

## 2003 Nascar Fantasy Cup Series

### TEAM SELECTIONS:

Each player will select a team of (9) drivers. You will select (9) drivers, (1) driver from each of the 1<sup>st</sup> 6 groups and (3) drivers from the 7<sup>th</sup> group. These driver groups were broken down depending on how they finished in the point's standings from the previous season. *{See Groups on attached sheets}*

You will choose a team roster in this way:

- 1 driver-group #1
- 1 driver-group #2
- 1 driver-group #3
- 1 driver-group #4
- 1 driver-group #5
- 1 driver-group #6
- 3 driver-group #7

Your drivers will be setup on a 4 week rotation using (2) drivers each week with the 9<sup>th</sup> driver on your team being the alternate. You can not use the same driver twice in a 4 week rotation.

Example:

week 1: Gordon-Mayfield

week 2: Elliot-Andretti

week 3: Rudd-Skinner

week 4: Sterling-Jarret

Alternate: Benson

Your Team and your 1<sup>st</sup> (4) week rotation must be selected and returned by the Wednesday prior to the 1<sup>st</sup> Race of the Season {Typically The Daytona 500}.

After every (4) races you may change your rotation including your alternate.

If there will be extra races in a race year (use your best drivers)

Each additional (4) week rotation must be selected and returned by the Wednesday prior to race day.

### **ALTERNATE DRIVERS:**

Alternate drivers are to be used as stated above and may not be used if a driver fails to qualify. You may change your alternate during each driver change.

### **8 WEEK DRIVER CHANGE:**

You may replace any of your drivers with a different driver **from the same group** after every 8<sup>th</sup> week of racing during (4) designated driver change periods. *{See attached schedule}* During this time you can only replace one driver and if you choose not to make a change you can not save the change for later. Changes must be selected and returned by the Wednesday prior to race day.

### **FAILING TO QUALIFY:**

If a driver fails to make the field for a particular race you will receive 43 points, the same as if you would have finished in last place. You may not use an alternate in this case.

### **INJURED DRIVERS:**

In the event a driver is injured you may do one of the following:

- Pick the driver who replaces the injured driver.
- Choose your ALTERNATE for that particular race.

Once the injured driver returns to his car he must now be used.

Once a race begins the injured driver rules do not apply.

### **RELEASED DRIVERS:**

If a driver is released from a ride for any reason (other than injury) you may do one of the following:

- Choose the driver who replaces the original driver and keep the same car
- Keep your driver and you will now have the car that he switches to

You may not use your alternate in this case.

### **REPLACING DRIVERS:**

Changes must be reported on the web or to the commissioner before the Friday prior to the noted race on the schedule. If a change is not reported it will be noted as no change.

**4 WEEK ENTRY MISTAKES:**

If you choose the same driver twice during the four week picks, the first race for the duplicate driver will count and his score will be used, the following race or races that the duplicate driver was assigned will receive 43 points as if the driver came in last place.

**8 WEEK ENTRY MISTAKES:**

If you change drivers in more than one driver group or change drivers that are not within the same group during the 8 week driver change, you will forfeit your driver change and your previous 8 week entries will be carried over.

**ENTRY FEE:**

The entry fee to enter the league is 100.00 POINTS and is due when your roster selections are turned in. No points will be rewarded until the entry fee is paid.

**PRIZES:**

Prizes will be awarded as follows:

1. Highest score for a single week- 50.00 POINTS
2. Most weeks receiving 200 points- 50.00 POINTS
3. Leader after halfway point THE 18<sup>TH</sup> RACE - 50.00 POINTS
4. At the end of every 8<sup>th</sup> week of racing the team with the highest points for that 8<sup>th</sup> week race - 25 POINTS
5. Last place at the end of the season – 25 POINTS

The remainder of the pot will be distributed as follows:

15 players and Below	
1 <sup>st</sup>	place-60%
2 <sup>nd</sup>	place-25%
3 <sup>rd</sup>	place-15%

16 to 24 players	
1 <sup>st</sup>	place-55%
2 <sup>nd</sup>	place-25%
3 <sup>rd</sup>	place-15%
4 <sup>th</sup>	place -5%

25 players and Above	
1 <sup>st</sup>	place-50%
2 <sup>nd</sup>	place-20%
3 <sup>rd</sup>	place-15%
4 <sup>th</sup>	place -10%
5 <sup>th</sup>	place -5%

### **TIES:**

Ties will be broken in the following manner:

- 1-most wins-total number of first place finishes by all members of your team
- 2-most seconds-total number of second place finishes by all members of your team
- 3-highest single race score
- 4-coin flip

### **POINTS:**

Points will be awarded at the end of each race for drivers you pick. They will be awarded as follows:

FINISH	POINTS	FINISH	POINTS
1	200	21	100
2	170	22	97
3	165	23	94
4	160	24	91
5	155	25	88
6	150	26	85
7	146	27	82
8	142	28	79
9	138	29	76
10	134	30	73
11	130	31	70
12	127	32	67
13	124	33	64
14	121	34	61
15	118	35	58
16	115	36	55
17	112	37	52
18	109	38	49
19	106	39	46
20	103	40 and below	43