

# Rules

Dumpy (Little) Football League Rules

## General Overview

How to Play

Each team will play the other teams exactly twice in a 14-week regular season.

Weeks 15-16 are play-in weeks, and weeks 17-18 are the playoffs (there are 17 games this year, and each team gets a bye).

Each week, the paired off teams will each make two picks using the spread derived from [Oddsshark](#). Opponents will be allowed to pick opposite sides of the same game; however, one team manager cannot choose both sides of the same game to ensure a guaranteed win. Team managers will make their picks using the form on the [Picks](#) page.

Picks will be first come, first served—if your opponent has already picked the same side of your game, you must choose another game or the opposite side.

Picks for the week open Tuesday at 12:00 pm. You can change your picks as long as neither your original or replacement game has started. The spread can also be locked in at the time of the pick, or left undeclared and therefore locked at kickoff.

**One (1) point will be awarded for a cover, a half (0.5) point will be awarded for a push, and zero (0) points for a missed pick. The team with the most points in a week wins (note that it is possible to tie with several different win/loss combinations).**

It is advised (but not required) to take a screenshot of a declared spread to settle any disputes if different from the one displayed on the form. The line will occasionally be updated, but many factors can swing a points spread one way or the other (e.g. injuries, roster moves, weather).

## Spread

What is Spread?

Spread is a way to balance uneven games. The team that is deemed the more likely to win will be assigned (-) negative points, and the opponent will be assigned the corresponding (+) positive points. A pk (or pick 'em) implies two evenly matched teams.

Example: Team A is favored at -4. Team B would then gain +4. If Team A wins by more than 4 points, or if Team B is within 4 points of winning outright, then that team has covered the spread. If the game is decided by exactly 4 points, then the game is a push (a tie).

[More info on spread betting](#)

## Rankings

Rankings Will Be Determined By

## Sheet1

Overall Match Record

1st tie breaker: Overall Picks

2nd tie-breaker: Head to Head Match Record

3rd tie-breaker: Point Differential.

### **Play In**

Play In Rules

**In weeks 15 and 16, the 3-6 seeded teams will play-in for the 3rd and 4th spot.**

#### **Play In Week 1**

##### **Seed 3 vs Seed 4**

*Winner attains 3rd seed*

##### **Seed 5 vs Seed 6**

*Winner plays loser of 3/4 matchup*

#### **Play In Week 2**

##### **3/4 Loser vs 5/6 Winner**

*Winner attains 4th seed*

Why, Mr. Commissioner, why?

Fair question. My whole focus for the league is to have everyone as competitive as possible, for as long as possible. I based the play-in on the NBA play-in. The goal there was similar--to allow teams on the fringe of the playoffs to have a chance. There is also a secondary goal: to prevent tanking. If more teams have a chance at winning it all, then people will remain more engaged. Admittedly, the stakes are nowhere near as important as an NBA championship (debatable, since I've literally never monetarily gained from a championship. Well, except that one time--what's up Raymond?), but since this is a casual league, I didn't want it to become a boring one.

There. That's the reason. And apparently I like making more work for myself because I'm an idiot.

The other teams can either play 1-8, 2-7 then 1-7, 2-8 for side bets, or take an optional two-week bye. During the second week of play-ins, the 3rd seed can play the loser of the 5/6 matchup for a side bet, or take an optional bye.

***None of the side bet matches will affect seeding.***

## **Finals Rules**

*The top four teams will advance to the finals. In the finals, three (3) games will be picked by each team.*

Finals Week 1 (aka Semi-Finals)

Seed 1 vs Seed 4

Seed 2 vs Seed 3

Finals Week 2

1/4 winner vs 2/3 winner

*Winner is the champion, and the loser is second place*

1/4 loser vs 2/3 loser

*Winner is third place.*

All rules from semi-finals in place

*There are staggered windows for when picking can begin:*

Picking Windows

### **First Pick**

*Monday: Higher Seed available*

*Tuesday: Lower Seed available*

### **Second Pick**

*Wednesday: Higher Seed available*

*Thursday: Lower Seed available*

### **Third Pick**

*Friday: Higher Seed available*

*Saturday: Lower Seed available*

The window for picking is optional. However, one cannot "jump" the available window. Obviously, picking a popular game first has inherent advantages.

## **Prizes**

1st: \$200

2nd: \$150

3rd: \$50

4-8: \$0

***Buy-in is due at the end of the season, and is not included in the prize calculation.***

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