



GridIron Fantasy Sports LLC
17736 Edison Avenue
Chesterfield, MO 63005
636-728-1118

ATTENTION: Please read the following rules and regulations governing the 2010 World Championship of Fantasy Football. If you understand the disclaimers and rules, and agree to abide and be legally bound by them, please complete the Official Participant Application for the 2010 World Championship of Fantasy Football online at www.wcofs.com/site/wcoff/registration. Thank you!

Section I: Overview of the World Championship of Fantasy Football Main Event

1. Game of Skill: World Championship of Fantasy Football (WCOFF) is a game of skill that offers guaranteed cash awards to participants. WCOFF participants take part in an activity, the outcome of which is clearly based on the contestant's skills and abilities, including skills in such areas as (1) the prediction of the future performance of athletes over a significantly extended time period and not just a single game or a single performance; (2) the skill in drafting such athletes; (3) the skill and ability in creating a balanced fantasy team from such individual athletes; and (4) the skills and strategies surrounding the appropriate understanding and use of the rules governing tournament competition in the WCOFF. WCOFF award recipients are determined by the objective criteria enumerated under the "Rules" section of this document.

2. Location: The 2010 WCOFF Draft will be held as a live event in four locations; Atlantic City, New Jersey; Las Vegas, Nevada; Orlando, Florida and Chicago, IL. Each venue features a unique schedule for events spanning September 9, 2010 – September 12, 2010.

3. Eligibility: The WCOFF is open to individuals (both participants and co-managers) who are 21 years of age or older and are legal residents in a jurisdiction in which the contest is permitted. **Void in the states of Montana, Vermont, Iowa, Arizona, Arkansas, Louisiana, and North Dakota, and elsewhere where prohibited or regulated by law.** Employees and immediate family members of GridIron Fantasy Sports LLC are not eligible to win awards. It is also a condition of participation requirement that each participant has internet access in order to manage his or her team throughout the duration of the WCOFF contest. GridIron Fantasy Sports LLC may decline eligibility to any participant at its sole discretion. GridIron Fantasy Sports LLC is not responsible for any loss or liability incurred by any participant or co-manager denied eligibility, including but not limited to travel expenses, hotel expenses, and time taken off from employment and the like, nor for any violations of the law by participants or their co-managers.

4. Participants: To enter the 2010 World Championship of Fantasy Football (WCOFF), individuals must submit a signed Official Participant Application for the 2010 World Championship of Fantasy Football, and agree to abide by the official rules and regulations governing the WCOFF. Participants must also submit a valid payment of \$1,950 (the entrance fee of \$1,800, plus an additional \$150 events fee) to GridIron Fantasy Sports LLC, the sponsor of this event. No application will be accepted without proper payment. GridIron Fantasy Sports LLC reserves the right to reject any application at its sole discretion without notice. GridIron Fantasy Sports LLC is not responsible for

lost, late, damaged, illegible, or misdirected applications or fees. Recipients of this document must submit their completed application and fees to or register on line at www.wcofs.com/site/wcoff/registration:

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5. Refunds/Deposits: Once a participant enters an Official Participant Application and submits valid payment, no money will be refunded to participants or co-managers unless the WCOFF is canceled. However, anyone who has given a deposit before May 15, 2010, may request a full refund of his or her deposit by May 30, 2010. Refund requests must be in writing and mailed to GridIron Fantasy Sports LLC, 17736 Edison Avenue, Chesterfield, MO 63005. After May 30, 2010, all deposits are non-refundable. **Individuals who have given a deposit will have their spot in the WCOFF reserved until July 5, 2010.** On or before that date, the balance of remaining fees and official completed application are due. Individuals who owe a balance run the risk of losing their spot in the WCOFF, and their deposit, if full payment is not received by July 5, 2010. After July 5, 2010, teams will be slotted into the WCOFF on a first-come, first-served basis with ALL FEES DUE UPON SUBMISSION OF THE APPLICATION.

6. Number of Participants: The WCOFF will be limited to 1,200 principal participants/teams – a combined number of teams from various Main Event draft locations.

7. Co-managers: Each principal participant in the 2010 WCOFF Main Event may bring up to two additional “co-managers” to the WCOFF Draft and related events for an additional (mandatory) fee as specified on the Official Participant Application for the 2010 World Championship of Fantasy Football. Each co-manager is required to fill out and sign the corresponding form to demonstrate their acceptance of the official rules, disclaimers and regulations governing the WCOFF. Co-managers are guests of the principal participant, and as such, co-managers have no legal standing with the WCOFF. Co-managers may be residents of any state provided that they are ineligible to receive any part of the awards. In the event that a co-manager would like to be eligible to receive some part of the awards, then they are subject to the same restrictions with regard to eligibility as participants, as specifically set forth herein.

8. Term of the WCOFF: The Contest begins on Friday, September 10, 2010, and ends on Tuesday, December 28, 2010, spanning the first 16 weeks of the NFL season. The Thursday night September 9, 2010 game counts toward Week 1 WCOFF scoring.

9. Cancellation of Event: GridIron Fantasy Sports LLC reserves the right to cancel or terminate the WCOFF at any time prior to completion because of an act of terrorism, or an Act of God, or any other event or reason at GridIron Fantasy Sports LLC’s sole discretion. If such cancellation occurs, then GridIron Fantasy Sports LLC will return all entrance fees collected from participants. Participants may forfeit all or a portion of the event fees if such circumstances arise before the draft. After the draft, no portion of the event fee is refundable. GridIron Fantasy Sports LLC is not responsible for any loss or liability incurred by any participant or co-managers due to cancellation of the WCOFF, including but not limited to travel expenses, hotel expenses, time taken off from employment, etc.

10. NFL Scheduling: If for any reason, the National Football League amends any portion of its regular season schedule, GridIron Fantasy Sports LLC reserves the right to determine award winners based on an amended WCOFF playoff system. GridIron Fantasy Sports LLC reserves the right to make any and all reasonable scheduling and playoff changes if the NFL alters its schedule. If the NFL’s regular season begins prior to Thursday, September 10, 2010, the WCOFF Draft will still take place as scheduled, and the game or games played before the draft will count in Week 1 of the WCOFF schedule. In the event that the NFL cancels any part of its regular season schedule, GridIron Fantasy Sports LLC reserves the right to determine WCOFF

awards based on the NFL games already played, provided, however, that GridIron Fantasy Sports LLC also reserves the right to cancel WCOFF in the event that the season is shortened to such a limited time period that it may undermine the skill-based nature of the contest in the sole and absolute judgment of GridIron Fantasy Sports LLC.

11. Draft Order: For participants who submit their applications and payment prior to July 5, their draft order (but not league assignments) will be given to them prior to July 15, 2010. All other draft orders will be determined in late August or early September. The draft order of each WCOFF participant will be chosen randomly by GridIron Fantasy Sports LLC, or a surrogate, and overseen by an independent agent. Participants will be notified of their draft spot in advance of the Draft. Notification will be made by mail or email or by posting the leagues and draft order on the official WCOFF website (www.wcoff.com). Trading or swapping of Draft picks or draft order is not allowed. GridIron Fantasy Sports LLC reserves the right to amend league assignments so long as the draft order of each league remains random, or in cases where teams are moved after the draft order selection, the draft order remains the same. For example, if team number 8 from league A were to be re-assigned to league B, that team would swap positions with team number 8 from league B.

12. League Structure: Each WCOFF participant will be randomly assigned to a 12-team league at some point in late August or early September. Participants in each league will be chosen randomly by GridIron Fantasy Sports LLC or a surrogate and overseen by an independent agent. Participants will be notified of their league placement in advance of the Draft. Notification will be made by mail or email or by posting the leagues on the official WCOFF website (wcoff.com).

13. Draft: All participants are required to attend the WCOFF Draft in person. The time and location are subject to change if unforeseen circumstances arise. All participants will be notified at least 3 days in advance of any changes in the time and location of the WCOFF Draft. If a participant does not or can not attend or participate in the WCOFF Draft, the participant may name a surrogate Drafter in writing, or other means as approved by GridIron Fantasy Sports LLC, by August 25, 2010. If a participant or surrogate is unable to draft, a surrogate named by GridIron Fantasy Sports LLC will draft a team in place of the participant. Each participant will be allowed to select one player per round. The draft will be conducted in a "serpentine" order. (i.e.: Team #1 selects first in the first round, and team #12 selects twelfth in the first round; team #12 selects first in the second round, and team #1 selects twelfth in the second round, etc.).

14. League Management/Commissioner: GridIron Fantasy Sports LLC will hire a league management service to keep track of all league scheduling, free agent transactions, starting lineup submissions, fantasy point calculations, won-lost records, standings, and playoff rankings. All player statistics as determined by the league management service will serve as the standard for scoring. GridIron Fantasy Sports LLC will serve as the Commissioner office of the 2010 WCOFF as it relates to decisions and rulings regarding the event.

15. WCOFF Week 1 Schedule: All WCOFF leagues will have a Week 1 schedule as follows: team 1 vs. team 2; team 3 vs. team 4; team 5 vs. team 6; team 7 vs. team 8; team 9 vs. team 10; team 11 vs. team 12.

16. Scoring Discrepancies: Any and all scoring discrepancies affecting a team must be noted and submitted via email to info@gridironfantasysports.com (or received by US mail to 17736 Edison Avenue, Chesterfield, MO 63005) to the WCOFF Commissioners by noon (12pm) ET on the Friday following the completion of that week's games. After noon ET on Friday of any given week, all scores will be considered final, unless the WCOFF Commissioner notes a change in the official statistics (as kept by the Elias Bureau) of any player for the last game played. It will be up to the sole and absolute discretion of GridIron Fantasy Sports LLC as to whether a change in the official statistics of a player can reasonably be applied to amend the WCOFF ranking or scoring of any or all teams potentially affected by the change in a player's statistics.

17. Disputes/Appeals Regarding Rules: Any disputes or appeals regarding the WCOFF rules will be decided by GridIron Fantasy Sports LLC using its interpretation of the rules. GridIron Fantasy Sports LLC will consider the intent and spirit of the rules; the integrity of the WCOFF event, as well as the feasibility of accommodating any appeal. Any and all disputes or appeals must be submitted via email to info@gridironfantasysports.com (or by US mail to 17736 Edison Avenue, Chesterfield, MO 63005). The deadline for submitting a rules dispute or appeal is by midnight ET on the Thursday following the completion of that game or games in which the dispute has occurred. Please include a detailed and lucid account of the dispute and resolution requested. All rulings made by GridIron Fantasy Sports LLC are final and binding.

18. User Error: With each transaction (either free agent bid or lineup change), participants will note a "Transaction Detail Page" for each league that appears on the commissioning site interface. This is verification that a transaction was accepted by the commissioning software. **Participants are strongly urged to keep record of their Transaction Detail Page as proof of a transaction. Without this proof, GridIron Fantasy Sports LLC can not verify any claims of software error, and accordingly, will assume that any error which occurred in a transaction is simply a user error.** In the case of user error (i.e., a participant did not enter a valid starting line up, or did not enter a transaction by the deadline), GridIron Fantasy Sports LLC will not intervene or alter a transaction after respective free agent or lineup submissions are due.

19. Events Scheduling/Fee: GridIron Fantasy Sports LLC reserves the right to change the times, dates, city, and place of any event for any reason. Participants will be notified of any change by mail, email or phone within 3 days of the event, unless the change is caused by a disaster or act of God. All event times and schedules will be posted on the WCOFF website (<http://www.wcoff.com>). GridIron Fantasy Sports LLC is not responsible for any loss or liability incurred by any participants or co-managers due to rescheduling of any or all events. A mandatory events fee will be required of each principal participant to cover expenses, including but not limited to food, beverages, meeting space rental, event staffing, staff lodging, taxes, insurance, tips, licensing fees etc.

20. WCOFF Parties: GridIron Fantasy Sports LLC may host organized parties as part of the WCOFF Main Event weekend. Details about such parties will be available on the www.wcoff.com website.

21. Hotel Room: There may be a **mandatory** one-night stay at the **Host Hotel, unless you were provided a hotel exemption.** You will receive the special discount rate for Thursday, Friday, Saturday and Sunday Nights. For other nights, you will receive the prevailing rate (plus applicable taxes). A valid credit card must be presented to the Host Hotel at the time of check in to cover possible additional expenses. GridIron Fantasy Sports LLC makes no representations as to the condition of any guest room, or the quality of services provided by the hotel. Participants and co-managers shall not hold GridIron Fantasy Sports LLC responsible for any loss or destruction of property, or bodily injury (including death) incurred while staying at the hotel.

22. Award Notification: Winners will be notified by email or regular mail by January 10, 2011 with final league and overall results. Results will be posted on the WCOFF web site at the

conclusion of the event. Winners may be required to return via email or regular mail an affidavit of eligibility and a liability/publicity release (unless prohibited by law) within 15 days following attempted notification. By accepting any award, the winners grant permission to GridIron Fantasy Sports LLC to use their names and/or likenesses for publicity and promotional purposes without further compensation, unless prohibited by law, and agree to execute a written consent if requested. Winners agree to submit their valid and legal social security number to GridIron Fantasy Sports LLC, and winners understand that their social security numbers will be used to report income to the Internal Revenue Service.

23. Award Money: All award money as enumerated in Section II number 19 are the guaranteed Top-15 awards for all participants. League prizes are also guaranteed for each league filled. All awards will be paid at the direction of GridIron Fantasy Sports LLC to the winners as determined by the rules enumerated herein. All award money will be paid in U.S. dollars by February 15, 2011. If you are required to sign an affidavit of eligibility and liability release and W9 tax document, please allow 30 days from the time all of your documents are returned. All taxes associated with the receipt of any award are the sole responsibility of the winner. Any interest accrued to award money does not convey to the award winner. Any non-cash awards may be substituted by cash, or by an award of equal or greater value.

24. Disbursement of Award Money: GridIron Fantasy Sports LLC will distribute 100% of all WCOFF awards directly to each winning principal participant, and only to the principal participant. GridIron Fantasy Sports LLC is not responsible for, or bound by, any agreement between the principal participant and any third parties regarding apportionment of the awards.

25. Championship Award Money Presentation: The presentation of the 2010 World Championship of Fantasy Football trophy and award check is scheduled to be made at the site of Super Bowl XLV (exact time and location to be determined). GridIron Fantasy Sports LLC will make arrangements and pay for air travel and two nights lodging for the winner and one guest.

26. Participants' Proprietary Information: Any proprietary information given to the principal participants, including but not limited to an internet password to access the WCOFF league website, shall be kept confidential by both GridIron Fantasy Sports LLC and the principal participant. GridIron Fantasy Sports LLC will not be responsible for any changes made to the roster or starting line up by third parties or co-managers who access the WCOFF website, unless proven that these parties did so unlawfully and with malice of forethought.

27. Internet/Technology Problems: If, for any reason, the WCOFF is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures or any other causes beyond the control of GridIron Fantasy Sports LLC which corrupt or affect the administration, security, fairness, integrity or proper conduct of the WCOFF, GridIron Fantasy Sports LLC reserves the right to modify the rules or suspend the WCOFF. GridIron Fantasy Sports LLC assumes no responsibility for any error, omissions, interruption, deletion, defect or delay in operation with transmission, communications, line failure, theft, destruction or unauthorized access to the league management website.

28. Team Management Disclaimer: GridIron Fantasy Sports LLC is not responsible for any problem or technical malfunction which impedes or interferes with the transmission or receipt of any team transaction, including but not limited to free agent moves, or starting lineup submissions. GridIron Fantasy Sports LLC is not responsible for the failure of any telephone network or lines, computer online systems, servers, equipment or software, or traffic congestion on the Internet or at any web site, phone lines, or any combination thereof, including any injury or damage to a participant's computer related to or resulting from participation in the WCOFF.

29. Personal Behavior: Participants and co-managers agree to behave in a lawful, respectful, inoffensive and sportsmanlike manner at all WCOFF events (including, but not limited to the kickoff party and draft), throughout the entire WCOFF contest and during use of the WCOFF web

site including, but not limited to, the message board. Any conduct by a participant, co-manager or other person which is deemed by GridIron Fantasy Sports LLC to threaten, harass, intimidate, offend or harm any participant, co-manager, guest, WCOFF representative or the representative of any WCOFF vendor, is strictly prohibited. Participants agree to not solicit participants or WCOFF representatives with the promotion of brands or services not endorsed by GridIron Fantasy Sports LLC. GridIron Fantasy Sports LLC reserves the right, in its sole discretion, to ban any person from further participation in the WCOFF if such person engages in such prohibited conduct. If a participant is banned from further participation in the WCOFF, GridIron Fantasy Sports LLC reserves the right to designate a surrogate participant at any stage in the contest. GridIron Fantasy Sports LLC shall not be responsible or liable to any person for damage to property or personal injury or death arising from the acts or omissions of any participant, co-manager or other person. Any person engaging in an unlawful behavior at any WCOFF event or in connection with the WCOFF will be subject to legal prosecution.

30. Collusion: Any participants or co-managers who collude in an effort to alter the standings, rankings, or fantasy point totals will be prohibited from winning any award money and will further have their teams taken over by a surrogate or agent of GridIron Fantasy Sports LLC. Any participant or co-manager who attempts to bribe, coerce, blackmail or otherwise influence an officer, agent, affiliate, vendor or surrogate of GridIron Fantasy Sports LLC in an effort to alter the standings, rankings, or fantasy point totals will be prohibited from winning any award money and will further have his or her team taken over by a surrogate or agent of GridIron Fantasy Sports LLC. Any criminal behavior by a participant or co-manager which attempts to corrupt or alter the fairness of the WCOFF may result in civil and/or criminal prosecution.

31. Team Competitiveness: Participants are expected to manage their team to the best of their ability for the duration of the WCOFF season. However, the WCOFF recognizes that some teams will abandon their effort to compete during the season. This might include the failure to alter or turn in lineups; the failure to pick up free agents, etc. GridIron Fantasy Sports LLC regards such behavior as detrimental to the league and will utilize its discretion to start the best available players on abandoned teams. It is the responsibility of the participants in the event to notify GridIron Fantasy Sports LLC of team competitiveness issues. GridIron Fantasy Sports will utilize software provided by the contracted commissioner service for such needs. Additionally, GridIron Fantasy Sports LLC reserves the right to intervene in team management when it considers a principal participant to be involved in malicious, willful or deliberate manipulation of the event.

WCOFF will not allow owners to start a player on a Bye week or who is on Injured Reserve or under NFL Suspension. In this instance, the WCOFF Commissioner, upon notification prior to the game being considered final (Friday at 12pm EST), will adjust said owners starting line up to remove these players. WCOFF Commissioner will optimize said owners lineup with eligible players with the highest points earned to date in WCOFF scoring. If there is more than one player with equal points earned year to date, the player drafted earliest in that league draft or acquired for the most free agent dollars in that league will be the player started. Should both players have been acquired for the same dollar amount by waivers, the player earning the most points the previous week will be started.

WCOFF will consider a team abandoned if your team lacks a valid starting line up (consisting of active players for a full line up) and no attempt is made to rectify the situation over a two week period. During the two week period, WCOFF will attempt to contact the owner using all available contact information on file. It is the owner's responsibility to notify the WCOFF Commissioner of a situation that prohibits the owner from managing his / her team for an extended period of time. Absent this notification to WCOFF, the owner risks relinquishing his / her team's general management function to GridIron Fantasy Sports, LLC. This does not include ownership of the team.

Once a team has been declared abandoned GridIron Fantasy Sports LLC will assume general management of the team. General management includes the ability for GridIron Fantasy Sports LLC to make weekly line up changes and participate in the waiver wire process. However, GridIron Fantasy Sports LLC will be limited to a fixed bid amount of the lesser of \$10 or the maximum FAAB available for all free agent activity. Should a team be declared abandoned, owners in the league will be notified via the league / event news and email.

32. Alcohol Consumption: Alcoholic beverages will be served at the Kickoff Party, Saturday Post Draft Party and Sunday Viewing Party. Alcoholic beverages will also be served at the draft, but made available once the drafts are underway. Any participant or co-manager who consumes alcohol at a WCOFF sponsored party or event must be at least 21 years of age. GridIron Fantasy Sports LLC shall not be held liable for any destruction or loss of property or physical injury (including death) due to the drunken or otherwise irresponsible or negligent behavior of any participant or co-manager. GridIron Fantasy Sports LLC reserves the right to refuse the service of alcohol to anyone attending a WCOFF sponsored function.

33. Event Tampering: ANY ATTEMPT BY A PARTICIPANT OR ANY OTHER INDIVIDUAL TO DELIBERATELY DAMAGE THE WCOFF WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE WCOFF IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND IN THE EVENT THAT AN ATTEMPT BE MADE, GRIDIRON FANTASY SPORTS LLC RESERVES THE RIGHT TO SEEK DAMAGES TO THE FULLEST EXTENT OF THE LAW.

34. Disclaimers: GridIron Fantasy Sports LLC is not responsible for any WCOFF disruptions, injuries, losses or damages caused by events beyond the control of GridIron Fantasy Sports LLC or any printing or typographical errors in any materials associated with the WCOFF. GridIron Fantasy Sports LLC and any subsidiary, affiliated company, licensor or vendor including Fantasy Sports Championships, Inc. are not in any way responsible or liable for any damage, loss or injury (including death) resulting from any participant's or co-manager's or other guest's activity in the WCOFF and related events, and/or acceptance and use of any award won. GridIron Fantasy Sports LLC reserves the right to use the likeness or image of any and all participants or co-managers in advertising, marketing or in allowing the media to cover any and all WCOFF events or activities including but not limited to registration, the WCOFF draft, and the WCOFF Kickoff Party. GridIron Fantasy Sports LLC is solely responsible for enacting, administering, enforcing the rules, and maintaining the integrity of the WCOFF. The WCOFF and web site are not sponsored, affiliated or endorsed by the National Football League or the NFL Players' Association.

35. Release: Participants and co-managers hereby release, discharge and covenant not to sue GridIron Fantasy Sports LLC, their administrators, agents, officers, volunteers and employees, and other participants, organizers, any sponsors, licensors, vendors, media outlet, or advertisers. Participants and co-managers agree to hold those parties harmless from all liability, claim, demands, losses, or damages caused or alleged to be caused in whole or in part by the negligence of GridIron Fantasy Sports LLC. Participants and co-managers further agree that despite this waiver if they or anyone on their behalf makes a claim against GridIron Fantasy Sports LLC, participants and co-managers will indemnify, save, and hold harmless GridIron Fantasy Sports LLC their administrators, agents, officers, volunteers, and employees, organizers, sponsors, licensors and advertisers from any litigation expenses, attorney fees, loss liability, damage, or cost which may be incur as a result of such a claim. Participants and co-managers have read and fully understand the terms of this release, and further understand that they have given up substantial rights by signing the Official 2010 WCOFF Participant Application, and have signed it freely and without any induction or assurance of any nature and intend it to be complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid, the balance, notwithstanding, shall continue in full force.

36. Non-Transferable Ownership: Team ownership is non-transferable at any time unless permission is specifically granted by GridIron Fantasy Sports LLC in writing. GridIron Fantasy Sports LLC may reject any Participant Application or revoke ownership prior to the 2010 WCOFF Draft, even for those participants who have paid monies to GridIron Fantasy Sports LLC. Any rejected applications or revoked owners will receive a refund, less any administrative costs.

37. Governing Laws: WCOFF is governed by the laws of the state of Georgia without regard to principles of conflicts of law. Jurisdiction for any legal claim or dispute is Fulton County, Georgia.

Section II: Official Rules and Regulations of the World Championship of Fantasy Football

1. Overview: The World Championship of Fantasy Football (WCOFF) will consist of up to 100 leagues, each composed of 12 teams/managers. The WCOFF regular season will extend from NFL Week 1 through NFL Week 11. WCOFF Main Event playoffs will begin on NFL Week 12 with League Championship Games on Week 13. All league champions and 44 wildcard teams will qualify for the playoffs (see part 16 of this section, playoff berths).

2. Draft: Up to 100 leagues will hold their Draft on Friday, September 10, 2010 and Saturday, September 11, 2010. Some leagues will draft in Las Vegas, NV. Others will draft in Atlantic City, NJ, Orlando, FL or Chicago, IL. Each league will be composed of 12 teams, and each draft will last for 20 rounds, with each team selecting a player in each round in a serpentine fashion (team 1 through team 12, team 12 through team 1, team 1 through team 12, etc.). There are no rules governing the number of players to be drafted at each position. It is up to the skill and draft strategy of each team owner to decide.

3. Time limit per pick: Each participant will have one minute and thirty-five seconds to make a player selection. He will be notified of the time at 1:15 and again at 1:30. If a participant does not make a selection in the allotted time, he is passed over until the next participant makes a player selection. The passed-over participant then has five seconds to make a player selection before he is again passed over.

b. Trading of draft picks: No trading is allowed.

c. Use of cell phones, lap tops and other electronic equipment: Use of electronic equipment is permitted, so long as it is not a disturbance to the Draft, and does not take up excessive space (in the case of lap-tops). There is no guarantee that internet connections or electrical outlets will be available. We encourage participants to wait until a break to use cell phones.

d. Smoking: The WCOFF Draft will be a non-smoking event.

e. Seating order: All participants and co-managers MUST sit in their draft order.

f. Surrogates: Each principal participant will have until August 25, 2010, to name a surrogate to Draft if the principal can not attend the Draft. This surrogate must be declared in writing or other approved method as determined GridIron Fantasy Sports LLC, by completing the WCOFF Surrogate Draft Form.

g. Week one starting lineups: Each team will be required to submit their Week One starting lineups before leaving the Draft. The September 10, 2010 game will count in the WCOFF scoring.

h. Confirming roster: Each team will be required to confirm their team roster before leaving the Draft. Additionally, there are occasional errors in importing player names into the league management web site. Principal participants are responsible to note any error and report the errors to GridIron Fantasy Sports LLC by 10pm EST on September 16, 2010.

3. Roster Requirements: Maximum of 20 players.

4. Lineups Requirements:

Starting lineups will consist of
1 QB

2 RB
3 WR
1 TE
1 Flex player (a RB or WR, or TE)
1 PK
1 Team Defense/Special team

(If no Week One lineup is submitted, the WCOFF will determine your starting line up. After Week One, if no starting lineup is submitted, your starting lineup will be that of the previous week.)

a. League Management Web Address: You can access your league via the internet by going to <http://www.wcoff.com>

b. Lineup Submission: All lineups may be submitted on the league web site and are due by the scheduled kickoff time for the game in which the player will participate. Participants are encouraged to submit lineups 5 minutes prior to the scheduled start of the game, or 15 minutes prior to the scheduled start of the game if submitting a line up by phone.

c. WCOFF Phone In: Participants may phone their transactions. You will need your login and password to submit transactions via phone. Call 1-877-725-1118 during the following hours:

Monday - Friday 10am-5pm EST*

Saturday 10am – 5pm EST*

Sunday 10am – 12:45am EST*

* All hours and phone number are subject to change. Please check the Draft Fact Sheet distributed prior to the live drafts for updates/changes.

d. **Thanksgiving:** The phone-in option will NOT be available on Thanksgiving Day. However, online submission of lineups will be accepted via the website until 12:30 pm EST.

5. Scoring: An individual offensive player on any active WCOFF starting roster will be credited points for scoring in the following manner, unless otherwise noted:

a. Passing:

Yards passing divided by 20 (e.g. 215 passing yards = 10.75 fantasy points).

4 points for every passing TD

Minus one point (-1) for every interception thrown

2 points for every 2-point conversion

b. Rushing:

Yards rushing divided by 10 (e.g. 89 rushing yards = 8.9 fantasy points).

6 points for every rushing TD

2 points for every 2-point conversion

c. Receiving:

Yards receiving divided by 10 (e.g. 112 receiving yards = 11.2 fantasy points)

6 points for every receiving TD

1 point for every catch

2 points for every 2-point conversion

d. All Other TDs:

6 points for any TD scored by recovered or returned fumbles, laterals, or any other means by which a skill position player (QB, RB, WR, TE, or K) is awarded an individual TD, except kickoff and punt returns. No rushing or receiving yardage is awarded for a TD returned on a fumble.

e. Placekicking:

1 point for every Extra Point

3 points for every FG of 1 – 30 yards plus .1 point for every yard thereafter

Example: a 43-yard FG would be worth 4.3 points

f. Team Scoring (Defense/Special Teams):

1 point for every sack

2 points for every team takeaway (interception or fumble recovery)**

6 points for every TD (via interception return, fumble return, punt or kickoff return, blocked FG return, missed FG return, blocked punt return)*

2 points for every safety

5 points for every shutout ***

2 points for allowing between 1- 5 points ***

1 point for allowing between 6 – 10 points ***

* TDs scored on “fake” field goals or “fake” punts do NOT count as Defense/Special Teams scoring. TDs scored by the offensive team after a blocked FG or blocked punt do NOT count as a Defense/Special teams score. TDs scored on a double-turnover only count for the individual player who scored the TD, not for the team.

** A double turnover is considered points for the recovering team's defense and ST. Thus, an example, team A's offense fumbles and team B's defense recovers, but then fumbles the ball back to team A's offense. In that scenario team A's defense and special teams (along with team B's defense and ST) are both awarded a fumble recovery.

*** Any and all points scored against a team are considered points scored against the special teams and defense. Thus, as an example, a turnover by the offense that is returned for a TD is considered as points scored against the special teams and defense.

6. Point Calculations: Team scoring will be carried out to the hundredth (e.g. a team may score 94.75 points).

7. Free Agents: Any active NFL player who is not on a team roster within your league is considered a free agent for that league. GridIron Fantasy Sports LLC may, in rare instances, remove a free agent who has been dropped by a WCOFF team if in the judgment of GridIron Fantasy Sports LLC the dropped player would unfairly impact the outcome of the WCOFF or if there is suspected collusion.

8. Free Agent Acquisitions/Blind Bidding: The free agent system will be a “blind bidding” process. Each team will start with \$1,000 free agent “dollars” for the season, and will be permitted to bid for free agents on a weekly basis. No team will be informed of any other team's free agent bids until after the winning bids have been awarded. A team owner will no longer be able to bid on free agents once their season long waiver wire cap of \$1,000 has been reached. Awarding of free agents begins with the highest bid by any team for a free agent. Once that free agent has been awarded to the winning bidder, all other bids for that free agent are discarded as losing bids. Then the highest remaining bid by any team for any remaining free agent will be considered. That winning bid will be awarded the free agent and all losing bids for that free agent will be discarded. This continues until the lowest valid bid remaining is considered. A team may acquire any number of players provided they have not reached their season long waiver wire cap of \$1,000. A team's roster must always consist of 20 players. All bids must be in increments of dollars (no cents). The free agent bidding system is the only means by which free agents may be acquired.

a. Bid Priority: Bids will be processed in the order of highest dollar amount.

b. Auction Bidding vs. Blind Bidding: The WCOFF blind bidding process is not an auction bidding process. Though you may bid on the same player in multiple bid groups, you can only bid one amount for such player.

c. Conditional Bids or Exceptions: A player can place make certain bids conditional on the outcome of a previous bid. By making an exception in Step 3 of the bid process, a player can invalidate a future bid if a prior bid is successful. (See example in section 9).

d. Player Drops: For each bid, an owner needs to identify a player or a list of players to be dropped if the bid is successful. To be dropped, the player needs to be on your roster after your previous bids have been processed. The player drop list works in descending order based on the list the owner creates for each bid. (See example in section 9).

10. Bidding Time Frame: The bidding process starts after the completion of Week 1 and ends prior to Week 11 on Friday at 8 pm ET. Bids will be accepted on the league web site from Tuesday at 9 am ET until Friday at 8 pm ET in each of these weeks. If you are submitting by phone, you must submit your bids by 7:45 pm ET on Friday. Rosters will be updated by 8:15 pm ET Friday night with the results of all successful bids. There will be no free agent pickups after the completion of the WCOFF regular season.

11. Weeks 10 and 11: Because of the Thursday night games in weeks 10 and 11, there will be two waiver wire periods for those weeks. The first period will end at 8 pm ET on Wednesday night. The second period will end at 8 pm on Friday night. Teams may bid on and/or drop a player who plays in a Thursday game. However, teams may not (i) place a Thursday player in their starting lineup retroactively in the case of picking up a player on Friday, nor (ii) drop a Thursday player from their starting lineup after picking him up on Friday. (Examples: For Week 10, you may acquire Chicago QB Jay Cutler on Friday after his Thursday night game, but you may not put him into your Week 10 lineup. As a separate example, if Cutler is already in your starting lineup for Week 10, you may not drop him Friday morning if he was in your starting lineup for the Thursday night game).

12. Tied Bids: If there is a tie, the team that receives the player will be determined in order by:

1. Worst total points.
2. Worst won/lost record.
3. Worst previous week score.
4. Worst QB points total to date.
5. Coin toss.

13. Available Players: Teams may acquire players not on any roster within their league, with one exception. Players cut during Week 9 free agent bidding and Week 10 free agent bidding may not be re-acquired by any team. This is done to minimize potential collusion. On occasion, the WCOFF commissioners may remove a dropped player from the free agent pool if the commissioners think it is in the interest of upholding the integrity of the league or the event. Teams may bid on and/or drop a player who plays in a Thursday game. However, teams may not (i) place a Thursday player in their starting lineup retroactively, nor (ii) drop a Thursday player from their starting lineup. (Examples: For Week 10, you may acquire QB Jay Cutler on Friday after his Thursday night game, but you may not put him into your Week 10 lineup. As a separate example, if Cutler is already in your starting lineup for Week 10, you may not drop him Friday morning if he was in your starting lineup for the Thursday night game).

14. Trades between managers: To minimize the possibility of collusion, there will be no trading allowed.

15. League Structure: Each team in a league will play all other teams in that league once over the first 11 weeks of the NFL season. That 11-game schedule will constitute the WCOFF regular

season.

a. WCOFF Main Event Playoffs: Week 12 of the NFL season will determine the participants in the league championship game. The winner of each semi-final game will participate in the League Championship game to take place on Week 13 of the NFL season. The League Champion will be determined by means of a single League Championship Game.

The four participants in the WCOFF Main Event playoffs will be:

- 1) the team with the best record = #1 seed,
- 2) the team with the highest total points, not already qualified for the playoffs = #2 seed,
- 3) the team with the best record, not already qualified for the playoffs = #3 seed and
- 4) the team with the highest total points, not already qualified for the playoffs = #4 seed.

In the instance a team maintained the best record and also earned the most total points during the regular season (Week 1 – Week 11), this team will have the option to choose their semi-final round opponent. In the absence of a team having both the best record and most total points earned during the regular season, the #1 seed will play the #4 seed and the #2 seed will play the #3 seed during the semi-final round. If applicable, this selection must be made by 1:00pm EST on Wednesday prior to Week 12 (semi-final round). If a selection has not been made by that time, the semi-final matchups will be #1 seed vs. #4 seed and #2 seed vs. #3 seed.

Each of the League Champions advances to the WCOFF Championship Bracket.

The tiebreakers for the best record in each league after 11 games are:

Two Teams

1. Total points during the regular season
2. Head to head (best won-lost-tied percentage in games between the teams)
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points in weeks 10 & 11
5. Coin toss

Three or More Teams

1. Total points during the regular season
2. Head to head (best won-lost-tied percentage in games between the teams)
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total points in weeks 10 & 11
5. Coin toss

If there is a tie for the highest point leader in a given league, the tiebreakers is as follows:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total points in weeks 10 & 11
3. Coin toss

b. League Championship Game: Week 13 of the NFL season will determine each league's third place award winner by means of a single League Championship. The two participants in the League Championship Game will be the two playoff teams that won their Week 12 matchup.

If there is a tie in a League Championship Game the tiebreakers are:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total quarterback points (starting in League Championship Game)
3. Total points in weeks 12 & 13
4. Coin toss

c. Third Place Game: Week 13 of the NFL season will determine each league's third place award winner by means of a single Third Place Game. The two participants in the Third Place Game will be The two playoff teams that lost their Week 12 matchup. If there is a tie in a Third Place Game the tiebreaker is:

1. Head to head (best won-lost-tied percentage in games between the teams)
2. Total quarterback points (starting in League Championship Game)
3. Total points in weeks 12 & 13
4. Coin toss

16. World Championship of Fantasy Football Championship Bracket Berths: Up to 100 League Champions, plus 44 wild card teams will qualify for the Championship Bracket Playoffs. **The wild card teams will be drawn from the losers of the League Championship Games and the two teams participating in the third place game.** Of these teams, the 44 teams with the highest point total during the regular season (including the League Championship Game) will advance to the WCOFF Championship Bracket.

The tiebreakers for determining wild card berths are:

1. Total points scored in League Championship Game
2. Regular season win/loss record
3. Total points in weeks 12 & 13
4. Coin toss

17. World Championship of Fantasy Football Championship Bracket Format: Each of the playoff teams will be seeded based on their total fantasy points for the regular season. Furthermore, each team will begin the playoffs with their one-game average point total from the regular season (weeks 1-11) and their one-game average point total from the playoffs (weeks 12-13). This gives an advantage to the teams that performed best in the regular season and during the playoffs. The 2010 World Championship of Fantasy Football playoffs will extend three additional weeks, from NFL Week 14 through NFL Week 16. Award winners will be awarded on the basis of total points scored from Week 14 through Week 16, plus their one-game average point total from the regular season and one-game average from the playoffs. The teams with the top 20 point totals will receive additional awards. The team with the most total points will be crowned the **2010 World Champion of Fantasy Football.**

The tiebreakers for (Championship Bracket) award finalists are:

1. Total points for the regular season and playoffs (Week 1 – 13)
2. Regular season won/lost record
3. Most points in League Championship Game
4. Total points for the playoffs in Week 16 only
5. Total points for the playoffs in Week 15 only
6. Coin toss

18. Consolation Playoffs: The loser of each League Championship Game that didn't get a wildcard berth, plus the two teams participating in the 3rd place game that didn't earn a wildcard and the next best 50 teams based on total points (weeks 1-13), will participate in the Consolation Playoff Bracket. The tiebreakers for the final 50 teams allowed into the Consolation Playoff Bracket are:

1. Regular season win/loss record
2. Total points in weeks 12 & 13
3. Total quarterback points (starting QBs week 1 through week 11)
4. Total quarterback points (starting QBs weeks 10 & 11)
5. Coin toss

The Consolation Playoffs will run from week 14 through week 16 and will use the exact format and tie-breakers that the Championship Bracket uses.

19. Miscellaneous Information: All “total points” means total starting lineup points. GridIron Fantasy Sports LLC reserves the right to amend the numbers of teams in the playoffs if there are fewer than 100 leagues.

20. Award Breakdown:

a. Individual League Awards:

- Most points during regular season (weeks 1-11) - \$1,250
- Best record during regular season (weeks 1-11) - \$1,250
- Each (up to 100) League Champion – Silver Passport (ARV = \$5,500) and \$500 or cash award of \$5,500
- Each (up to 100) League Championship game loser – \$1,500
- Each (up to 100) third place team in each league – \$500

b. Best Overall Regular Season: The team scoring the most total regular season fantasy points (weeks 1 – 13) will receive \$5,000:

c. Championship Playoff Bracket:

World Champion of Fantasy Football = **\$300,000**; air travel and accommodations for 2 people to Dallas, TX on the weekend of the Super Bowl XLV; plus the World Championship of Fantasy Football trophy.

- Second = Gold Passport plus \$50,000
- Third = Gold Passport plus \$20,000
- Fourth = Gold Passport plus \$5,000
- Fifth = Gold Passport
- Sixth = Silver Passport
- Seventh = Silver Passport
- Eighth = Silver Passport
- Ninth = Silver Passport
- Tenth = Silver Passport
- Eleventh = Bronze Passport
- Twelfth = Bronze Passport
- Thirteenth = Bronze Passport
- Fourteenth = Bronze Passport
- Fifteenth = Bronze Passport
- Sixteen = \$1,000
- Seventeen = \$1,000
- Eighteen = \$1,000
- Nineteen = \$1,000
- Twentieth = \$1,000

d. Consolation Playoff Bracket:

First = Silver Passport or \$5,000 cash award
Second = Bronze Passport or \$2,500 cash award (ARV = \$2,750)
Third = Bronze Passport or \$2,500 cash award (ARV = \$2,750)
Fourth = Bronze Passport or \$2,500 cash award (ARV = \$2,750)
Fifth = Bronze Passport or \$2,500 cash award (ARV = \$2,750)

e. Giveaway Bracket: Any team not in the Championship or Consolation bracket will be eligible to win a free entry fee and events fee into the 2011 WCOFF – with the following condition: Teams competing in the Giveaway Bracket can not have had a player on a bye week in their starting lineup more than once from Weeks 1 – 11. The Giveaway contest will run from week 14 through week 16 and will use the exact format and tie-breakers that the WCOFF Championship Bracket uses.

Gold Passport – Entries into the 2011 Main Event, 2011 \$1K Auction, 2011 \$5K Event of choice, Draft Masters, Super Satellite and 3 nights stay at the host hotel and airfare to Las Vegas, NV and \$1,000 of spending money.

Silver Passport – Entries into the 2011 Main Event (inclusive of 3 nights stay at the host hotel and airfare to Las Vegas, NV), 2011 \$1K Auction, 2011 Super Satellite entry, 2011 WCOFF entry and 2011 Draft Masters entry. (ARV = \$5,500 or \$5,000 cash)

Bronze Passport – Entries into the 2011 Main Event, 2011 \$1K Auction (ARV = \$2,750 or \$2,500 cash)

f. WCOFF “One and Done” Contest (Weeks 12 through 16): All teams in the WCOFF will be eligible for awards in the “One and Done” contest – with the following condition: Teams competing in the One and Done Contest can not have had a player on a bye week in their starting lineup more than once from Weeks 1 – 11. The One and Done contest will run from **week 12 through week 16** and will use the following format:

- * Teams can use any NFL skill position player – but only once.
- * Teams must have a valid WCOFF lineup (1 QB, 2 RBs, 3 WRs, 1 TE, 1 Flex, 1 K, 1 Def/ST)

Details of the format will be announced on the WCOFF.com message board and via email before the contest begins.

g. WCOFF Postseason Tournament: All teams in the WCOFF will be eligible for awards in the WCOFF Postseason Tournament – with the following condition: Teams competing in the WCOFF Post-Season Tournament can not have had a player on a bye week in their starting lineup more than once from Weeks 1 – 11. The WCOFF Postseason Tournament will run from NFL Wildcard weekend through and including Super Bowl XLV. Details of the format will be announced on the WCOFF.com message board and via email on or before December 31, 2010.



**Official Participant Application for the
2010 World Championship of Fantasy Football**

The following is the Official Participant Application for the 2010 World Championship of Fantasy Football, whose Draft is scheduled for **Friday, September 10, 2010 and / or Saturday, September 11, 2010, at the Orange County Convention Center, Orlando, FL.**

Section A: Tell Us about the Principal Participant/Team Manager

Last Name: _____ First Name: _____ Middle Initial: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone number: Day () _____ Evening () _____

Email address: _____ (required) Birthday _____

How many years have you managed or co-managed a team in the WCOFF? _____

Requested Team Name: _____

Will you have a co-managers attending the WCOFF events in Orlando?

Yes No

If you answered "yes" to the previous line, please have your co-manager(s) fill out and sign section B and C. If you answered "no," please skip to section D.

Section B: Tell Us about the Co-Manager

Co-Manager #1

Last Name: _____ First Name: _____ Middle Initial: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone number: Day () _____ Evening () _____

Email address: _____ (required) Birthday _____

I have read the Overview of the 2010 World Championship of Fantasy Football (Section I), and

the Official Rules and Regulations of the World Championship of Fantasy Football (Section II), and I understand, accept, and agree to abide and be bound by the rules and disclaimers set forth.

Co-manager's signature of acceptance

Date

Co-Manager #2

Last Name: _____ First Name: _____ Middle Initial: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone number: Day () _____ Evening () _____

Email address: _____ (required) Birthday _____

I have read the Overview of the 2010 World Championship of Fantasy Football (Section I), and the Official Rules and Regulations of the World Championship of Fantasy Football (Section II), and I understand, accept, and agree to abide and be bound by the rules and disclaimers set forth.

Co-manager's signature of acceptance

Date

Section C: SECOND TEAM (The Principal Manager of the 2nd team is the same as the first team referenced in Section A) Please provide your Co-Manager information, even if it is the same Co-Manager as referenced in Section B. Each Co-Manager participating in each draft is an additional \$150.

Co-Manager #1 – Second Team

Last Name: _____ First Name: _____ Middle Initial: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone number: Day () _____ Evening () _____

Email address: _____ (required) Birthday _____

I have read the Overview of the 2010 World Championship of Fantasy Football (Section I), and the Official Rules and Regulations of the World Championship of Fantasy Football (Section II), and I understand, accept, and agree to abide and be bound by the rules and disclaimers set forth.

Co-manager's signature of acceptance

Date

Co-Manager #2 – Second Team

Last Name: _____ First Name: _____ Middle Initial: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone number: Day () _____ Evening () _____

Email address: _____ (required) Birthday _____

I have read the Overview of the 2010 World Championship of Fantasy Football (Section I), and the Official Rules and Regulations of the World Championship of Fantasy Football (Section II), and I understand, accept, and agree to abide and be bound by the rules and disclaimers set forth.

Co-manager's signature of acceptance

Date

Section D: What Does It Cost to Compete? (WCOFF Fees)

The basic fee to compete in the 2010 WCOFF is \$1,950 U.S dollars to cover the following:

1. Team entrance fee of **\$1,800**.
2. Events fee of **\$150**.

Section D: Reserve Your Spot At the 2010 WCOFF!

To secure your shot at competing against up to 1,199 other fantasy football fanatics for the title of "2010 World Champion of Fantasy Football" (and over \$300,000), please enclose a check, money order, or cashier's check in the amount of **\$1,950** U.S dollars, plus any additional fees and deductions from below if applicable.

Please add the following to my fee of \$1,950:

1. Yes, I will be joined by a co-manager(s) at the 2010 World Championship of Fantasy Football Draft and Events. I need an extra seat next to me at the Draft. **(Additional \$150 is mandatory for each co-manager).**

My subtotal is: \$ _____

Please deduct the following from my subtotal:

1. I paid a deposit before May 1, 2010, in the amount of \$_____. I've deducted this amount from the full balance. (Please leave blank if not applicable to you)

Subtotal = \$ _____

Deductions = \$ _____

Total = \$ _____

Yes, please **secure** my spot today! I've enclosed my full payment to GridIron Fantasy Sports LLC in the amount of \$ _____.

Section F: Make It Official

I have read the Overview of the 2010 World Championship of Fantasy Football (Section I), and the Official Rules and Regulations of the World Championship of Fantasy Football (Section II), and I understand, accept, and agree to abide and be bound by the rules and disclaimers set forth.

Participant's signature of acceptance

Date

All remaining spots for the 2010 World Championship of Fantasy Football are being filled on a "first-come-first-serve" basis. So please mail your application and check TODAY to the following address:

GridIron Fantasy Sports LLC
17736 Edison Avenue
Chesterfield, MO 63005

Section G: Credit Card Payment Option

If you would rather pay by credit card, please fill out the portion below:

Name as it appears on the CC _____

Credit Card Number _____ Exp. Date _____

Card Type MasterCard Visa Discover

Dollar Amount Authorized \$ _____

Billing Address: _____ City/State/Zip: _____

Phone number: Day () _____ Evening () _____

Signature of Cardholder _____