

KEY POINTS OF PIGSKIN PARLAY RULES (the full rules follow)

- ENTRY FEE IS \$60 (regardless of when you join).
- The season will have 18 Weeks beginning with the first week of the NFL Season and ending with the final NFL weekend.
- The Parlay Card will have both College and Pro Games.
- All information concerning the league will available on the leagues web site: www.touchwoodsports.fanspace.com .
- Each player must submit 2 Cards each week. The first card must be a 4 team parlay, the second card may be submitted with 3 to 15 games.
- Both cards must be submitted at the same time, NO PARTIAL CARDS please!
- Card must be submitted prior to any action on your card for the week.
- Call in using numbers on sheet, DO NOT give me team names, see Rule 12
- Please text or call your picks to (509) 953-0733 or (last resort) email touchwsports@hotmail.com
- You must submit a card every week to be considered for Best Percentage
- You can call in picks as long as games have not started so if you're running late on Sunday, you can still play Sunday and Monday night games.
- See Rules #6, 10, 12 and most importantly, #14

And now for the full blown rules with examples and everything...

2022-2023 PigSkin Parlay Rules

1. Entry Fee 60 Bones. Fee must be paid prior to the week's action. Players may join at any time, fee remains 60 bones at any time – NO EXCEPTIONS!
 2. All information concerning the league will available on the leagues web site: www.touchwoodsports.fanspace.com . Each week's card and standings will be available on the "PigSkin Stats" page of the web site.
 3. Each week players will play 2 parlays, or 2 cards if you will. Players shall play one 4-team parlay and 1 "Wild Card", ranging from 3 teams (min) to 15 (max). Points can only be awarded for players hitting your parlays (see #7 for point values). Hitting a Parlay is defined as hitting all games played on said card. At the end of the season (College Bowl Games and NFL Week 18) the player with most points accumulated shall be crowned "The Parlay Master". The 2022-2023 Season will have **18** weeks. The weekly Parlay Card will be available on the Website Friday Morning each week's action (with the exception of Week One and Thanksgiving in which case they will be up Wednesday evening) NOTE: THURSDAY NIGHT GAMES WILL NOT BE ON THE CARD. The latest the card will be up will be Friday evening, if I am waiting for "official lines" to be posted. It is the player's responsibility to obtain the Parlay Card and its information.
- Please note: At certain times during the course of the season, NFL lines are sometimes delayed due to injuries or weather, if a game has no line at press time the card will read "OFF". "OFF" means the game is not available to

players of Pigskin Parlay. Should an owner play such game it will count as a loss/miss.

4. Weekly updates/standings will be available on the web site normally by Tuesday evening following the week's action. Players are responsible for the acquisition of such.
5. Errors on Standings and/or Parlay Card: Should an error be made regarding the standings, Please NOTIFY the Commish prior to the next week's action. Should an error be made on the Parlay Card (or sheet) and is noticed after the sheet is out **AND** prior to any action, the Commissioner shall update the Card up on the website and notify players by the group email of the error and the action being taken for said game. Such actions may include, but not limited to:
 - Removing the questionable Game or Games from the weekly action,
 - Revising the teams for which the error occurred, IE: #46 should of read Bucs not Jets
 - The adjustment of a line. IE: The Line of the Steelers/Titans reads +45 1/2, if caught in time, the Commish would revise on the Message to read +4 1/2.
 - Date/Day of which Game(s) is being played.
 - Should an error **NOT** be caught prior to **ANY** action on the Card, and the action contains the error(s) for the week, (IE: #46 is wrong and the called in Card played #46) No correction will be made and the Card will play as it stands.
 - Should an error be discovered and previously called cards have not contained such games the Commissioner will follow the outline of the rules above and make corrections, but ONLY if previously called in Cards do not include the errored games.
 - Should you play early in the week and notice an error or just read the card and notice an error, PLEASE notify the Commish ASAP so that the card can be corrected (assuming you notice an error and NO other players have called in his/her Cards for the week containing said error).
 - Every effort will be made to correct the error in a timely manner. It is anticipated that if required, the error and the revision/action to the error, will be updated sometime Friday.
 - At NO time will the Commish add a line to game previously declared "OFF"
6. **MOST IMPORTANT PART** Each week a player will call in two separate parlays. The first parlay will be a MANDATORY 4 team parlay. The first card will also be used for the tie-breaker points and used to determine the winner of Best Percentage. The second parlay is the players "Wild Card", allowing the player the option of parlaying anywhere from 3 to 15 games. The higher the number of teams parlayed the more points one can earn (See #7).
 - Tie-Breaker Points are points accumulated by the number of correct games played by the player on Card 1 only. IE: You hit 3 of your 4 games played on Card 1, while you did not hit your Parlay, you do get 3 points towards your Tie-Breaker total and your Best Percentage (see next bullet)

- Best Percentage: Best Percentage shall be based on a players Winning Percentage for Card 1 ONLY. To be eligible for Best Percentage a player must call in Picks Each Week. Not calling in picks results in a 0 for 0 for the week and eliminates a player from Best Percentage. This season a player is required to have played 72 games (all 18 Weeks) for consideration of Best Percentage.
- Missing a week does make players score for the week 0-4.

7. Points shall be awarded as follows:

3-3: 7 Pts	4-4: 13 Pts	5-5: 26 Pts	6-6: 52 Pts	7-7: 104 Pts
8-8: 208 Pts	9-9: 420 Pts	10-10: 850 Pts	11-11: 1600 Pts	12-12: 3000 Pts
	13-13: 6000 Pts	14-14: 12000 Pts	15-15: 25000 Pts	

8. In order to accumulate points a player must hit all teams/games selected in his/her parlay. Each card is considered a separate parlay, so if you hit all 4 on card #1 and 5 of 6 on card #2, you would collect 13 points for the week. Should you hit both Cards, 4-4 & 4-4, the player would receive 26 points for the week, a player could only hit his second card and receive points too, say 1-4 & 6-6, a player would receive 52 points for the week.

9. Payouts: We have both Weekly and Final Season Pay-outs. For 2022-2023 the projected pay-outs are as follows: (Based on 40 Players) \$50 Per Week will be made to the player/players with the most points won for the week's action. Should there be no winner in a given week, (no parlays hit) the weekly prize will roll-over into the next week's action. For example: Wk 1: No winner, Wk 2: prize fund = \$100, No winner, Wk 3: Prize Fund = \$150, In week 3, we have 2 players each score 26 pts. , each player will receive \$75 (150 divided by 2), Wk 4: Prize Fund = \$50.

- Should multiple players hit parlays, the player with the most points from both cards will be the weekly winner. IE: Player 1 goes 4-4 & 5-6, Player 2 goes 3-4 & 5-5, Player 2 with 26 total points vs. 13 for Player 1, wins the Weekly Prize.
- Should multiple players hit parlays and they have the same total points after adding points from both cards, said players will split the weekly prize.
- Note: Should any monies from weekly prize fund remain at the end, the monies will be placed in the Final Season Pay-outs Fund.

Final Season Pay-Outs *

First: 45% of Final Season Fund
 Second: 25% of Final Season Fund
 Third: 15% of Final Season Fund
 Fourth: 10% of Final Season Fund
 Fifth: 5% of Final Season Fund

\$125 to Player with Best Win % on Card 1 (Based on 72 Games)

- * Payouts Based on Estimated Entries – Final % and Weekly Amounts to be determined after the 4th Week of Season. Commissioner Reserves the right to adjust Weekly and Final Season % based on Week 4 participation. After the 5th week a final payout sheet will be e-mailed to all.

10. **Calling in your Cards:** Both Cards must be complete when a player makes his/her call into the Message Center in order to be considered for the week's action. No incomplete cards will be accepted. A Complete Card is defined as, **for Card 1:** 4 games that appear on the weeks Parlay Card, **and Card 2:** At least 3 games and not more than 15 games that appear on the weeks parlay Card. **Both Card 1 & Card 2 MUST BE SUBMITTED in AT THE SAME TIME – NO EXCEPTIONS!** Incomplete cards will receive NO Parlay Points for the week, however, tie-breaker points can be earned the Card 1. **Cards must be called in prior to the start of action that is being played to be considered for the week.** Should a player chose a game that has already started (or been played – oh my!!) that game becomes void (considered a miss) and no parlay points can be made on that card, other games on card 1 will be counted towards tie-breaker points and best % (card 1 only, ie. 3-4 of other games hit). Please keep these items in mind as well: (See next page for bullets)

- Players may not submit portions of Cards 1 and/or 2 or only just Card 1 or just Card 2, **must call in both cards at the same time.**
- All Games the player wishes to play for both cards must be declared when a player submits his/her card in to the Message Center.
- Should a player call in only 3 games for Card 1, the card can only earn tie-breaker points. The player will stay in Best Percentage but **can not** win Parlay Points for Card 1. For the week the card would receive points for games won but be counted as the regular 4 game card. So max 3-4 score.
- Should a player call in 5 games or more for Card 1, only the first 4 games will be counted towards the action of Card 1, the 5th game or greater, doesn't count for anything. Parlay Points can be won.
- Card 2 cards with less than 3 games, shall be scored 0-2 and not eligible for parlay points. Card 2 cards with more than 15 games, only the first 15 count towards the action of Card 2, the 16th or greater game doesn't count for anything. Parlay Points can be won (Good luck on that).
- Should a player call in and then realize he/she made an error, the player may call in and correct his/her mistake PROVIDED the player calls prior to **ANY** action starting on the card. The message center does time stamps all incoming calls. All other attempts to change the card will be denied and the original call and its numbers will be used.

11. I will continue to accept calls or text messages for your weekly card. Please call or text your picks to **509-953-0733**. Please check your text prior to sending to confirm your numbers.

12. Numbers versus Phases. In an effort to avoid confusion, please use the numbers on the card when calling in games. For example please say number "58", not "Rams over Vikings by 3 1/2". The Hard and Fast rule here is "**number has precedent** over the words/phrase".
13. Call-In Etiquette: When calling in numbers please speak clearly and at a normal rate of speed, I can only write the numbers so fast. Example: "Hi, this is Parlay Master, on card 1 please give me numbers 4-12-22 & 56 and for card 2 give me 4-13-66-72 & 78. Thanks, you're the best!"
14. Finally, the Parlay league is for fun and bragging rights. Every effort is made to keep the league just that. Should you have an issue please contact me and we will try to work it out. Should you have an issue, and we can't work it out, I am more than happy to return your entry fee and we part ways, I hope it doesn't come to that but I do this because I enjoy it, hopefully you will too.

Good luck and enjoy your parlay season!

Any and all Questions/Comments: Please email me at touchwsports@hotmail.com

Thanks! The Commish