

SUNDAY BLUES BROTHERS

2026 SEASON | 30TH YEAR | LEAGUE FORMAT & RULES PROPOSAL | v5

THE SHORT VERSION

Twenty-nine years of this league started with sticker drafts, went through a couple of years of auction, came back to traditional, and for the last five has run as a weekly FanDuel contest. For our 30th season, we're proposing a move back to a season-long draft league — a team you draft, build, and live with all year, instead of re-entering a new lineup every week. The trophy has 29 years of champions engraved on it. This format is built to feel like a continuation of that, not another weekly contest bolted on next to it.

What's actually changing, at a glance:

- **Format** — weekly re-entry (FanDuel) becomes a season-long snake draft with a roster you keep all year.
- **Structure** — 14 teams split into two 7-team divisions, two separate drafts. Smaller draft pools mean deeper waiver-wire depth, so one injury doesn't end your season the way it could before.
- **Divisions** — not random. The two divisions are set by last season's results, and they get rebuilt every year. Play your way up, or score your way up.
- **Platform** — Sleeper (free) instead of FanDuel for the main league.
- **Entry fee** — drops from \$500 to \$300, specifically to leave room for anyone who wants to keep playing FanDuel on the side.
- **Money** — pays out every week, not just to whoever's holding the trophy in Week 17, plus a graduated payout to all six playoff teams.
- **FanDuel** — stays alive as a fully optional \$15/week side game, completely separate from the draft league.

WHY WE'RE CHANGING IT

FanDuel has worked, but it has a ceiling: nobody owns a roster, nobody builds anything, and there's no real reason to care about Week 9 beyond that week's entry. A season-long draft league fixes that — you draft a team, you live with it, you trade for what you need, and by December you have something you built rather than something you re-entered.

The format below is also built around a specific lesson from FanDuel: a \$500 entry and one bad injury shouldn't be able to end your season in Week 3. Splitting into two 7-team divisions instead of one 14-team league keeps real depth on the waiver wire after the draft, and the roster rules below (deeper bench, protected IR, position caps) are built the same way — so a rough injury costs you a roster spot, not your whole year.

FANDUEL ISN'T GOING AWAY

This isn't asking anyone to give up FanDuel. The weekly FanDuel contest keeps running exactly as it has for the last five years — same format, same weekly re-entry — just at a smaller \$15 entry instead of the season's full stakes. It's entirely optional, settled on a completely separate ledger, and has zero bearing on draft league standings, seeding, or payouts.

That's also the reasoning behind dropping the draft league entry from \$500 to \$300: it's not a discount, it's freed-up room. \$15/week for all 14 weeks of FanDuel comes to \$210 — close to the \$200 difference. Nobody's being asked to spend more than they do today. If you only want the draft league, you're paying less than before. If you want both, the budget's built for it.

Since FanDuel entry each week is opt-in, the field size varies — so the weekly payout scales with how many people actually play that week rather than always splitting the same way. Suggested structure: 5 or fewer

entrants, winner takes 100% of the pot. 6–10 entrants, pays two places, 65% / 35%. 11 or more entrants, pays three places, 60% / 25% / 15%. Same 65/35 split used for the playoff pools below, so the whole format uses one consistent payout logic instead of a different rule for every pot.

1. HOW THE DIVISIONS WERE FORMED

Fourteen teams, split into two divisions of seven: the A-Team Division and the B-Team Division. The split is not random. It is set by last season's results.

The seven A-Team Division teams are the six teams that made the 2025 playoffs, plus the highest-scoring team that did not make the playoffs, measured by regular-season points for. The remaining seven teams make up the B-Team Division.

That seventh seat matters. You can manage a good roster all year and still miss the playoffs because of who you happened to draw each week. Points for does not care about your schedule, so it catches the team that played well and got unlucky.

Each division runs as its own Sleeper league with its own independent player pool. The same player can be rostered by one team in each division. Division assignment does not affect roster quality — both divisions draft from the full talent supply. What it affects is who you play 12 of your 14 games against, and who you are competing with for a division title.

2026 A-Team Division

Team	Manager	2025 Record	2025 Points For	Qualified
Panties	chrisfr	10-3	1626.04	1 seed
El Riba Douche	roberthope	11-2	1675.88	2 seed
4th and 20	jhjsbb	8-5	1565.96	3 seed
Barcelona Blues	dtyler32	8-5	1636.08	4 seed
Sexual Chocolate	Zioli	5-8	1659.10	5 seed (points)
Amy's B	mikevahokie	7-6	1634.30	6 seed (points)
DSL's	ramirezj00	4-9	1624.56	Top non-playoff points

2026 B-Team Division

Team	Manager	2025 Record	2025 Points For
Who's Your Daddy	kevinschaar	6-7	1575.18
Z Rising	fresch47	7-6	1497.67
Fortune Cookies	hokie94	7-6	1469.94
Orient Express	dennisbar7 / Hauseman	6-7	1503.56
Head Gear	torpeyw	5-8	1487.36
Buzz Train	jcbyrne1	3-10	1477.42
Lap Dance	gregoryboyer	4-9	1292.94

One commissioner sits in each division: Panties on the A-Team, Who's Your Daddy on the B-Team. The league runs on Sleeper — free to use, no subscription or per-league cost. We'll run two Sleeper leagues with cloned settings so both divisions match exactly. sbbfantasy.com stays the home for league history, rules, and smack talk, the way it always has.

2. SCHEDULE & STANDINGS

Fourteen-week regular season. Every team plays 14 games. No byes, Week 1 through Week 14.

- **12 division games** — each team plays its six division rivals twice, home and away.
- **2 crossover games** — each team plays two different teams from the other division, once each.

Seven teams per division is an odd number, so a round-robin leaves one team without a division opponent each week. That team plays the crossover. Both divisions produce one open team every week, and those two play each other. Over fourteen weeks each team sits out its division exactly twice — those two weeks become its two crossover games. The math closes without anyone taking a bye.

Divisions and draft order are set (see below). Each team's schedule falls out of its slot in the Sleeper league once both leagues are built — nobody sees their matchups until the leagues go live.

Standings are combined across both divisions by hand in the master Google Sheet — the same sheet already used to run the FanDuel season, repurposed for the new format. No platform can score a game between two separate leagues. Full standings, scores, and money post publicly every Tuesday.

3. PLAYOFFS

Weeks 15 through 17. Six teams qualify.

Seed	How you get it	Order decided by
1 and 2	Division winners — best record in each division	Points for, between the two
3 and 4	Division runners-up — second-best record in each	Points for, between the two
5 and 6	At-large — highest points for of everyone left	Points for

Seeds 1 and 2 get a first-round bye and the \$150 division bonus.

Finish top two in your division and you are in. That is the whole promise, and every manager can check it against the standings any week of the season.

Why the last two spots go on points for and not record: only 2 of your 14 games are against the other division, so cross-division records are not comparable. Division finish decides four of the six spots, which is where head-to-head belongs. Points for decides the last two, because it is the only measure that does not care who you were scheduled against — a well-managed roster that drew the wrong matchups still has a way in. And because the top two in each division always qualify, neither division can ever be shut out.

Bracket

Every playoff team keeps playing until it is placed, 1st through 6th. Nobody is done after one loss.

- **Week 15** — wildcard round: 3 vs 6, 4 vs 5.
- **Week 16** — semifinals: the two bye seeds face the wildcard winners. The two wildcard losers play each other for 5th and 6th.
- **Week 17** — the semifinal winners play for the championship. The semifinal losers play for 3rd and 4th.

Division winners can't land in the 5th-place game, since both start with a bye.

4. NEXT YEAR'S DIVISIONS

Divisions are rebuilt every year using the same rule that built them this year.

The seven A-Team Division teams for the following season are the six playoff qualifiers plus one more: the highest-scoring team that missed the bracket, by regular-season points for. Everyone else is B-Team. That seventh team does not make the playoffs — it earns an A-Team Division seat for next season and nothing else.

This resets completely each season. No team is locked into a tier, nothing accumulates, and there is no relegation record that follows you around. Win your way up or score your way up; there are two paths in.

It also means Week 14 matters for everyone. If you are out of the playoff race, you are still playing for that seventh A-Team seat, and the bottom of the A-Team Division is playing to stay there.

There is no guard clause. A team can finish with a winning record and still drop to the B-Team Division if it did not score. Points are what you are playing for every week — draft a good team, set a good lineup, and the tier takes care of itself.

Worked example

A hypothetical 2026 finish, to show how the seeding and the re-sort fall out together.

Seed	Team	Div	Record	Points For	How
1	Barcelona Blues	A	11-3	2108.41	Division winner, bye
2	Buzz Train	B	11-3	1855.88	Division winner, bye
3	Who's Your Daddy	B	8-6	1773.53	Division runner-up
4	4th and 20	A	9-5	1673.39	Division runner-up
5	Sexual Chocolate	A	6-8	1875.95	At-large, points for
6	El Riba Douche	A	5-9	1759.86	At-large, points for
—	Panties	A	8-6	1736.76	2027 A-Team seat only

Barcelona Blues and Buzz Train tie at 11-3, so points for orders them. Who's Your Daddy and 4th and 20 are both division runners-up, and points for puts the 8-6 team ahead of the 9-5 team — records across divisions are not comparable, so they are not used to separate them.

Sexual Chocolate at 6-8 and El Riba Douche at 5-9 get in on points for; both outscored several teams with better records. Panties finished 8-6 with 1736.76 and misses the bracket by 23 points, but takes the seventh A-Team seat for next season.

2027 A-Team: Barcelona Blues, Buzz Train, Who's Your Daddy, 4th and 20, Sexual Chocolate, El Riba Douche, Panties.

2027 B-Team: Amy's B, DSL's, Orient Express, Z Rising, Head Gear, Fortune Cookies, Lap Dance.

Five teams change tiers. Buzz Train, worst record in the league the year before, wins its division and takes a bye. That is the system working as intended.

ROSTER & STARTING LINEUP

Three of the eleven starting spots — 2 FLEX and the SUPERFLEX — are open calls every week.

Starting Lineup	Roster
QB	1 Total starters 11

Starting Lineup		Roster	
RB	2	Bench	6
WR	2	IR (real NFL designation only)	1
TE	1	Total roster size	18
FLEX (RB / WR / TE)	2		
SUPERFLEX (QB / RB / WR / TE)	1		
DST	1		
K	1		

FLEX can be filled by an RB, WR, or TE. SUPERFLEX adds QB to that list.

11 starters plus 6 bench is 17 draftable rounds per division (IR isn't drafted — it sits empty until an actual injury happens). That's 119 total picks per 7-team division, and once the one kicker and one defense every team drafts are backed out, about 105 skill-position picks — roughly a third of the realistic fantasy-relevant player pool. That's what keeps the waiver wire deep after the draft, so an injury costs a roster spot, not a season.

Roster maximums (to stop any one team from hoarding a position and starving the waiver wire for everyone else): 4 QB / 7 RB / 8 WR / 3 TE / 2 DST / 2 K rostered at once. IR spots don't count against these limits, but they're restricted to players actually carrying an NFL injury, PUP, or out designation — not open bonus bench space.

Lineups lock player-by-player, at that player's own kickoff — not the whole roster at Thursday night. Check your questionable starters Sunday morning; a healthy bench piece can still swap in for anyone whose game hasn't started yet. Auto-lineup and lineup-optimizer features are off league-wide — setting your own lineup each week is the point.

Abandoned teams. A lineup left unset for two consecutive weeks is treated as abandoned. That division's commissioner will set the highest-projected legal lineup each week thereafter.

SCORING

Full PPR, standard tight end scoring (no premium). This is the full settings sheet — everything below can be typed directly into Sleeper's custom scoring.

PASSING		RUSHING	
Passing Yards	0.04 / yd	Rushing Yards	0.1 / yd
Passing Touchdown	4	Rushing Touchdown	6
Interception Thrown	-2	2-Point Conversion (Rush)	2
2-Point Conversion (Pass)	2		
RECEIVING		FUMBLES / BONUSES	
Reception (all positions incl. TE)	1	Fumble Lost	-2
Receiving Yards	0.1 / yd	100+ Rushing Yards (game)	+3
Receiving Touchdown	6	100+ Receiving Yards (game)	+3
2-Point Conversion (Rec)	2	300+ Passing Yards (game)	+3
KICKER		TEAM DEFENSE / SPECIAL TEAMS	
FG Made 0-39 yds	3	Sack	1
FG Made 40-49 yds	4	Interception	2
FG Made 50+ yds	5	Fumble Recovery	2
FG Missed (any distance)	-1	Safety	2
PAT Made	1	Blocked Kick	2
PAT Missed	-1	Defensive Touchdown	6
		Special Teams TD (kick/punt return)	6
		2-Point Return	2
POINTS ALLOWED			
0	10	14-20	1
1-6	7	21-27	0
7-13	4	28-34	-1
		35+	-4

The FG/PAT miss penalties and the points-allowed tier cutoffs are the only judgment calls in this sheet, not settled decisions like the rest of the format — reasonable defaults, easy to adjust if wanted.

Keepers: none in 2026. Pure redraft, clean slate. Keeper mechanics are on the table for 2027 and will be worked out separately.

MONEY

\$300 entry per team, \$4,200 pot (14 × \$300). Money moves every week starting Week 1, plus a division-winner bonus and a playoff payout that pays every team that makes the bracket.

The championship game, the 3rd-place game, and the 5th-place game each play for a pooled prize. The two teams in that game can agree on any split they want going in. If they don't decide, or can't agree, it defaults to

65% to the winner and 35% to the loser.

Payout	Amount
Weekly high score (1st place only)	\$50/week (\$700 total)
Division winner bonus (2 teams)	\$150 each (\$300 total)
Championship pool (1st vs. 2nd)	\$1,700 — default \$1,105 / \$595
3rd-place game pool (3rd vs. 4th, Wk 17)	\$950 — default \$618 / \$332
5th-place game pool (5th vs. 6th, Wk 16)	\$550 — default \$358 / \$192

$\$700 \text{ weekly} + \$300 \text{ division bonus} + \$1,700 + \$950 + \$550 = \$4,200.$

There is no cap on what one team can win. A champion keeps the championship share plus the \$150 if they also won their division plus \$50 for every weekly high score they took along the way. At the default split that's \$1,105 as a floor; a champion who won their division and three weekly highs collects \$1,405.

Division winners can't land in the 5th-place game, since both get a bye into the semis.

Why \$300 instead of \$500: covered above under FanDuel. Same total commitment as before, just split to leave room for both games if you want them.

WAIVERS & FAAB

\$100 blind FAAB budget per team, standard Sleeper bidding, standard Sleeper settings. Waivers process Wednesday, 3:00 AM ET. Trade deadline: Week 11.

FAAB is fake money. We've run real-money FAAB in past years and it may come back, but for the first season back in a draft format we're keeping it simple and running Sleeper's defaults.

Cross-division trades are not possible — the two divisions draw from independent player pools and run as separate leagues. Trades happen inside your own division only.

DRAFT NIGHT

Sunday, September 6 — 7:00 PM ET. Live snake draft, not auction. (We ran auction for a couple of years in the past; it's a great format for valuing players correctly, but it ran too long for a room our size, so we're sticking with snake.)

Both divisions draft **at the same time**, in two separate Sleeper rooms, each run by its own commissioner. Independent player pools mean the two drafts never interact, so they don't need to wait on each other. Roughly 90 minutes to two hours.

Draft order is final. It was drawn in advance — nothing gets decided on the night, so show up ready to pick.

#	A-Team Division	#	B-Team Division
1	Sexual Chocolate	1	Head Gear
2	Panties	2	Z Rising
3	Amy's B	3	Buzz Train
4	El Riba Douche	4	Who's Your Daddy
5	4th and 20	5	Lap Dance
6	DSL's	6	Fortune Cookies
7	Barcelona Blues	7	Orient Express

Snake, 17 rounds, 119 picks per division. Because 17 is an odd number the order reverts in the final round, so slot 1 makes both the first and last pick of the draft. Slot 7 picks back-to-back at every turn.

If your division has a conflict: your commissioner can move your division to whatever time works for their seven. The two divisions do not have to draft at the same moment — that's just the default.

If no common time exists: that division runs a rolling draft. It opens Sunday, September 6 at 7:00 PM ET and must be finished by **Wednesday, September 9 at 7:00 PM ET** — roughly 24 hours before Thursday night kickoff. Your commissioner sets the pick clock and is responsible for pushing their division to the finish. If you're in a rolling draft, a pre-built draft queue stops being advice and becomes mandatory.

What to bring: a laptop or phone with the Sleeper app open and logged in, your pre-built draft queue, and any personal rankings.

COMMISSIONERS

Kevin and Chris, one division each. Each commissioner runs their own division's draft, sets their own pick clock, and is responsible for getting their seven teams through it. A neutral third party will be named in advance to handle any collusion concerns or trade veto disputes.

A FEW THINGS ALREADY DECIDED

- **Divisions are earned, not drawn.** Set by last season's results, rebuilt every year, no guard clause.
- **Superflex is in**, not standard 1QB.
- **QB roster cap is 4.**
- **No TE premium** — standard reception scoring for tight ends, same as every other position.
- **FAAB is fake money** — standard Sleeper settings for Year 1.
- **No separate head-to-head side bet** — FanDuel is already the side-action ledger; we didn't want to stack a second one on top.

- **The 14th seat:** Jason is out. Zioli takes his spot, off Sexual Chocolate. Hauseman is staying on, co-managing Orient Express rather than stepping away from it.

KEY DATES

	Date
Draft night	Sunday, September 6 — 7:00 PM ET
Rolling draft deadline (if used)	Wednesday, September 9 — 7:00 PM ET
NFL season opens	Thursday, September 10
Regular season	Weeks 1–14
Playoffs	Weeks 15–17

All entry money goes to Kevin. No formal deadline — we've known each other too long for that.

Note: September 6 is Labor Day Sunday. Nobody has work Monday, which helps, but if you're traveling let Kevin or Chris know.

APPENDIX A — PRE-DRAFT PREP

One checklist per team. Everything to have done before you sit down at the draft table.

- Create a Sleeper account (web and mobile app) if you don't already have one — it's free.
- Watch for your league invite. You'll be added to your division's Sleeper league before draft night.
- Get your \$300 entry to Kevin before the draft. All money runs through Kevin.
- Read the full format doc — especially the scoring table, the playoff seeding rules, and the roster maximums — so nothing on draft night is a surprise.
- **Build your own rankings or cheat sheet.** Note that this is a Superflex league with a 4-QB roster cap.
- **Set up your Sleeper draft queue in advance.** If your pick clock runs out or you're away when your turn comes up, autopick draws from your queue first — an unset queue falls back to a generic needs-based pick. If your division ends up running a rolling draft, this is required, not optional.
- Know your roster math: 11 starters, 6 bench, 1 IR — 17 rounds total. Plan your draft depth around that, not around old habits from a different format.
- Decide on FanDuel. The \$15/week side action is separate and optional — if you want in, confirm with Kevin and get that entry in too.

APPENDIX B — DRAFT DAY

What to expect, in order.

- **When:** Sunday, September 6, 7:00 PM ET. Location to be confirmed.
- **Divisions and draft order are already set** — see the Draft Night section. Nothing is drawn on the night.
- **Both divisions draft at the same time** in separate Sleeper rooms, each run by its own commissioner.
- **Format:** snake draft, not auction. 17 rounds, 119 picks per division. Roughly 90 minutes to two hours.
- **Pick clock:** set by your division's commissioner.
- **What to bring:** a laptop or phone with Sleeper open and logged in, your pre-built draft queue, and any personal rankings.

- **If you can't make it:** set your draft queue in advance so autopick reflects picks you'd actually have made, not a generic needs-based guess.
- **If your division can't find a common time:** rolling draft, opens Sunday 7:00 PM ET, must finish by Wednesday, September 9 at 7:00 PM ET.
- **After the draft:** the regular season kicks off Week 1. Standings, scores, and money post every Tuesday on the master sheet.

Nothing above is locked until the room signs off. Read it, push back where you disagree, and let Kevin or Chris know.