

College Football Pool: Rules of Engagement

Purpose:

The pool was established in the fall of 1972 as a weekly competition among Westminster classmates during college football season. It has continued in some form or fashion since that time. Presently, the pool serves as a means of friendly competition and an excuse to socialize with long-time friends.

The Commissioner:

Each season, a pool member is responsible for facilitating friendly competition each week during the regular season and the Bowl season. This individual is referred to as "The Commissioner." The Commissioner selects and inputs 20 games each week (more during Bowl season) into a highly sophisticated application (app). The Commissioner will select games involving at least one Football Bowl Subdivision (FBS) team but may occasionally insert a game featuring two non-FBS teams; no more than five such games are inserted per season. One game will be designated as a 3-point game, 12 games as 2-point contests, and seven games as 1-point contests. At this point, the Commissioner will alert the pool that the games are ready to be picked.

The Spread:

Each game will include a spread with a half-point attached to it. For example, if Alabama is a three-point favorite over LSU, the Commissioner may choose to set the line at Alabama -2.5, -3.5, -4.5, -10.5, etc. A spread will always have a .5 attached to it.

Distribution of the Games:

The distribution of the games is usually completed by Monday or Tuesday of the week of the games; however, situations may arise that dictate distribution later in the week. The pool members must be given at least 24 hours to insert their picks, including a "Lock of the Week," into the app. The "Lock of the Week" is the one game a member feels confident about the winner. The winner is defined as the team the member chooses to cover the spread as either the favorite or the underdog. The Lock may be on any 2-point game, or any 1-point game, but not on the 3-point game. The corresponding point(s) will be added or deducted based on whether the game is picked correctly or incorrectly.

The Commissioner sets the date and time for the return of the picks, e.g., Thursday at Noon or 5 p.m. on Friday. The Commissioner can decide whether to accept picks after this time. Also, each pool member will enter their picks in the application. Once all picks have been entered, the Commissioner will distribute the completed spreadsheet or grid to all via the app. Pool members should enter their picks before the weekly deadline so that the grid can be delivered promptly.

Emergency Picks:

The Commissioner will ask each pool member before the first week of games to submit emergency picks in case a member's picks are not received for a specific week. Members may submit one set of emergency picks. However, this set of picks may be used twice. If for some reason, a member does not input his picks into the application on two separate occasions during the season, including the Bowl period, the Commissioner will use that member's emergency picks. All subsequent failures to submit picks to the Commissioner will result in that member's weekly point total amounting to two points less than the lowest point total for the week.

Pool members are not required to submit such picks; however, the emergency picks could benefit the member during the season.

The Bowl Season:

For the Bowl season, the process is essentially the same as above. Besides the number of games and the time length of the Bowl season, the difference between a regular season grid and the Bowl grid is the number of "Locks" (2 instead of 1), the addition of three tiebreakers, and the number of spoils associated with the Bowl grid (20 instead of 10). After the Bowl results are announced, the winner of the Bowl season, the Overall Points winner, and the Commissioner for the next season will be determined. The Overall Points winner is that pool member who has accumulated the most points from the first week of competition through the Bowl season. The Overall Points winner's award is calculated at 20 spoils instead of 10.

The Next Commissioner:

The member who accumulates the most spoils at season's end is the Commissioner for the subsequent season. In case of a tie, the member with the longest time away from the Commissionership will have the honor of serving as the new Commissioner. The new Commissioner's duties officially begin after the conclusion of the Bowl season and the presentation of the spoils distribution list, as determined by the old Commissioner.

A Commissioner cannot serve two (2) consecutive seasons. If a sitting Commissioner wins the most spoils after the season is complete, the member with the second most spoils will assume the Commissionership for the next season.

Other Items:

a. Each week, the winner receives 10 spoils from the other pool members. To change that amount, any member may propose a change in the weekly spoils before the upcoming season, which will then

be voted on by the other members (See “b.” below). The majority vote rules. A tie dictates that the previous spoils amount remains the same.

b. Each member will have an opportunity to present any changes to the pool or its format before the season begins. Usually, this is done at the pre-season Kickoff meeting. The members will vote on all proposed changes. member will have the right to abstain from voting on any proposal. A quorum is needed to vote at the kickoff meeting. A quorum means at least seven of the thirteen pool members are in attendance. If so, the majority vote rules. A tie will result in no change to the current system. If a quorum does not exist, the Commissioner will present all proposals to the entire pool via email. One week (7 days) from the Commissioner’s email is allotted for voting. The results are tallied at the end of the week. If a member does not respond within that time frame, then his vote is counted as an abstention. The majority vote will decide the outcome of the proposals. Any tie will result in no change to the current system.

c. In the case of one or more members tying for the week’s spoils award, a *Rollover* will be declared, and the spoils will carry over to the following week. If another tie ensues that week, the total spoils will roll over to the next week, and so forth until a single member wins all the spoils. It is possible that a Rollover could carry through the Bowl season, and the tiebreaker system would then come into play.

d. The tiebreaker system will be used to clarify a single winner if a tie exists after the results are in for the Overall Points winner and/or the Bowl season winner. The Commissioner will designate the three tiebreaker games. Members are required to predict the total score of the respective tiebreaker game, e.g., the total points scored by the two teams participating in the Sugar Bowl. The Commissioner will designate one game as the first tiebreaker game, another as the second tiebreaker game, and another as the third tiebreaker game. The member whose number is nearest to the final score wins, regardless of whether it is higher or lower than the actual score. If a tie still exists, the second tiebreaker will come into play. Again, the member closest to the final score wins. If a tie still exists, the final tiebreaker game is used, and the member closest to the final score wins. If a tie still exists, the Commissioner will consult the Oracle of Delphi and seek her decision on the winner.

e. Locks of the Week are not required.

f. Members are not required to pick every game; however, any unpicked game will be decided at the Commissioner’s discretion to allow the Grid to be distributed for that week. The Commissioner’s pick may or may not benefit the member based on the outcome of that game.

g. The Commissioner cannot unilaterally change any of the rules above or add or delete any rules. The Commissioner must propose any change to all members. The members will vote on the change (see the voting system under “b.” above). The proposal passes with a majority of the votes. In the event of a tie, the rule remains unchanged or is not applied.