



ATTENTION: Please read the following rules and regulations governing the World Championship of Fantasy Football Satellite Leagues. If you understand the disclaimers and rules, and agree to abide and be legally bound by them, please fill out the Official Participant Application for the 2007 World Championship of Fantasy Football Satellite League. Thanks!

Section I: Overview of the World Championship of Fantasy Football Satellite Leagues

1. Game of Skill: The World Championship of Fantasy Football Satellite League competition is a game of skill that offers guaranteed cash awards to participants. WCOFF Satellite League participants take part in an activity the outcome of which is clearly based on the contestant's skills and abilities, including skills in such areas as (1) the prediction of the future performance of athletes over a significantly extended time period and not just a single game or a single performance; (2) the skill in drafting such athletes; (3) the skill and ability in creating a balanced fantasy team from such individual athletes; and (4) the skills and strategies surrounding the appropriate understanding and use of the rules governing tournament competition in the WCOFF Satellite League. WCOFF Satellite League award recipients are determined by the objective criteria enumerated under the "Rules" section of this document.

2. Eligibility: The WCOFF SATELLITE LEAGUES is open to individuals who are 21 years of age or older and are legal residents in a jurisdiction in which the contest is permitted. Void in the states where prohibited by law. Employees and immediate family members of GridIron Fantasy Sports LLC, are not eligible to win prizes. It is also a condition of participation requirement that each participant has internet access in order to manage his or her team throughout the duration of the contest.

3. Cost/Refunds: Once a participant submits valid payment, no money will be refunded to participants or co-managers unless the WCOFF Satellite League selected is canceled.

4. Terms: The Contest begins on Saturday, September 8, 2007, and ends on Tuesday, December 25, 2007, spanning the first 16 weeks of the NFL season.

5. NFL Scheduling: If for any reason, the National Football League amends any portion of its regular season schedule, GridIron Fantasy Sports LLC reserves the right to determine prize winners based on an amended WCOFF playoff system. GridIron Fantasy Sports LLC reserves the right to make any and all reasonable scheduling and playoff changes if the NFL alters its schedule. In the event that the NFL cancels any part of its regular season schedule, GridIron Fantasy Sports LLC reserves the right to determine WCOFF SATELLITE LEAGUES prizes based on the NFL games already played.

6. League Structure: Each WCOFF SATELLITE LEAGUE participant can choose which 12-team league that he would like to join. Upon payment, participants will be notified of their draft position. Notification will be made by email.



7. League Management/Commissioner: GridIron Fantasy Sports LLC will hire a league management service to keep track of all league scheduling, free agent transactions, starting lineup submissions, fantasy point calculations, won-lost records, standings, and playoff rankings. All player statistics as determined by the league management service will serve as the standard for scoring. GridIron Fantasy Sports LLC will serve as the Commissioner office of the 2007 WCOFF SATELLITE LEAGUES as it relates to decisions and rulings regarding the event.

8. Scoring Discrepancies: Any and all scoring discrepancies affecting a team must be noted and submitted via email to Commissionerappeal@WCOFF.com (or received by US mail to 2977 Highway K, Suite 320, O'Fallon, Missouri 63368) to the WCOFF Satellite League Commissioners by midnight ET on the Friday following the completion of that week's games. After midnight ET on Friday of any given week, all scores will be considered final, unless the WCOFF Satellite League Commissioner notes a change in the official statistics (as kept by the Elias Bureau) of any player for the last game played. It will be up to the sole and absolute discretion of GridIron Fantasy Sports LLC as to whether a change in the official statistics of a player can reasonably be applied to amend the WCOFF Satellite League ranking or scoring of any or all teams potentially affected by the change in a player's statistics.

9. Disputes/Appeals Regarding Rules: Any disputes or appeals regarding the WCOFF Satellite League rules will be decided by GridIron Fantasy Sports LLC using its interpretation of the rules. GridIron Fantasy Sports LLC will consider the intent and spirit of the rules; the integrity of the WCOFF Satellite League event; as well as the feasibility of accommodating any appeal. Any and all disputes or appeals must be submitted via email to Commissionerappeal@WCOFF.com (or by US mail to 2977 Highway K, Suite 320, O'Fallon, Missouri 63368). The deadline for submitting a rules dispute or appeal is by midnight ET on the Thursday following the completion of that game or games in which the dispute has occurred. Please include a detailed and lucid account of the dispute and resolution requested. All rulings made by GridIron Fantasy Sports LLC are final and binding.

10. Prize: Winners will be notified by email or regular mail within 30 days after the official final league and overall results are posted on the WCOFF SATELLITE LEAGUES web site at the conclusion of the event. Winners may be required to return via email or regular mail an affidavit of eligibility and a liability/publicity release (unless prohibited by law) within 15 days following attempted notification. By accepting any prize, the winners grant permission to GridIron Fantasy Sports LLC to use their names and/or likenesses for publicity and promotional purposes without further compensation, unless prohibited by law, and agree to execute a written consent if requested. Winners agree to submit their valid and legal social security number to GridIron Fantasy Sports LLC, and winners understand that their social security numbers will be used to report income to the Internal Revenue Service. GridIron Fantasy Sports LLC may, at its sole discretion, replace the entire prize package with cash between January 1, 2008 and September 30, 2008. Prize winner may request and accept a cash payout between January 1, 2008 and March 1, 2008.



10. Participants' Proprietary Information: Any proprietary information given to the principal participants, including but not limited to an internet password to access the WCOFF league website, shall be kept confidential by both GridIron Fantasy Sports LLC and the principal participant. GridIron Fantasy Sports LLC will not be responsible for any changes made to the roster or starting line up by third parties or co-managers who access the WCOFF website, unless proven that these parties did so unlawfully and with malice aforethought.

11. Internet/Technology Problems: If, for any reason, the WCOFF SATELLITE LEAGUES are not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures or any other causes beyond the control of GridIron Fantasy Sports LLC which corrupt or affect the administration, security, fairness, integrity or proper conduct of the WCOFF SATELLITE LEAGUES, GridIron Fantasy Sports LLC reserves the right to modify the rules or suspend the WCOFF SATELLITE LEAGUES. GridIron Fantasy Sports LLC assumes no responsibility for any error, omissions, interruption, deletion, defect or delay in operation with transmission, communications, line failure, theft, destruction or unauthorized access to the league management website.

12. Team Management Disclaimer: GridIron Fantasy Sports LLC is not responsible for any problem or technical malfunction which impedes or interferes with the transmission or receipt of any team transaction, including but not limited to free agent moves, or starting lineup submissions. GridIron Fantasy Sports LLC is not responsible for the failure of any telephone network or lines, computer online systems, servers, equipment or software, or traffic congestion on the Internet or at any web site, phone lines, or any combination thereof, including any injury or damage to a participant's computer related to or resulting from participation in the WCOFF SATELLITE LEAGUES.

13. Collusion: Any participants or co-managers who collude in an effort to alter the standings, rankings, or fantasy point totals will be prohibited from winning any prize money and will further have their teams taken over by a surrogate or agent of GridIron Fantasy Sports LLC Any participant or co-manager who attempts to bribe, coerce, blackmail or otherwise influence an officer, agent, affiliate, vendor or surrogate of GridIron Fantasy Sports LLC in an effort to alter the standings, rankings, or fantasy point totals will be prohibited from winning any prize money and will further have his or her team taken over by a surrogate or agent of GridIron Fantasy Sports LLC Any criminal behavior by a participant or co-manager which attempts to corrupt or alter the fairness of the WCOFF SATELLITE LEAGUES may result in civil and/or criminal prosecution.



14. **Event Tampering:** ANY ATTEMPT BY A PARTICIPANT OR ANY OTHER INDIVIDUAL TO DELIBERATELY DAMAGE THE WCOFF WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE WCOFF SATELLITE LEAGUES IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND IN THE EVENT THAT AN ATTEMPT BE MADE, GRIDIRON FANTASY SPORTS LLC RESERVES THE RIGHT TO SEEK DAMAGES TO THE FULLEST EXTENT OF THE LAW.

15. **Disclaimers:** GridIron Fantasy Sports LLC is not responsible for any WCOFF disruptions, injuries, losses or damages caused by events beyond the control of GridIron Fantasy Sports LLC or any printing or typographical errors in any materials associated with the WCOFF SATELLITE LEAGUES. GridIron Fantasy Sports LLC and any subsidiary, affiliated company, licensor or vendor including but not limited to xportsports.com, are not in any way responsible or liable for any damage, loss or injury (including death) resulting from any participant's or co-manager's or other guest's activity in the WCOFF and related events, and/or acceptance and use of any prize won. GridIron Fantasy Sports LLC is solely responsible for enacting, administering, enforcing the rules, and maintaining the integrity of the WCOFF. The WCOFF and web site are not sponsored, affiliated or endorsed by the National Football League or the NFL Players' Association.

16. **Release:** Participants hereby release, discharge and covenant not to sue GridIron Fantasy Sports LLC, their administrators, agents, officers, volunteers and employees, and other participants, organizers, any sponsors, licensors, vendors, media outlet, or advertisers. Participants and co-managers agree to hold those parties harmless from all liability, claim, demands, losses, or damages caused or alleged to be caused in whole or in part by the negligence of GridIron Fantasy Sports LLC. Participants and co-managers further agree that despite this waiver if they or anyone on their behalf makes a claim against GridIron Fantasy Sports LLC, participants and co-managers will indemnify, save, and hold harmless GridIron Fantasy Sports LLC their administrators, agents, officers, volunteers, and employees, organizers, sponsors, licensors and advertisers from any litigation expenses, attorney fees, loss liability, damage, or cost which may be incur as a result of such a claim. Participants have read and fully understand the terms of this release, and further understand that they have given up substantial rights by agreeing to the Official 2007 WCOFF SATELLITE LEAGUE Participant Application, and have agreed to it freely and without any induction or assurance of any nature and intend it to be complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid, the balance, notwithstanding, shall continue in full force.



17. Non-Transferable Ownership: Team ownership is non-transferable at any time unless permission is specifically granted by GridIron Fantasy Sports LLC in writing. GridIron Fantasy Sports LLC may reject any Participant Application or revoke ownership prior to the 2007 WCOFF SATELLITE LEAGUES Draft, even for those participants who have paid monies to GridIron Fantasy Sports LLC Any rejected applications or revoked owners will receive a refund, less any administrative costs.

18. Governing Laws: WCOFF is governed by the laws of the state of Georgia without regard to principles of conflicts of law.



Section II: Official Rules and Regulations of the World Championship of Fantasy Football Satellite Leagues

1. Overview: The World Championship of Fantasy Football Satellite Leagues will have a 14-week regular season, going from week 1 to week 14. There will be no head-to-head games in the regular season. Standings for the regular season will be based on cumulative fantasy points (starting players only) for each team throughout 14 weeks. The top 4 teams at the finish of the regular season will advance to the league playoffs.

2. Draft: Each WCOFF Satellite League will hold a separate online draft. Each league will be composed of 12 teams, and each draft will last for 20 rounds, with each team selecting a player in each round in a serpentine fashion (team 1 through team 12, team 12 through team 1, team 1 through team 12, etc.). There are no rules governing the number of players to be drafted at each position. It is up to the skill and draft strategy of each team owner to decide.

a. time limit per pick: Each participant will have 2 minutes to make a player selection. After the time expires, the software will automatically select a player.

b. trading of draft picks: No trading is allowed.

3. Roster Requirements: Maximum of 20 players.

4. Lineups Requirements:

Starting lineups will consist of

1 QB

2 RB

3 WR

1 TE

1 Flex player (a RB or WR, or TE)

1 PK

1 Team Defense/Special team

(If no Week One lineup is submitted, the WCOFF Commissioner will determine your starting line up. After Week One, if no starting lineup is submitted, your starting lineup will be that of the previous week.)

a. League Management Web Address: You can access your league via the internet by going to **<http://leagues.WCOFF.com>**



b. Lineup Submission: All lineups may be submitted on the league web site and are due by the scheduled kickoff time for the game in which the player will participate. The only exceptions are for players involved in games on Thursday, Friday or Saturday. Those players must be submitted into lineups 5 minutes prior to the scheduled start of the game, or 15 minutes prior to the scheduled start of the game if you are submitting a line up by phone.

c. WCOFF Satellite League Phone In: Participants may phone their transactions. You will need your login and password to submit transactions via phone. Call **636-447-1170** during the following hours:

Monday -- Friday 9 am-5pm CT*

* All hours and phone number are subject to change. Please check the Draft Fact Sheet distributed in August for updates/changes.

d. Thanksgiving: The phone-in option will NOT be available on Thanksgiving Day. However, online submission of lineups will be accepted via the website until 12:30 pm EST.

5. Scoring: An individual offensive player on any active WCOFF Satellite League starting roster will be credited points for scoring in the following manner, unless otherwise noted:

a. Passing:

Yards passing divided by 20 (e.g. 215 passing yards = 10.75 fantasy points).
4 points for every passing TD.
Minus one point (-1) for every interception thrown.
2 points for every 2-point conversion.

b. Rushing:

Yards rushing divided by 10 (e.g. 89 rushing yards = 8.9 fantasy points).
6 points for every rushing TD.
2 points for every 2-point conversion.

c. Receiving:

Yards receiving divided by 10 (e.g. 112 receiving yards = 11.2 fantasy points)
6 points for every receiving TD.
1 point for every catch.
2 points for every 2-point conversion.



d. All Other TDs:

6 points for any TD scored by recovered or returned fumbles, laterals, or any other means by which a skill position player (QB, RB, WR, TE, or K) is awarded an individual TD, except kickoff and punt returns. No rushing or receiving yardage is awarded for a TD returned on a fumble.

Placekicking:

1 point for every Extra Point

3 points for every FG of 1 – 30 yards plus .1 point for every yard thereafter.

Example: a 43-yard FG would be worth 4.3 points

f. Team Scoring (Defense/Special Teams):

1 point for every sack

2 points for every team takeaway (interception or fumble recovery)**

6 points for every TD (via interception return, fumble return, punt or kickoff return, blocked FG return, missed FG return, blocked punt return)*

2 points for every safety

5 points for every shutout ***

2 points for allowing between 1- 5 points ***

1 point for allowing between 6 – 10 points ***

* TDs scored on “fake” FGs or “fake” punts do NOT count as Defense/Special Teams scoring. TDs scored by the offensive team after a blocked FG or blocked punt do NOT count as a Defense/Special teams score. TDs scored on a double-turnover only count for the individual player who scored the TD, not for the team.

** A double turnover is considered points for the recovering team’s defense and ST. Thus, an example, team A’s offense fumbles and team B’s defense recovers, but then fumbles the ball back to team A’s offense. In that scenario team A’s defense and special teams (along with team B’s defense and ST) are both awarded a fumble recovery.

*** Any and all points scored against a team are considered points scored against the special teams and defense. Thus, as an example, a turnover by the offense that is returned for a TD is considered as points scored against the special teams and defense.

6. Point Calculations: Team scoring will be carried out to the hundredth (e.g. a team may score 94.75 points).

7. Free Agents: Any active NFL player who is not on a team roster within your league is considered a free agent for that league. GridIron Fantasy Sports LLC may, in rare instances, remove a free agent who has been dropped by a WCOFF Satellite League team if in the judgment of GridIron Fantasy Sports LLC the dropped player would unfairly impact the outcome of the WCOFF Satellite League or if there is suspected collusion.



8. Free Agent Acquisitions/Blind Bidding: The free agent system will be a “blind bidding” process. Each team will start with 1,000 free agent “dollars” for the season, and will be permitted to bid for free agents on a weekly basis. No team will be informed of any other team’s free agent bids until after the winning bids have been awarded. A team owner will no longer be able to bid on free agents once their season long waiver wire cap of \$1,000 has been reached. Awarding of free agents begins with the highest bid by any team for a free agent. Once that free agent has been awarded to the winning bidder, all other bids for that free agent are discarded as losing bids. Then the highest remaining bid by any team for any remaining free agent will be considered. That winning bid will be awarded the free agent and all losing bids for that free agent will be discarded. This continues until the lowest valid bid remaining is considered. A team may acquire any number of players provided they remain within the maximum number of players allowed per waiver wire as set by the commissioner and remain within the season long waiver wire bidding cap established by the commissioner. Bidding ties are broken by awarding the free agent to the team with the fewest total fantasy points to date. A team may acquire any number of players provided they remain within the maximum number of players allowed (20). Bidding ties are broken by awarding the team with the fewest number of total fantasy points to date. All bids must be in increments of dollars (no cents). The free agent bidding system is the only means by which free agents may be acquired.

a. Bid Groups: A bid group is defined as a bid with related conditional bids. Each team may bid on multiple players under a single or multiple bid groups (see examples in section 9). Only one player will be awarded per bid group (assuming that team has a valid winning bid).

b. Conditional Bids: Conditional bids can be offered. In the event a team loses out on a player, that team can place conditional bid(s) for other players during the bidding time frame. The first conditional bid will become relevant/valid only if the team loses out on the first bid. Subsequent conditional bids will become relevant/valid only if the previous conditional bid fails. Bid groups do not require conditional bids. Bid groups may have several sequential conditional bids, but no bid group can include bidding on the same player more than once. Once a player is awarded in a bid group, the remaining conditional bids in that group are invalid.

c. Auction Bidding vs. Blind Bidding: The WCOFF Satellite League blind bidding process is not an auction bidding process. Though you may bid on the same player in multiple bid groups, you can only bid one amount for such player.

d. Bid Priority: Bids will be processed in the order of highest dollar amount..



9. Free Agent Bidding Examples: The following are examples of how the bidding works under various scenarios.

a. Conditional Bid example:

Group A

Bid \$100 QB Peyton Manning, drop QB Tom Brady

Bid \$45 RB Ronnie Brown, drop K Jeff Reed

Bid \$30 WR Randy Moss, drop TE L.J. Smith

(Each bid after the first [Peyton Manning] is conditional on the bid preceding it. If a player is awarded, the remainder of the bids in that bid group are invalid. So if this team is outbid on Peyton Manning ...but has the highest bid for Ronnie Brown, they will be awarded Ronnie Brown – but their bids for Moss is invalidated.)

b. Conditional Bids in Multiple Bid Groups example:

Group A

Bid \$100 QB Peyton Manning, drop QB Tom Brady

Bid \$45 RB Ronnie Brown, drop K Jeff Reed

Bid \$30 WR Randy Moss, drop TE L.J. Smith

Group B

Bid \$50 TE Antonio Gates, drop WR Drew Bennett

Bid \$40 QB Jake Plummer, drop WR Vincent Jackson

(If there is a valid winning bid in each group, this team would be awarded two players – one from each group).

d. Dropping the Same Player Might Invalidate a Bid example:

Group A

Bid \$50 Carson Palmer, drop Terrell Owens

Group B

Bid \$40 Randy Moss, drop Terrell Owens

(If this team is awarded Carson Palmer, their bid on Randy Moss will be invalidated because Terrell Owens was already dropped from winning bid in Group A)



10. Bidding Time Frame: The bidding process starts after the completion of Week 1 and ends prior to Week 11 on Friday, November 16, 2007 at 8 pm ET. Bids will be accepted on the league web site from Tuesday at 9 am ET until Friday at 8:00 pm ET in each of these weeks. If you are submitting by phone, you must submit your bids by 7:45 pm ET on Friday. Rosters will be updated by 8:05 pm ET Friday night with the results of all successful bids. There will be no free agent pickups after the completion of the WCOFF Satellite League regular season.

11. Tied Bids: If there is a tie, the team that receives the player will be determined in order by:

1. Worst total points.
2. Worst won/lost record.
3. Worst previous week score.
4. Worst QB points total to date.
5. Coin toss.

12. Available Players: Teams may acquire players not on any roster within their league, with one exception. Players cut during Week 9 free agent bidding (November 2, 2007) and Week 10 free agent bidding (November 9, 2007) may not be re-acquired by any team. This is done to minimize potential collusion. On occasion, the WCOFF Satellite League commissioners may remove a dropped player from the free agent pool if the commissioners think it is in the interest of upholding the integrity of the league or the event.

13. Trades between managers: To minimize the possibility of collusion, there will be no trading allowed.

14. League Structure: The WCOFF Satellite League will have a 14-week regular season, going from week 1 to week 14. There will be no head-to-head games in the regular season. Standings for the regular season will be based on cumulative fantasy points (starting players only) for each team throughout 14 weeks. The top 4 teams at the finish of the regular season will advance to the league playoffs.

a. Tie-breakers for determining playoff seeds: Each of the 4 playoff teams will be seeded according to total regular season fantasy points (1 through 4). The tiebreakers for the standings in each league after 14 games are:

(i) Total quarterback points (starting QBs week 1 through week 14)

(ii) Total points in week 14

(iii) Coin toss



15. WCOFF Satellite League Playoffs: The scoring rules and starting lineup format is identical to regular season. The playoffs will consist of 4 teams playing 2 rounds, as follows:

- a. Semi-Finals: #1 vs. #4 and #2 vs. #3 on the weekend of December 13 - 17, 2007.
- b. League Championship Game: The 2 winners of the Semi-Final round will compete in the League Championship Game the weekend of December 20 - 24, 2007. The winner will be the league champion.
- c. Tie-breakers: Any playoff game ending in a tie will have a winner determined by the following:
 - (i) Total points in the playoffs (only valid for a LCG tie).
 - (ii) Total points in the regular season.
 - (iii) Total QB points in regular season
 - (iv) Total points in Week 14
 - (v) Coin Toss

16. Miscellaneous Information: All “total points” means total starting lineup points.