10DER 17 OFFICIAL RULES

THE 10DER POOL

1. The season scoring will be based on 19 weeks plus the Bowl Pool (which will be scored similar to a "week" - see below in the Bowl Pool section).
2. 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.
3. Players choose 10 games (NFL and/or College) each week. NFL Over/Unders are allowed. NO college O/U's.
4. Each Player will designate one of their games each week as their "LOCK" or "Money Game". If picked correctly, the player will receive an additional ¹⁄₂ bonus point towards their total for that week.
5. 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 select the winner of the Game of the Week (based on the point spread) **in addition** to the regular 10 games they have chosen. If the Game of the Week is picked correctly, the player will receive 1 bonus point towards their 10der Season Overall score but it does not count toward their weekly score.
   a. **NOTE**: A player may choose to (select) the Game of the Week as one of their 10 regular weekly selections in the 10der pool, and if it is picked correctly it is worth the standard 1 point for the player's weekly score.
   b. **NOTE 2**: The player may also designate the GOW as as their LOCK if it is selected as one of their 10 regular selections)
   c. **NOTE 3:** Points scored for correctly picking the Game of the Week ONLY count toward the 10der Season Overall score.
6. The line posted to the 10der website each week will ALWAYS be the official line. In the event of any errors in the official lines posted to the website, the following shall apply with respect to the games affected:
   a. In the event the two teams listed are not actually playing each other, the game will be removed from the board and it may not be selected or 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 are playing each other, but the line is inaccurate or the wrong team is favored, then the posted line will be treated as valid and the official line. (e.g. Denver -75 vs. NY Giants). This line would be eligible to be selected and can be used for lock and upset selections.

7. 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.
8. Games picked multiple times will only count once and picking both sides of the same game will result in BOTH counting as a loss.
   a. **NOTE**: The Game of the Week may be used as one of the 10 regular picks in addition to your selection of the winner for the GOW.
9. Picks that PUSH earn $^1/_2$ point.
10. Games canceled for <u>any reason</u> (e.g. due to weather) after the deadline count as a PUSH. If you want to select an alternate game prior to kickoff - please contact the Commissioner.
11. If a player picks a game which has NO LINE (NL) or it is not listed in the lines posted to the website, it will count as a loss.
12. **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.**
13. Please confirm that your picks are correct each week and contact the commissioner prior to the deadline if they are incorrect.
14. Winners:
   a. a. <u>The 10der season overall winner</u> will be the Player who has the most total points for the entire season. (Total of all 19 weekly scores + the Bowl Pool score + all points from the Game of the Week)
   b. There will also be 19 "weekly winners" who have the highest score each week (Weekly score does not include points from the Game of the Week).
   c. Tiebreakers will be used to determine the weekly winners and the 10der season overall winner if necessary.
      i. 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 which 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 the prize pool equally.
      ii. For the 10der season overall, if there is a tie for first place at the end of the 19 week season + bowl pool, 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/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.

BOWL POOL

1. 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".
2. Scoring is the same as the "weekly winner" for the 10der.
3. The Game of the Week in the Bowl Pool will count towards the 10der Season Overall but does NOT count toward the Bowl Pool "weekly 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 .
3. 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.
4. If the game ends in a tie no points are awarded.
5. 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 weekly 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.

OVERALL:

1. Players will be ranked according to their finish in each of the 10der, Bowl Pool and Upset Pool.
2. The Players will be awarded points based on ranking – 1st place = 1 point, etc.
3. The Player with the lowest point total at the end of the season wins the overall.