

The Orca Football League
Updated League Rules – January 2021

A – General

1. The managers of the league are:
Randy Morphy
Brent Omland
Kris Omland
Paul Parsons
Taylor Cumming
Troy Beaver/DP
Greg Blair
Craig Whyte/Tye Bruce
Andrew Stewart
Mike Grant/Steve Graham
Jon O'Connor
The man called Higgins
2. The league commissioner will be Randy Morphy.
3. The commissioner will serve until he resigns or is voted out of office by 7 managers.
4. If the commissioner is voted out of office during the season the managers will elect a new commissioner as soon as possible.
5. For voting purposes, teams with two managers vote only once.
6. The league shall be named in honor of a very special night of romance involving a young Brent Omland and a very special, full-figured young lady, a picture of whom has been conveniently misplaced.

B – League Configuration and Schedule

1. The league will consist of 12 teams.
2. The 12 teams in the league will be divided into 3 divisions consisting of 4 teams each.
3. Initial divisions will be determined at random one week prior to the 2005 draft, and will be reshuffled prior to the draft every two years thereafter (i.e. 2017, 2019, 2021, etc.).
4. The regular season will take place during weeks 1-14 of the NFL season.

5. During the regular season, each team will play every other team in its division twice, and every team that is not in its division once.
6. The Playoffs will take place during weeks 15 and 16 of the NFL season.
7. Four teams will qualify for the playoffs each year: the team with the best win-loss record in each of the three divisions (the “Division Champion”) and the non-division champion with the best win-loss record (the “Wild Card”).
8. When determining the Division Champion and Wild Card teams, seeding for the regular season, playoff seeding, and draft order, if two teams have identical win-loss records, the tie will be broken by most total points scored, and then by a coin toss.
9. In round one of the playoffs, the Division Champion that finished the regular season with the best record will select his opponent from the 3 other playoff teams. If two or more Division Champions have identical win-loss records, the tie will be broken by total points scored, and then by a coin toss. The remaining two teams will play each other.
10. In round two of the Playoffs, the two teams that won in round one will play each other for the league championship and 2nd place. The two teams that lost in round one will play each other for 3rd and 4th place.
11. If a playoff game ends in a tie, the tie will be broken by playoff seed, with the higher seed advancing.

C – Fees and Prizes

1. Each manager will pay his entry fee on or before the date of the draft.
2. The entry fee will be \$300 for each season.
3. Every manager who does not pay his entry fee on or before the date of the Draft will:
 - (a) lose \$1 auction dollar per day of late payment (or lose draft picks of equivalent value in the event an auction waiver system is not being used for that year); and
 - (b) be prohibited from making any roster moves until his entry fee is paid.
4. No manager who has forfeited auction dollars or draft picks in the manner described above will bitch or cry about it or claim he didn’t know or wasn’t given any warning.
5. There will be no administration fee.

6. After each season, the league Champion will be awarded the trophy. He will be entitled to keep the trophy until another team becomes league champion, but must prominently display the trophy at his home and must at his own expense have the trophy engraved with
 - (a) the manager and team name of the league champion (the “league champion”), and
 - (b) the manager and team name of the team that scored the fewest total points in the regular season (the “league disgrace”).

7. Prizes will be awarded as follows:
 - (a) The team with the highest score each week during the regular season will receive \$50.
 - (b) The Division Champion with the best regular season record will receive \$300.
 - (c) The Division Champion with the second best regular season record will receive \$250.
 - (d) The Division Champion with the third best regular season record will receive \$200.
 - (e) The Wild Card team will receive \$150.
 - (f) The league champion will receive \$950 minus any website or other administrative costs.
 - (g) The 2nd place team will receive \$500.
 - (h) The 3rd place team will receive \$400.
 - (i) The 4th place team will receive \$150.

D – Rosters and Scoring

1. Each roster will consist of a maximum of 20 players (including defensive teams), plus one injured reserve spot.

2. Each week, teams must start 2 QB’s, 2 RB’s, 1 RB/WR, 2 WR’s, 1 WR/TE, 1 TE, 1 K, and 1 DEF. For greater certainty, a manager may not:
 - (a) field a lineup without a DEF or K or with a DEF or K on a bye, or
 - (b) remove a DEF prior to a Sunday or Monday evening game.

3. Injured/suspended/bye week players (other than a K or DEF) can otherwise be included in a teams starting lineup, but all managers must make an honest and reasonable effort to field a competitive team. For example this means that an injured or bye week player should not be placed in a starting lineup when a non-injured players is available, and that a manager should not trade away a starting quarterback if, following the trade he will no longer be able to field (except in bye weeks) two starting quarterbacks. Any manager guilty (in the discretion of the Commissioner, the decision of which can be overturned by a vote of seven managers, excluding the Commissioner and the manager involved) of sandbagging will not participate in the next draft lottery and will instead be

awarded the last pick in the first round of the next draft or will receive such other punishment as the Commissioner in his sole discretion may determine.

4. A manager may move a player to his OFL injured reserve if:
 - (a) the player, while on that manager's OFL roster, is injured and is subsequently placed on NFL injured reserve by the player's NFL team as a result of that injury; or
 - (b) in the Commissioner's discretion it would not be contrary to the spirit and intent of the injured reserve to allow the move.

For greater certainty, a manager cannot acquire an injured player for the purposes of placing that player on his OFL injured reserve. Once a player is added to a manager's OFL injured reserve, that spot cannot be used again for the remainder of the season. However, a player on OFL injured reserve may be traded (but cannot be placed on the injured reserve of the acquiring team) and may be moved from the manager's OFL injured reserve to his OFL roster if he is activated from the injured reserve of his NFL team.

5. All violations of roster rules will be subject to a penalty at the commissioner's discretion. Any such penalty determined by the Commissioner may be overturned or modified with the vote of 7 or more Managers, not including the commissioner and the manager involved.
6. Scoring will be as follows:
 - (a) Passing Yards (25 yards per point)
 - (b) Passing Touchdowns (6)
 - (c) Interceptions (-3)
 - (d) Rushing Yards (10 yards per point)
 - (e) Rushing Touchdowns (6)
 - (f) Reception Yards (10 yards per point)
 - (g) Reception Touchdowns (6)
 - (h) Return Touchdowns (6)
 - (i) 2-Point Conversions (2)
 - (j) Fumbles Lost (-2)
 - (k) Field Goals 0-19 Yards (3)
 - (l) Field Goals 20-29 Yards (3)
 - (m) Field Goals 30-39 Yards (3)
 - (n) Field Goals 40-49 Yards (4)
 - (o) Field Goals 50-59 Yards (5)
 - (o.1) Field Goals 60+ Yards (6)
 - (o.2) Field Goal 0-39 Yards Missed (-1)
 - (p) Point After Attempt Made (1)
 - (q) Point After Attempt Missed (-2)
 - (r) Sack (1)
 - (s) Interception (3)

(t)	Fumble Recovery (2)
(u)	Touchdown (6)
(v)	Safety (4)
(w)	Block Kick (3)
(x)	Points Allowed 0 points (18)
(y)	Points Allowed 1-6 points (14)
(z)	Points Allowed 7-13 points (10)
(aa)	Points Allowed 14-17 points (6)
(bb)	Points Allowed 17-21 points (4)
(cc)	Points Allowed 23-27 points (0)
(dd)	Points Allowed 28-34 points (-4)
(ee)	Points Allowed 35-45 points (-8)
(ff)	Points Allowed 46+ points (-12)

E – The Draft

1. The Draft will be held each year in August.
2. The Commissioner will make his best efforts to set the draft date by July 31, and will set a date that is, in the Commissioner’s discretion, convenient for the majority of the managers to attend.
3. Each manager can protect up to 8 players, but shall receive no additional draft picks should he chose to protect fewer than 8 players.
4. Each manager will submit his “protected list” to the Commissioner at least seven days before the Draft, and the Commissioner announce each managers protected list once all protected lists have been received.
5. Any manager who fails to submit his protected list to the Commissioner by the deadline will be deemed to have elected to protect the eight players who appear first in alphabetical order by last name.
6. Any player eligible to play in the NFL can be drafted. For greater certainly, a player who has not been drafted or signed by an NFL team cannot be drafted.
7. For every season, the Commissioner will, prior to the Draft:
 - (a) randomly determine and announce the reshuffled division alignments (if applicable); and
 - (b) randomly determine and announce the draft order for the first round as described in 11(a)(v).
8. The Commissioner will draw division alignments and draft order in front of a minimum of two other managers, and must make a reasonable effort to allow any manager who wants to witness the draw to do so.

9. The initial draft will be a “snake” draft (i.e. the manager who selects 12th will also get the 13th pick, etc.) and will consist of 20 rounds.
10. Each subsequent draft will be a “line” draft (i.e. the manager who selects 1st will also get the 13th pick, etc.) and will consist of as many rounds as are necessary for all managers to fill their rosters.
11. A manager may use a draft selection to select a spot in the waiver order.
12. The draft order for each subsequent draft will be determined as follows:
 - (a) In the first round
 - (i) The league champion will pick 12th
 - (ii) The second place team will pick 11th
 - (iii) The third place team will pick 10th
 - (iv) The fourth place team will pick 9th; and
 - (v) The draft order for picks #1-8 in the first round, will be determined by a “weighted lottery” under which the Non-Playoff Teams will have their names drawn from a hat. The lottery will be weighted so that the manager of the team with the fewest points scored in the previous regular season will place his name into the hat 8 times, the manager of the team with the second fewest points scored in the previous regular season will place his name into the hat 7 times, etc. The first name drawn from the hat will pick first, the second name drawn out of the hat will pick second, etc.
 - (b) In each round following the first round
 - (i) The league champion will pick 12th
 - (ii) The second place team will pick 11th
 - (iii) The third place team will pick 10th
 - (iv) The fourth place team will pick 9th; and
 - (v) The teams that did not qualify for the playoffs (the “Non-Playoff Teams”) will be ranked in order of points scored during the previous regular season. The manager of the team with the fewest points scored in the previous regular season will pick first, the manager of the team with the second fewest points scored in the previous regular season will pick second, etc.

F – Trades

1. Managers can trade any player on his roster and (subject to F 10. below) any current or future draft pick.
2. Managers can make offseason trades beginning the day after the end of the NFL season, but such trades will not be binding until both managers send an email to the Commissioner confirming the trade.
3. Trades may be conditional or involve conditional players or draft picks provided that the conditions under which a Manager is to receive a player or draft pick are clear and can be objectively verified. Managers may consult the Commissioner for clarification of this rule and the Commissioner will arbitrate and settle any disputes in this regard. Any such decision made by the Commissioner may be overturned with the vote of 7 or more Managers.
4. Trades which amount to a rental of a player are prohibited. For example, manager 1 may not trade a quarterback to manager 2 to cover a bye week if it is expressly agreed or implicitly understood or the terms and conditions of the trade make it likely that that quarterback will be traded back to manager 1 at a later time.
5. Trades which in effect allow one manager to protect an additional player at the next OFL draft at another manager's expense are permitted. For example, after the 2018 OFL draft, a manager may "trade a keeper spot" for the 2019 offseason, but may not do so for the 2020 offseason until after the 2019 OFL draft.
6. Managers can make trades during the season up until the trade deadline, which is midnight on the Wednesday after week 11 of the NFL season.
7. The Commissioner will review every trade and after reviewing each trade may, at his discretion
 - (a) allow the trade,
 - (b) disallow the trade, or
 - (c) allow the trade subject to one or both of the managers involved paying their entry fee for the next season in advance.
8. The Commissioner will only disallow a trade if, in his opinion,
 - (a) two managers appear to be colluding to improve one team at the expense of the other team,
 - (b) one or both of the managers do not appear to be making an honest effort to improve their team; or
 - (c) the trade is unfair to the point that the competitive balance of the league would be upset significantly; or
 - (d) doing so would be in the best interests of the league.
9. The Commissioner's decision to allow or disallow a particular trade will be overturned if six managers, not including the Commissioner and the managers

involved in the trade, vote in favor of having the Commissioner's decision overturned.

10. A manager can only trade a draft pick (including a conditional pick) for an OFL draft that will occur within 5 years of the end of the calendar year in which the trade is made. For example, in the 2014 calendar year, draft picks for any OFL draft up to and including the 2019 draft may be traded. Picks for the 2020 OFL draft may be traded beginning on January 1, 2015 and so on.

G - Waiver Pickups

1. Managers of non-playoff teams may not pickup or drop any players after week 14 of the regular season.
2. Notwithstanding rule G(1) teams which have qualified for the playoffs can make waiver pickups and drops up until the league championship game, but no players picked up on waivers after week 14 of the regular season by such a playoff team can be traded in the offseason or protected in the following year's draft.
3. The Commissioner will set up a system that allows managers to add or drop players during the regular season that
 - (a) is practical and compatible with the capabilities of the website chosen to run the league,
 - (b) sets up a system under which all pickups are conducted in an orderly manner each week.

H – Interpretation and Amendments

1. Changes to the league rules that are not fundamental in nature and do not disproportionately prejudice or disadvantage one or more manager(s) (a "Minor Change") can be changed by a majority vote of the managers.
2. Changes to the league rules that are fundamental in nature or that disproportionately prejudice or disadvantage one or more manager(s) (a "Major Change") can be changed by a unanimous vote of the managers.
3. The Commissioner shall have the discretion to determine which changes are Minor Changes and which Changes are Major Changes, but for greater certainty, any proposed change to Articles A(3), B(1-2, 4-7, 9-10), D(1, 2, and 6(a-g)), E(3, 6, 10), and F(6-8) shall be considered a Major Change.
4. The league rules will be interpreted by the Commissioner with common sense and with regard to their intent.
5. The Commissioner may make changes to the league rules in order to make them compatible with the technical limitations and specifications of the website used to manage the league.

6. Where the website chosen to manage the league is not capable of facilitating any of the league rules, the commissioner may modify the league rules in a manner that is fair and practical.
7. The Commissioner may decide on procedural and administrative matters not covered by the league rules.

Schedule A – League History

2005

Divisions: Brent (10-4), Higgins (7-7), Jon (5-8-1), Randy (3-11)
Taylor (10-4), Craig (8-6), Stu (7-7), Beav (5-9)
Paul (9-5), Greg (8-6), Kris (6-7-1), Grant (5-9)

Division Winners: Brent, Taylor, Paul
Semifinal #1: Brent over Paul
Semifinal #2: Greg over Taylor
League Championship: Brent over Greg
Consolation Game: Taylor over Paul

2006

Divisions: Randy (8-6), Higgins (8-6), Jon (4-9-1), Brent (2-11-1)
Stu (9-5), Beav (9-5), Taylor (8-6), Craig (4-10)
Grant (10-4), Greg (9-5), Kris (8-6), Paul (4-10)

Division Winners: Randy, Stu, Grant
Semifinal #1: Greg over Grant
Semifinal #2: Randy over Stu
League Championship: Greg over Randy
Consolation Game: Stu over Grant

2007

Divisions: Randy (10-4), Craig (9-5), Grant (7-7), Stu (6-8)
Taylor (11-3), Greg (9-5), Jon (9-5), Paul (3-11)
Beav (9-5), Brent (7-7), Kris (3-11), Higgins (1-13)

Division Winners: Randy, Taylor, Beav
Semifinal #1: Taylor over Beav
Semifinal #2: Randy over Greg
League Championship: Randy over Taylor
Consolation Game: Beav over Greg

2008

Divisions: Randy (11-2-1), Craig (8-6), Grant (6-8), Stu (6-8)
Jon (10-4), Greg (8-6), Taylor (7-7), Paul (4-9-1)
Beav (8-6), Brent (7-7), Higgins (4-10), Kris (4-10)

Division Winners: Randy, Jon, Beav
Semifinal #1: Randy over Greg
Semifinal #2: Jon over Beav
League Championship: Randy over Jon
Consolation Game: Greg over Beav

2009

Divisions: Randy (11-3), Craig/Tye (9-5), Jon (4-10), Paul (3-11)
Taylor (9-5), Beav (9-5), Greg (7-7), Kris (6-8)
Higgins (10-4), Grant (7-7), Brent (6-8), Stu (3-11)

Division Winners: Randy, Taylor, Higgins
Semifinal #1: Randy over Beav
Semifinal #2: Taylor over Higgins
League Championship: Taylor over Randy
Consolation Game: Beav over Higgins.

2010

Divisions: Randy (11-3), Paul (10-4), Craig/Tye (5-8-1), Jon (4-9-1)
Beav (9-5), Taylor (7-7), Greg (4-10), Kris (3-11)
Higgins (10-4), Grant (9-5), Brent (6-8), Stu (5-9)

Division Winners: Randy, Beav, Higgins
Semifinal #1: Paul over Randy
Semifinal #2: Beav over Higgins
League Championship: Beav over Paul
Consolation Game: Randy over Higgins

2011

Divisions: Taylor (10-4), Beav (10-4), Higs (9-5), Randy (4-10)
Greg (8-6), Brent (7-7), Kris (6-8), Craig/Tye (3-10-1)
Stu (10-4), Jon (8-6), Paul (7-6-1), Grant (1-13)

Division Winners: Taylor, Greg, Stu
Semifinal #1: Taylor over Beav
Semifinal #2: Greg over Stu
League Championship: Taylor over Greg
Consolation Game: Beav over Stu

2012

Divisions: Taylor (10-4), Randy (9-5), Higs (8-6), Beav (3-11)
Craig/Tye (8-6), Greg (8-6), Kris (6-8), Brent (5-9)
Jon (10-4), Stu (8-6), Paul (7-7), Grant (2-12)

Division Winners: Taylor, Craig/Tye, Jon
Semifinal #1: Taylor over Randy
Semifinal #2: Craig/Tye over Jon
League Championship: Taylor over Craig/Tye
Consolation Game: Jon over Randy

2013

Divisions: Brent (12-2), Randy (8-6), Craig/Tye (5-8-1), Kris (2-12)
Jon (10-4), Higs (9-5), Beav (5-8-1), Paul (2-12)
Grant (9-5), Greg (8-6), Taylor (7-7), Stu (6-8)

Division Winners: Brent, Jon, Grant
Semifinal #1: Higs over Brent
Semifinal #2: Grant over Jon
League Championship: Grant over Higs
Consolation Game: Brent over JOC

2014

Divisions: Craig/Tye (9-5), Randy (8-5-1), Brent (7-6-1), Kris (1-13)
Higs (13-1), Jon (6-8), Beav (6-8), Paul (4-10)
Greg (9-5), Taylor (8-6), Grant (8-6), Stu (4-10)

Division Winners: Craig/ Tye, Higs, Greg
Semifinal #1: Higs over Randy
Semifinal #2: Greg over Craig/ Tye
League Championship: Higs over Greg
Consolation Game: Randy over Craig/Tye

2015

Divisions: Greg (7-7), Paul (6-8), Brent (6-8), Morph (3-11)
Stu (8-6), Grant (8-6), Craig/Tye (7-7), Jon (6-8)
Kris (9-4-1), Higs (8-6), Beav (8-6), Taylor (7-6-1)

Division Winners: Greg, Stu, Kris
Semifinal #1: Kris over Greg
Semifinal #2: Stu over Higs
League Championship: Kris over Stu
Consolation Game: Greg over Higs

2016

Divisions: Morph (12-2), Greg (6-8), Paul (6-8), Brent (0-14)
Craig/Tye (12-2), Stu (7-7), Jon (5-9), Grant (4-10)
Higs (12-2), Taylor (8-6), Kris (7-7), Beav (5-9)

Division Winners: Morph, Crye, Higs
Semifinal #1: Crye over Morph
Semifinal #2: Higs over Taylor
League Championship: Crye over Higs
Consolation Game: Taylor over Morph

2017

Divisions: Morph (10-4), Kris (8-6), Taylor (6-8), JOC (6-8)
Grant (7-7), Higs (6-7-1), Crye (6-8), Beav (3-11)
Stu (10-3-1), Paul (8-6), Brent (7-7), Greg (6-8)

Division Winners: Morph, Grant, Stu
Semifinal #1: Morph over Grant
Semifinal #2: Stu over Parsons
League Championship: Stu over Morph
Consolation Game: Parsons over Grant

2018

Divisions: Morph (11-3), Taylor (6-8), Kris (4-10), JOC (4-10)
Higs (11-2-1), Crye (9-5), Grant (7-7), Beav (4-10)
Stu (9-4-1), Brent (8-6), Paul (6-8), Greg (4-10)

Division Winners: Morph, Higs, Stu
Semifinal #1: Crye over Morph
Semifinal #2: Stu over Higs
League Championship: Crye over Stu
Consolation Game: Morph over Higs

2019

Divisions: Morph (10-4), Brent (9-5), Beav (8-6), Kris (6-8)
Paul (9-5), Stu (8-6), Crye (3-11), Greg (3-11)
Grant (9-5), JOC (9-5), Taylor (8-6), Higs (2-12)

Division Winners: Morph, Paul, Grant
Semifinal #1: Morph over Brent
Semifinal #2: Grant over Paul
League Championship: Grant over Morph
Consolation Game: Paul over Brent

2020

Divisions: Beav (8-6), Morph (8-6), Brent (5-9), Kris (3-11)
Paul (10-4), Crye (7-7), Stu (5-8-1), Greg (4-10)
Grant (10-4), JOC (9-4-1), Higs (8-6), Taylor (6-8)

Division Winners: Beav, Paul, Grant
Semifinal #1: Grant over JOC
Semifinal #2: Paul over Beav
League Championship: Grant over Paul
Consolation Game: Beav over JOC

Schedule B – Some League Records

Best Record

1. 13-1 (Higs, 2014)
- t-2. 12-2 (Brent, 2013)
- t-2. 12-2 (Randy, 2016)
3. 11-2-1 (Higs 2018)
- t-4 11-3 (Crye, 2016)
- t-4 11-3 (Higs, 2016)

Worst Record

1. 0-14 (Brent, 2016)
- t-2 1-13 (Kris, 2014)
- t-2 1-13 (Higgins, 2007)
- t-2 1-13 (Grant, 2011)
5. 2-12 (Higgins, 2019)

Most Points Scored (Season)

1. 2,110 (Morph, 2018)
2. 1,983 (Brent, 2013)
3. 1,976 (Higs, 2018)
4. 1,975 (Morph, 2016)
5. 1,974 (Taylor, 2012)

Fewest Points Scored (Season)

1. 978 (Kris, 2013)
2. 1,101 (Higgins, 2007)
3. 1,121 (Grant, 2011)
4. 1,137 (Kris, 2007)
5. 1,165 (Paul, 2013)

Most Points Scored (Game) (Stopped Tracking in 2015)

1. 232 (Higs, 2014)
2. 204 (Taylor, 2009)
3. 203 (Taylor, 2010)
- t-4 198 (Stu, 2014)
- t-4 198 (Craig/Tye, 2007)
- t-4 198 (Taylor, 2009)

Fewest Points Scored (Game) (Stopped Tracking in 2015)

1. 14 (Craig/Tye, 2006)
2. 21 (Brent, 2007)
3. 28 (Stu, 2007)

- t-4. 34 (Higgins, 2007)
- t-4. 34 (Kris, 2013)
- t-5. 37 (Kris, 2013)
- t-5 37 (Paul, 2013)