



## 10DER 15 OFFICIAL RULES

### THE 10DER POOL

1. The season will be 19 weeks, comprising 18 weeks plus a "Bowl Week". Each week, every player will submit 10 games (the 10 are a combination of either college and/or NFL (including NFL Over/Unders), and will submit their picks for the winners of those games based on the point spread.
2. The 10der season overall winner will be the Player who has the most total correct picks for the entire season.
3. There will also be 19 "weekly winners" who have the highest score each week (not including the Game of the Week).
4. Points scored for correctly picking the Game of the Week will ONLY count toward the 10der Season Overall score.
5. Players choose 10 games (NFL and/or College) each week. NFL Over/Unders are allowed. NO college O/U's.
6. Each Player will designate one of their games each week as their "LOCK" or "Money Game". If picked correctly, the player will receive ½ bonus point towards their total for that week.
7. The official spread shall typically be the line printed in USA Today on Wednesday each week, however, the line posted on the website will ALWAYS be the official line. In the event of any errors in the official lines, the following shall apply with respect to the games affected:
  - a. When the two teams listed by USA Today are not actually playing each other, the game will be removed from the board and if selected it will count as a miss. (e.g. Denver -4.5 vs Denver or Michigan St. -7 vs. Baltimore)
  - b. In the event the two teams listed in the official lines are correct, but the line is inaccurate or the wrong team is favored, then the posted line from USA Today will be treated as the official line. (e.g. Denver -75 vs. NY Giants)
  - c. This line would remain on the board and would be eligible to be selected and can be used for lock and upset selections.
8. There will be a "Game of the Week" each week. The Game of the Week will be posted on the website by Tue or Wed each week. Each player will also select the winner of the Game of the Week (based on the point spread) in addition to the other 10 games they have chosen. If the Game of the Week is picked correctly, the player will receive 1 bonus point towards their SEASON total only. A player may also use (select) the Game of the Week as one of their 10 weekly 10der selections, and if so, if picked correctly it will be

worth 1 point for the players weekly score and the Game of the Week bonus. (NOTE: The player may also designate it as their LOCK.)

9. Games played before Thursday at 5pm EST each week are not allowed to be picked. Games not involving two FBS teams may not be selected. NO TUESDAY, WEDNESDAY games will be accepted. All of the foregoing will count as a miss if selected.
10. Games picked multiple times will only count once, and picking both sides of the same game will result in BOTH counting as a loss.
11. Picks that PUSH earn ½ point. Games cancelled (e.g. due to weather) after the deadline count as a PUSH.
12. If a player picks a game which has NO LINE (NL) or it is not listed in the Wednesday edition of the USA Today it will count as a loss.
13. Picks must be submitted by Thursday by 2:00 PM PST / 5:00 PM EST through the website. Picks received after that time will not be counted (unless a specific arrangement is made). It is the responsibility of each Player to ensure that his picks are received by the commissioner on time.
14. Please confirm that your picks are correct each week and contact the commissioner prior to the deadline if they are incorrect.
15. Tiebreakers will be used to determine the weekly winner and the 10der season overall winner if necessary.
  - a. For the weekly winner, if two (or more) teams are tied after the week, there will be two tiebreakers. The first tiebreaker will be correctly picking the Game of the Week. If only one team correctly selects the Game of the Week, that team will be the weekly winner. If more than one team correctly picks the Game of the Week, those teams will move to the second tiebreaker. The second tiebreaker will be which team is closest to picking the total combined points for both teams in the Game of the Week. The team who is closest to the final total combined points for both teams in the Game of the Week will be the winner. The winner of the tiebreaker(s) will receive 100% of the prize pool for the week. If two (or more) players are still tied after both tiebreakers they will split the 100% of the prize pool equally.
  - b. For the 10der season overall, if there is a tie for first place at the end of the 19 week season the two (or more) teams who are tied will make selections the next week (NFL Wildcard Weekend) to break the tie. The teams who are tied will pick all 4 games and all 4 Over/U unders for the weekend. The team with the most correct selections will be the winner. If any teams are still tied after the WildCard weekend picks, the team(s) will split the respective prize pools equally.
16. BOWL WEEK: Players will select 10 games using the schedule for the entire bowl season and submit their picks for winners based on the spread. Players will also select one LOCK and a "Game of the Week". Scoring is the same as the 10der. The Bowl Pool will be scored and have a "weekly winner" the same as a regular week, and the score will count towards the 10der Season overall winner.

## UPSET POOL

1. The season will last for 19 weeks coinciding with the 10der.
2. Every week, each player will select one (1) College (NCAA) underdog, and one (1) NFL underdog . If one or both of the underdogs WINS THEIR GAME OUTRIGHT (not vs. spread), the player will get awarded the number of points equal to the point spread for that game. If the game ends in a tie no points are awarded.

3. Most total points at the end of the season wins this pool.

HERO POOL:

1. Any Player who scores a perfect week – 10 for 10 for their 10der picks and a correct pick on the Game of the Week, will be awarded the current pot for the progressive Hero Pool.
  2. To win, you do not need to have any correct picks in the upset pool that week.
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OVERALL:

1. Players will be ranked according to their finish in each of the Oder and Upset Pool).
2. The Players will be awarded points based on ranking – 1st place finish = 1 point.
3. The Player with the lowest point total at the end of the season wins the overall.