

12 Pack

Fantasy Football League

$150 per team/ $175 Double up team (NO team with 3 or more partners.)
Entry fee must be paid on Draft Order Meeting
Friday, August 7, 2026 at 6 PM. Round Table on Gosford and White Lane
(Every year entry fee must be paid on the day of "Draft Order" meeting)
Total Money Payout $1725

1st Place-$750.00	2nd place-$300.00
3rd Place-$200.00	4th place-$150.00
5th Place-$100.00	last place buys bottle of *1800*

$25.00 paid to high points for QB, RB, WR, K, DEF. $50.00 paid for Week High and Total SEASON High Points.
(Last place will have to purchase bottle of *1800* tequila for end of year party.)

Draft will be held on Aug 22nd, 2026 at 11:30AM PST: Round Table, Gosford and White Lane.

Each Team Drafts 2-QB, 4-RB, 5-WR/TE, 2-K, 2-DEF.
(Don't forget anyone writing down taken player or player in wrong position will cost team $5.00 per incident)

Weekly roster (1-QB, 2-RB, 3-WR/TE, 1-K and 1-DEF.) must be called in or text to Daniel (428-9206) each Saturday by 9:00p.m. If a team has a player(s) playing on Thursday then they must call in player(s) before kick off. If a team does not turn in a roster by the due time, they will play the last given roster (no exceptions).

In the event a player for a team is a game-time decision, each team will have one (1) instance in the entire season (Week 1 – 17) where they can call in a back-up player if the original player is ruled INACTIVE. If the original player plays is ACTIVE for his game, he will automatically be started. If that original player is ruled INACTIVE, the backup player will automatically replace the player in the starting lineup. The backup player MUST be called in at the Saturday 9:00pm deadline to be shared with the entire league. No matter if the backup player is used or not, when a backup player is called in, there will not be additional opportunities. This rule is only for ONE (1) INSTANCE.

If you choose to sit a player that played the previous week that is playing in the following Thursday game, you need to call Daniel before kickoff. If for any reason you cannot play a player for any position, due to injury, bye, suspension or any other reason you will either have to make a trade or take a zero for that position. Each team can confirm points for the week with Daniel by 9:00pm Tuesday. This is now optional to confirm and will not face point deductions this year. ANY TEAM THAT DOES NOT CONFIRM POINTS BY 9:00 PM TUESDAY, WILL BE GIVEN THE SCORE DANIEL HAS CALCULATED FOR THE WEEK.

Low score each week through the entire season (Weeks 1-17) will owe $20.00, which will go to the team scoring the highest for that week. Any team taking a ZERO will automatically pay $20.00 to the

highest scoring team for that week. If there is a tie present for the high or low score, the two teams will split the cost/earnings.

Waiver Claims will process every Thursday at 6:30 p.m. sharp. No trades will be made until the first Thursday Night game of the season where it will go to waivers. If two or more teams want a player, the team names will be put in the hat and a team will be drawn to see who gets the player. If you wish to make a waiver claim, you can call or text Daniel (428-9206) and he will enter your claim. Calls for waivers must be called in before 6:30 pm *ONLY!* TIME WILL BE REGULATED OFF TIME ON DANIEL'S CELL PHONE! After 6:30 pm, transactions will be on a first come basis. Players dropped cannot be picked up until the following week. Players picked up cannot be dropped until the following week. Open trades will resume on Friday between 8:00 am to 9:00 pm. Trades on Friday thru Saturday must be called or text to Daniel's cell number (428-9206) on a first come first serve basis.

Trades between teams can be made any time before Saturday at 9pm. If you want to pick up a player in Thursday games, the trade must be made before kickoff. You must then let Daniel know if you will be starting the player or not. Once the game starts, players in that game cannot be picked up until the following week.

Each player being traded will cost $5.00. Trade money must be paid at the time you make your trade(s) or by the following Wednesday or you will not be allowed to make a trade(s) until you pay for the trade(s) that you owe. Trade(s) made between teams must be for same position player(s). If you have not paid for your trade(s) by the following Thursday then you will not be able to play or trade that player(s) until the trade(s) is paid for. All teams are allowed to call in trades at designated time and not need to be present. NO TRADING BETWEEN TEAMS AFTER WEEK 12. Trades can still be made for open players till the end of season. Each team is responsible for keeping track of payment for their trades. All trade money will be used for first place awards and end of the year party. PARTY WILL BE HELD ON WILDCARD PLAYOFF SATURDAY.

All draft day mistakes MUST be paid before any trades can be made.

If money is left over then it will go into a $25 square pool with each team getting two squares and Host getting three squares. Payout will be determined with amount of money that is left over.

$25 Gift card will be given to person who hosts the party.

PLAYOFFS

(Higher Seed will determine tie-breaker in the Playoffs. If tie in points at end of Regular Season, high card draw will be the tie-breaker.)

Playoffs will be as followed:

Total point tally thru week 14 to determine position in playoffs.

Week 15 - 17 will be playoff weeks.

Top SIX (1-6) teams with highest points will play in Championship bracket.

#1 Seed and #2 Seed will have a bye week in Week 15. Must confirm still for point total.
#3 Seed vs #6 Seed & #4 Seed vs #5 Seed will play in Week 15. Winners advance to semifinal.
Losers will play for 5th Place in Week 16. Point totals still need to be confirmed for point total.
Winners of the #3 vs #6 and #4 vs #5 seed advance. The Lower of the two winner seeds will match-up with #1 Seed and the higher will match up with #2 Seed.
Week 16 – Semifinal Matchup
#1 Seed vs Lower Seed. #2 Seed vs Higher Seed.
Week 17 – Winners of the Week 16 matchups will face off in the Championship.

Bottom SIX (7-12) teams with lowest points will play in the Loser's Bracket.

#11 Seed and #12 Seed will have a "Bye" week in week 15. Must confirm still for point total

#7 Seed vs #10 Seed & #8 Seed vs #9 Seed will play in Week 15.
WINNERS advance to the 7th and 8th place game in Week 16 and are safe from Toilet Bowl. Still confirm for high point totals.
LOSERS proceed in the Toilet Bowl bracket in Week 16.
Week 16 will be #11 seed vs lower remaining seed. #12 seed vs highest remaining seed. Winners advance into the 9th and 10th place game in week 17.
Losers will face off in the Toilet Bowl in week 17, where the loser buys the bottle for the league!
Week 17 still needs to be confirmed for point totals and any high/low score.

Points will continue to tally up thru week 17 to determine High Points for the season ($50.00 payout)

Year end party will start off being for team owners only. After first wild card game, it will open up to families. To repeat, end of year party is for team owner's immediate (wife/girlfriend & kids) family. Single team owners can invite one guest.

ARE YOU READY FOR SOME FOOTBALL?

NUETRAL COMMITTEE WILL DISCUSS CONFLICTS OR ISSUES.