

## 2010 Enhancements

- 10% cheaper if ordered by August 15th (in 2011, it's 20% off if paid by June 30th)
- Phone support and 24/7 email support (5 dedicated customer support people)
- Mobile phone support (changing of lineups)
- Waiver wire supports blind bidding, running on multiple days, and many other options
- Has many more schedule templates and an auto-scheduler that is very sophisticated and supports any number of teams, divisions, and weeks
- Many more options for the online draft module
- Free detailed fantasy news by KFFL, AP, and their own RealTime Fantasy Sports writers
- A released player can be protected from being picked up a number of specified days
- Minimum starters enforced
- Allows for a co-commissioner
- Multiple owners per team
- Keeper league support: carryover rosters from year-to-year
- Can set salary caps by position, along with many other options
- Sophisticated editor to enter league notes and commish notes
- You are able to login to multiple leagues at the same time
- Can send an email to all owners within the site
- Support for an NFL player being on more than one team in a league
- You can customize the front page of your league via drag-and-drop
- Provide guest access to view your entire league
- Pick'em pool (pick the winners of each NFL game)
- Can run your league thru the NFL playoffs
- Individual defensive players (IDP)
- Supports NFL pool (picking the winners of the NFL games)
- Can hide the waiver wire requests and trade requests from the commish
- Can trade future draft picks
- Additional league styles: One-and-done, draft masters, best ball
- Game tie-breaker options: Owner designated player, Starting QB, Starting RB, Bench Players
- Quick setup via a "Quick Setup" option
- Can be sent an email when a draft pick is made
- Can enter team notes
- Can enter player rankings for the online draft and have the computer auto-draft using those rankings
- Can pick up players during the Sunday games
- Can lock out owners from logging in, entering transactions, or posting on the message board
- Can setup conferences
- Facebook intergration
- Can schedule against the league average
- League polls
- League articles
- WYSWYG editor for the message board
- Bye week carryover points
- Player contracts
- League fees for a win, loss, started player, benched player
- Team Kickers
- Team TE's
- Offensive team position
- Can separate the season into two halves
- Trades can be put up to vote by all the owners in the league
- For points allowed by defense, can separate out punt return TD's and kick-off return TD's

- QB times sacked scoring category and incompletions category
- Yards per rush scoring category (can specify minimum attempts to qualify)
- For combined yardage scoring category, can specify minimum yardage criteria
- Passing yardage per attempt and yardage per completion scoring category (can specify minimum attempts to qualify)
- Passing completion % scoring category (can specify minimum attempts to qualify)
- Supports blocked field goals (that are not returned for a TD) and blocked extra points
- There is a scoring category for special team fakes
- Supports yardage per reception scoring category
- Ability to save your username and password so you don't have to keep logging in
- Reports can be exported to PDF
- Can add custom menu items to the league menu
- Roster moves (trades, pickups, drops) can be made year-round
- Ability to pickup a player on the waiver wire without having to drop a player if your roster is not full
- Power Rankings report
- Strength of Schedule report
- Actual vs Best starting lineup report
- Fantasy points allowed report
- Fantasy starters report
- Email all owners after a trade is completed
- Supports individual player punt return yardage and kickoff return yardage
- Can save weekly commissioner notes
- For each player in live scoring shows score of NFL game, the team with possession, and indicates if a team is in the red zone
- Player hot and not indicators
- Additional NFL reports: News, Scores, Standings, Transactions
- Protected free agents option
- Playoff brackets