

**VICTORIAN**

**FANTASY**

**FOOTBALL**

**ASSOCIATION**

***RULES AND BY-LAWS***

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## **1. Definitions**

### **AFL**

Australian Football League.

### **Development Player**

A player that finished outside the top 30 forwards or midfielders, top 15 ruckmen and top 10 tacklers.

### **Home team**

The team listed first in a match.

### **PPFFL**

Pan Pacific Fantasy Football League. Former name of the VFFA.

### **Star Player**

A player that finished as follows:

- Top 30 forwards
- Top 30 midfielders
- Top 15 ruckmen
- Top 10 tacklers

### **Trade**

A deal involving two or more coaches & including players and/or draft picks.

### **VFFA**

Victorian Fantasy Football Association.

### **VFFL**

Victorian Fantasy Football League. Former name of the PPFFL.

## 2. Change History

<b>Year</b>	<b>Description</b>
1996	
1997	Removed rule referring to June Draft Added rule referring to Supplementary Draft Tackles changed to 3 points per tackle Two tacklers per side
2001	Marks now worth two points Changed name to P.P.F.F.L. Changed player retention rules.
2003	Changed name to VFFA
2004	Changed Star player definitions Removed Supplementary list Changed trading procedures
2005	Removed Pre-season draft.
2008	Changes to reflect the use of emails in team submission and trading, change to the star ruckmen category, reflect the team list size of 22 players and reflect the current time limit rule at the draft.

## 3. General Rules

### 3.1 Teams

#### 3.1.1 Number Of Teams in One Season

The maximum number of teams in any one season is entirely up to the discretion of the commission. However, it is recommended that it be an even number and not more than sixteen (16).

#### 3.1.2 New Team(s) entering the VFFA

##### **Equilibrium (i.e. Equal number in and out):**

New team will take over existing team. In the case of more than one team exiting and entering, there will be a ballot draw for the new teams to decide which team they take over.

##### **Non-Equilibrium (i.e. unequal number in and out):**

Outgoing team's players will be placed in pool of players.

There will be a ballot draw for the new teams (if more than one) for priority picks. These are:

- One (1) Star Player (any category)
- One (1) Player ranked 16-20 (different category to star)
- Three (3) Developmental Players.

**Priority picks are non-tradeable.** The new teams will have a ballot draw to see where their draft pick will occur. These end-of-season draft picks are tradeable. If the new team(s) acquires one or more players as a trade for draft picks, they will forfeit the equivalent priority pick. (Eg. If team trades their first pick for a star forward, they lose the star player priority pick.)

### 3.2 Coaches

#### 3.2.1 Number Of Coaches

There is no limit on the number of coaches allowed per team. There is, however, a limit of one (1) team per coach.

## 4. Player Lists

### 4.1 Active List

The Active List contains the list of players that the weekly team is selected from. Players on this list may be traded to other clubs under the rules of trading. Each team will have a maximum of twenty-two (22) players on the active list.

## 5. Drafting

### 5.1 Major Draft

#### 5.1.1 Time of Draft

The *Major Draft* will be held approximately two weeks after the AFL equivalent.

#### 5.1.2 Team Involvement

The *Major Draft* is a compulsory draft. There is a limit of five (5) players a team may retain from the previous season.

#### 5.1.3 Player Retention

The Number of Players a team will be allowed to retain from the previous season for the current season will be one (1) star player of any category and four (4) development players.

#### 5.1.4 Players Drafted

The number of players on a team's list after this draft is twenty two (22).

#### 5.1.5 Draft Order

The order of the Draft will be that the side that finished last in the previous season is awarded the first selection in each round. The side that finished second last will be awarded the second pick of each round, etc.  
Each round will follow this order.

### 5.2 Draft Rules

#### 5.2.1 Time Limit

A time limit of one (1) minute applies between selections. If this limit is reached, the selection is forfeited and the next team may select a player. The missed selection may be taken prior to the next selection.

#### 5.2.2 Player Selection

Once a team has selected a player, another team may not select him.

#### 5.2.3 Conversation between coaches

Conversation between coaches is not permitted for the period of the draft. The only exception to this is when a coach attempts to draft a player already selected. He may be told by the coach that has already drafted this player, or by the chairman, that this player is unavailable.

## 6. Trading

### 6.1 Trading Times

#### 6.1.1 Post-Season Trading Time

This will be the period from the completion of the VFFA Grand Final until one week prior to the *Major Draft*.

#### 6.1.2 Trading during the season

Trading will be allowed in the period from the completion of the *Major Draft* until the halfway stage of the VFFA home and away season. The deadline for trades will be Midnight on the night of the first team selection of the round signifying the halfway mark of the season. These trades will then be approved by noon the following day.

During these times, all trades must be submitted for Commissioner Consent before midnight on the day prior to VFFA team selection. If the trade is rejected, there will be an opportunity for teams to re-submit a revised trade. But it must be done four hours before team selection.

### 6.2 Trading Process

#### 6.2.1 Trade Agreement

All coaches involved in a trade must agree before the trade can go to commissioner approval. Verbal agreement will be sufficient. This is achieved by submitting the trade to the [trade@vffa.net](mailto:trade@vffa.net) e-mail address.

#### 6.2.2 Commissioner Consent

The agreed trade goes to the commission for approval. Each commissioner either accepts or rejects the trade. The trade will not be approved if a majority of the commissioners reject the trade.

If a commissioner is involved in the trade, an appointed coach will take their place.

If the trade is rejected, there will be an opportunity for teams to re-submit a revised trade. But it must be done four hours before team selection.

#### 6.2.3 Temporary Trades

Temporary trades are trades that are reversed in the same season (i.e. swap the same player(s) to their original club between *Major Drafts*). These will not be approved.

#### 6.2.4 Trading Draft Picks

Draft picks may only be traded in the trading time immediately leading up to the draft (Eg. *Major Draft* picks may only be traded in the end of season trading time).

### 6.3 Player Lists

#### 6.3.1 Active List Maximum

The maximum number of players a team is permitted to have on their list during the season proper is 22. If a trade is made that gives a team one or more players extra, then players must be removed from the list until a squad of 22 is reached.

#### 6.3.2 Player Short

The only Draft that clubs may have the chance to top their lists back up to the maximum allowable (if they are short) is the *Major Draft*. For all other drafts (except the supplementary) a team must have the same number of players after the draft as they had before the draft.



**6.3.3 Player List Order**

The Player List order may be altered at any time during the season. The commissioner responsible for Player Lists must be notified before the change is effected.

## 7. Matches

### 7.1 Player Categories

#### 7.1.1 Forwards

A Forward will score six points per goal kicked and 1 point per point kicked in his AFL game.

#### 7.1.2 Midfielders

A Midfielder will score 1 point for every kick or handball in his AFL game.

#### 7.1.3 Ruckmen

A Ruckman will score 2 points for every mark and 1 point for every hit out in his AFL game.

#### 7.1.4 Tacklers

A Tackler will score 3 points for every tackle in his AFL game.

#### 7.1.5 Emergencies

The emergency players will replace any selected player that did not take his place in his AFL side.

The emergency players are selected in order. If one player should not take his place in his AFL side, the first emergency player will replace him. If two or more players fail to take their place in their AFL side, the first listed emergency player will replace the highest listed player in the team list. The second emergency player will replace the second highest listed player in the team list.

**Note:** The second emergency player will only play if two or more players (including the first emergency player) do not play.

## 7.2 Selecting A Team

### 7.2.1 Team Contents

Each team will consist of three (3) forwards; three (3) midfielders; one (1) ruckman; two (2) tacklers and two (2) emergency players.

### 7.2.2 Team Competitiveness

Each week, more so toward the end of season, the submitted teams will be under review to see if it is as competitive as it can be. If a coach is found to have submitted a team that is not the best they could have fielded, they will be asked to explain their selection. If the reason is not satisfactory, they will be penalised their fourth round draft pick for the following November draft. The next breach will incur the loss of the team's fifth round pick. The third breach will see the team expelled from the competition with all money paid for that season not refunded. Money paid for following seasons will be paid out.

## 7.3 Exchanging Teams

### 7.3.1 Normal Process

Each coach must submit their team to the [vffa@yahoogroups.com](mailto:vffa@yahoogroups.com) email address. The format for this submission must be:

**Subject:** Round nn: Team Name

**Body:**

Fwd:	Forward 1	Forward 2	Forward 3
Mid:	Midfielder 1	Midfielder 2	Midfielder 3
Ruck:	Ruckman		
Tack:	Tackler 1	Tackler 2	
Emg:	Emergency 1	Emergency 2	

Player names must contain enough information to make them unambiguous within the team being submitted. Player Codes, full names and AFL teams may be used.

If the normal process is not able to be followed for any reason, then the home and away coach responsibilities must be followed.

### 7.3.2 Home Coach Responsibilities

The coach of the home team is to initiate the exchange of teams. This must be done by 7:00 p.m., on the Friday before the game. If the home coach is unable to contact the away coach, they are to leave their team with a commissioner. The home coach is to submit both teams to their commissioner.

### 7.3.3 Away Coach Responsibilities

The coach of the away team, after exchanging teams with the home coach, is to submit both teams to their commissioner.

If no exchange of teams has occurred by one hour before the deadline, the away coach is to submit their team to a commissioner.

### 7.3.4 Penalties

If the above procedure is not adhered to the following penalties will occur:

- Failure to submit a team will result in the loss of the fourth round draft choice at the next November Draft. The next breach will incur the loss of the fifth round choice, and so on with each further breach.
- Submitting a team late will incur a warning on the first occasion; any players that have played in a Friday night game will be selected on commissioner review. A second offence will result in the loss of eighth round draft choice at the following November Draft. The following breach will incur the loss of the ninth round pick, and so on with further breaches.

## **7.4 Match Results**

### **7.4.1 Calculating Scores**

The official source of statistics for the VFFA is the AFL web site. If for some reason there are no statistics on this site, The Herald-Sun will be used. Statistics from any other source are not valid, without the consent of the commission.

### **7.4.2 Confirmation of Results**

The winning coach is to contact the losing coach to confirm results. Once the coaches have agreed on the score, the winning coach is to phone his commissioner, or the Chief Commissioner, to submit the score.

### **7.4.3 The Ladder**

Teams will be awarded four (4) points for a win, two (2) points for a tied game and zero (0) points for a loss. The ladder will be decided on premiership points, percentage (calculated by dividing points for by points away and multiplying by one hundred), and points for. All of these will be descending order.

If the situation of an uneven number of teams in the competition occurs, the ladder will be decided on Match Ratio, percentage and points for.

## **7.5 Finals**

### **7.5.1 The Final Eight Finals System**

The top eight teams after the completion of the preliminary matches will qualify for the finals. These eight teams will be split into two groups. Group One will contain the first, fourth, sixth and seventh placed teams. Group two will contain the second, third, fifth and eighth placed teams. Each group will play under the "McIntyre Final Four System" with each minor premier to go on and play in the Grand Final.

### **7.5.2 Drawn Finals**

If there is a drawn final game, the result will be decided by ladder positions (i.e. the team that finished higher on the ladder will be awarded the game). If the grand final is drawn, a replay will occur the following week. If, however, the AFL fixture does not allow this to occur, the winner will be the team that finished higher on the ladder.

## **8. Commissioners**

### **8.1 Number Of Commissioners**

The number of commissioners will be determined before the Annual General Meeting. There will be a minimum of three and a maximum of six.

### **8.2 Titles Of Commissioners**

#### **8.2.1 Chief Commissioner**

The role of the Chief commissioner will be to run the VFFA, produce a weekly newsletter containing results, ladder and news of trades, etc., Chair all meetings and run all drafts. If there is a tied vote on any issue, the Chief Commissioner has the deciding vote.

#### **8.2.2 Secretary**

The role of the secretary is to record and distribute minutes of all meetings, receive and send all correspondence pertaining to the VFFA.

#### **8.2.3 Treasurer.**

The role of the treasurer is to conduct all matters relating to the finances of the VFFA In addition, they are to report at every meeting detailing all transactions and current balances.

#### **8.2.4 Ordinary Commissioners.**

The number of Commissioners required for a season will determine the number of Ordinary Commissioners. Their role is to assist where necessary.

## **9. Meetings**

### **9.1 Obtaining A Quorum**

#### **9.1.1 Quorum for the Annual General Meeting**

The quorum for the AGM is 75% of the coaches. This figure may be either in person or by proxy.

#### **9.1.2 Quorum for Extraordinary Meeting**

The quorum for an extraordinary meeting is 75% of the coaches. This figure may be either in person or by proxy.

#### **9.1.3 Quorum for Commissioner Meetings**

The quorum for a commissioner's meeting is 2/3 of the commissioners with at least two of the Chief Commissioner, Secretary or Treasurer in attendance. No proxy votes are allowed for commissioner meetings.

### **9.2 Appointment Of Commissioners**

#### **9.2.1 Nomination of Commissioners**

A Commissioner must have been nominated either before or at the Annual General Meeting (AGM). Commissioners may nominate themselves. This must be done in writing and submitted to the secretary before the start of the AGM. Commissioners may be nominated at the AGM Each nomination must be seconded. The nominated commissioner must accept the nomination to be eligible for a commission position.

#### **9.2.2 Election of a Commissioner**

If two or more persons have been nominated for the same position, an election will take place. Candidates will be asked to leave the room and a vote, by show of hands, will be conducted. If there is a tied result, the vote will be retaken. If, however, a tie still occurs the chairman will have the deciding vote.

### **9.3 Meeting Agenda**

Each meeting the following agenda will be followed:

- The chairman will declare the meeting open, and an attendance record will be kept.
- The secretary will read the minutes from the previous meeting.
- The secretary will read any correspondence in or out.
- The Treasurer will give a report of the finances regarding the VFFA.
- Special Business will be addressed. This includes such items as sub-committee reports, and things apart from the normal running of the league.
- General Business will be addressed.
- The date and time for the next meeting will be determined.
- The chairman will close the meeting.

## **10. Finances**

### **10.1 Amount Of Fees**

The annual amount for a license for the VFFA is to be determined by the commission.

### **10.2 Payment Due Date**

Payment of the Annual License Fee is due by the November Draft. Coaches may seek special consideration from the treasurer if they are unable to pay at that time. This deadline is set to get a commitment from teams in the competition, also so the money can be put into an investment account as soon as possible.

### **10.3 Failure To Pay By The Due Date**

The failure to pay, or arrange a payment plan with the treasurer, by the due date, will result in a 10% fine. Further failure to pay will result in the coach having their team withdrawn from the competition. All players kept by this team will be returned to the draft. All picks traded by this team will also be lost.