligible players for the draft include current NFL players, BBFL free agents, and college players eligible for the NFL draft.
 - 1.5 The draft is 6 rounds and is completed in one evening.
2. The BBFL college draft
 - 2.1 Occurs during the NFL regular season.
 - 2.2 Eligible players for the draft include college players only.
 - 2.3 The draft is 3 rounds with 1 round per week.
 - 2.4 Transaction order is determined by the standings from last season in reverse order (first place goes last, last place goes first, and so on).

Weekly Lineups

1. A lineup must include 6 players from the Top Team.
 - 1.1 The lineup must include one and only one Quarterback.
 - 1.2 The lineup must include at least one Running Back.
 - 1.3 The lineup must include at least one Wide Receiver.
 - 1.4 The lineup must include one and only one Kicker.
 - 1.5 The lineup can include 0 to 3 backup players.
2. Full lineups are due by Sunday before the opening kickoff of the first game.
3. An owner who wants to start an NFL player who has a non-Sunday game must submit, at minimum, a partial lineup including that player before the kickoff of the non-Sunday game.
4. If an NFL player has a non-Sunday game, he can not be selected as a backup player unless the full lineup is given before the kickoff of the non-Sunday game.
5. Any starter and backup player conflicts are resolved in the following order: 1) The RT Sports message board, 2) Email, or 3) Transactions and starters on RT Sports

IR/Suspension Players and Replacements

1. An IR replacement player must be on the roster for a minimum of 2 weeks.
2. You can keep an IR replacement player one extra week after the injured player has played.
3. A player cannot be put on IR on his bye week.
4. If an injured player's game is before Sunday, the player can be placed on IR and an IR replacement named later.
5. IR replacement players can be dropped early if the IR player is likely to show up in the basic stats the next week. If the IR player does not show up in the stats, the IR replacement player is put back on the team.
6. IR players can be suspended on the first week they are expected to play.
7. For an IR replacement player to stick on a non-kicker, the IR player must not show up in basic statistics (passing, rushing, receiving) the next week.
8. For an IR Replacement player to stick on a kicker, the injured kicker's team must show another kicker is kicking for the team in the statistics the next week.
9. If an IR replacement player is a starter on the first week after being picked up and the IR player shows up in basic statistics, the IR replacement player is dropped and the IR player is made the starter.

10. Once a season, a team may voluntarily suspend up to 3 Top Team players. A suspended player is out exactly 3 consecutive NFL weeks. A replacement player can come from the Developmental Squad or free agency.
 - 10.1. Free agent replacement players are subject to IR non transaction week pick up rule.
11. A violation of any of the IR, suspension, or other rules will be resolved using one of the following methods, starting at the top and working down, stopping at the first resolution that does not, itself, violate an IR/suspension rule.
 - 11.1. The IR/suspended player will be reinstated into the starting roster retroactively and that player's points will be used instead of the replacement player's points.
 - 11.2. If 3 weeks are possible, the 3-week suspension rule will be used.
 - 11.3. A backup player's points will be used (first to last).
 - 11.4. A developmental player's points will be used, namely:
 - a) The previous week's top scorer.
 - b) If a tie, the first name after an alphabetical sorting of the Developmental Squad.

Free Agent Replacement Players on Non-Transaction Weeks

1. Free agent pickup on non-transaction weeks is resolved using the RT Sports RealTime Chat and Message Board.
2. The RealTime Chat should be used to resolve conflicts with other owners before posting final free agent pickups on the Message Board.
 - 2.1. Open RealTime Chat 35 minutes before game time to resolve conflicts.
 - 2.2. Draft order is last place to first place.
3. Post free agent pickups on the Message Board
 - 3.1. Each team has 2 minutes to post their first pick.
 - 3.2. Each team has 1 minute to post their second pick.
 - 3.3. With 5 minutes before game time, any team in any order can post their third pick. Conflicts are decided by message timestamp with older timestamps taking priority
 - 3.4. Updating posted messages will update the time.
4. Post a player on the message board before adding the player to the roster.
5. A player can be picked up only on that player's game day.
6. An owner can assign another owner to act as proxy for the above procedures.
 - 6.1. The absentee owner should post on the Message Board who the proxy owner will be.

Hire a Coach

1. Each BBFL team hires a coach from a non-playoff NFL team from the previous year.
2. Developmental slots are added or subtracted based on the performance of the coach's NFL team and the owner's BBFL team (see [Rosters: 2.2](#)).
3. You can replace the coach after 5 years.
4. You can hire a new coach if the NFL team changes their coach.
5. New coaches must be hired after the season in the next event, April draft or transactions.
6. You may not rehire a coach that was automatically fired from your team.

Automatically Firing a Coach

1. A coach is automatically fired if they have 5 consecutive years out of the green zone (1st, 2nd, 3rd).
2. A coach is automatically fired if they are 3 out of 4 years in the red zone (7th and 8th).
3. A coach is automatically fired if the BBFL team's Total Ranking is greater than 7 points from the 7th place team.
 - 3.1 For first year coaches, the team's Total Ranking can not be greater than 10 points.
4. If the same owner has the 7th and 8th place teams, the 7th place team's coach is automatically fired if the BBFL team's Total Ranking is greater than 7 points from the 6th place team.
 - 4.1 For first year coaches, the Total Ranking can not be greater than 10 points.
5. Hiring a coach after the previous coach was automatically fired restarts the counting for 7-10 above.

Determining a BBFL Champion

1. The team who wins the most categories is the champion.
2. The categories are Total Points, Total Ranking, and Total Record.
 - 2.1 Weekly points are the total points a team scores for the week based off the [Scoring System](#). Sum each week to get Total Points.
 - 2.2 Weekly ranking is the rank number for a team. Sum each week to get Total Ranking.
 - 2.3 The weekly record is either a Win, Loss, or Tie. A win is determined by having a weekly ranking in the top 50%. A loss is determined by having a weekly ranking in the bottom 50%. A tie is determined by the teams having the same score at the halfway point. The Total Record is determined by adding 2 points for a win and 1 point for a tie.
3. In the event of a tie with two or more teams, the champion is determined by 3.1 through 3.6. Return to 3.1 if a team or multiple teams is/are dropped at any point and more than 1 team remains.
 - 3.1 The team that wins the most categories by position (QB, RB, WR, and K). Numbers are averaged to the thousandth (1/1000). If this results in a tie, then 3.2 is used to break the tie.
 - 3.2 The team with the most wins in a head-to-head match up. If this results in a tie, then 3.3 is used to break the tie.
 - 3.3 The player on each team with the most points. If this results in a tie, then 3.4 is used to break the tie.
 - 3.4 The next best player on each team with the most points. If this results in a tie, then 3.5 is used to break the tie.
 - 3.5 Continue 3.4 for all 12 players. If this results in a tie, then 3.6 is used to break the tie.
 - 3.6 Coin flip.

Scoring System

In 2006, the BBFL changed from a TD-biased scoring system to a yardage-biased scoring system. Scoring is calculated automatically through the RealTime Fantasy Sports web site at rtsports.com.

Pts	QB Pass	RB Rush	RB Receive	WR Receive	WR Rush	Pts
1	150	20	30	10	10	1
2	162	29	45	18	25	2
3	174	38	60	26	40	3
4	186	47	75	34	55	4
5	198	56	90	42	70	5
6	210	65	105	50	85	6
7	222	74	120	58	100	7
8	234	83	135	66	115	8
9	246	92	150	74	130	9
10	258	101	165	82	145	10
11	270	110	180	90	160	11
12	282	119	195	98	175	12
13	294	128	210	106	190	13
14	306	137	225	114	205	14
15	318	146	240	122	220	15
16	330	155	255	130	235	16
17	342	164	270	138	250	17
Passing			RB, WR, K			
Rushing			QB		K	
Receiving			QB		K	

Scoring	QB	RB	WR	K
TD	1	1	1	1
FG	3	3	3	3
Extra Pt	1	1	1	1
Punt, Kickoff, TD	6	6	6	6