

CFGL XX RULES

WEEKLY PICKS

- ★ Make 6 picks
- ★ 1 Power Pick: 10 points (from your Power Conference)
- ★ 1 Conference Pick: 10 points (assigned from the weekly schedule)
- ★ 3 Free Picks- 7 points each (no restrictions)
- ★ 1 Dog Pick (pick an underdog to win the game, win the points of the spread)

PICKING & SCORING:

- ★ **Perfecto** – Win 5 different picks and double your points. (Dog Pick not included)
- ★ **Stacking** – Pick a game more than once
- ★ **Parlay** – Group games together to win bonus points. Must win all three picks in parlay)
- ★ **\$Lines** – Pick an underdog to win the game, win the points of the spread as a bonus

RULES & SCORING:

Each week you make 6 picks.

Pick #1: Power Pick (10 points)

- ★ Before the season starts you'll select a conference to be your Power Conference
- ★ Every week you'll pick at least one game from your Power Conference. This is your Power Game.

Pick #2: Binding Pick (10 points)

- ★ Week's 1 thru 14 you must pick one game from the Binding Conference schedule below

WEEK 1- SUNBELT	WEEK 6- ACC	WEEK 11- BIG XII
WEEK 2- AAC	WEEK 7- MAC	WEEK 12- SUN BELT
WEEK 3- CUSA	WEEK 8- SEC	WEEK 13- SEC
WEEK 4- MAC	WEEK 9-MTN WEST	WEEK 14- ACC
WEEK 5- BIG XII	WEEK 10- BIG TEN	WEEK 15- CHAMPIONSHIP WEEK*

Pick #3-5: Free Picks: (7 points each)

- ★ 3 picks are worth 7 points each

Dog Pick (#6): (points = spread)

- ★ Pick an underdog to win straight up. If they *win* (not covers), you'll win the points of the spread
Ex: Purdue +5 (If Purdue wins the game you'll get the 5 points. If they lose the game, no points)

A PUSH / TIE:

- ★ All ties are worth 3 points. Includes Power, Binding and Free picks.

SCORING STRATEGIES

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The “Perfecto” = (Double Your Points)

Win 5 picks (*Dog Game excluded*), double your weekly point total. You must win five separate picks (no stacking or ties). Picking an underdog and the \$line of the same game disqualifies you from the Perfecto bonus.

Stacking:

Pick the same game more than once. Stacking disqualifies you from the Perfecto bonus, but it makes a single game worth more points. Stack as many as five games as long as you pick your Power and Binding conferences.

Parlay (20 bonus points)

Play for bonus points by grouping your 3 free picks. If all three picks win, you win an extra 20 points. If you lose one of your picks, you lose them all. If there's a push, the parlay dissolves and the games will be scored normally.

\$-line (Earn Points + The spread)

If the underdog wins the game (not just covers), you win your points and the points of the spread.

Example: Ole Miss (+4) (If you pick the \$-line and Ole Miss wins, you get +4 extra points on top)

Scoring in Week 15 – Championship Week

Pick five conference championship games and a Dog Pick. Assign each pick a 25, 20, 15, 10, and 5 point value. (Dog Pick excluded). No stacking, but Parlays and Perfectos are still in play.

LEAGUE FORMAT

Regular Season:

The regular season starts Week 1 and ends after Conference Championship Week. We update player standings weekly and the member with the most points at the end of the regular season wins the League title.

Conference Play:

- ★ *200 members are randomly placed into 10 League conferences*
- ★ *Weekly conference high-scorers win a Chip worth 10 bonus points and \$25 (redeemed at end of season)*
- ★ *Ties result in 5 pts each and no money. The \$25 is carried over to the next week.*
- ★ *At the end of the season, Conference winners earn their membership fee back*

The Top 100:

If you make the top100, you qualify for Bowl Season. If you don't, you pay \$25 (or a Conference Chip) to play.

Bowl Season

Pick all 43 bowl games and then rank them 1 thru 43. Your 43 pick is worth 43 points, your 1 pick is worth 1 point. No picking the same game or same value twice. No parlays and no stacking.