

HOG REPORT®

Widowmaker Involved In 10 Player Deal



"Turn out the lights, the party's over, they say all good things must end. Call it tonight, the party's over. And tomorrow starts the same old thing again."

SFFL Elves To Perform At Halftime



To see these Elves in action, click on the following link: <http://www.elfyourself.com/?id=9575931655>

Winless In Miami



Jeff Reed's 24-yard field goal with 17 seconds left Monday night gave Pittsburgh a 3-0 victory over winless Miami, the first time in 64 years an NFL game went that long without any points. Miami's start is the worst for any team since the Lions began 0-12 in 2001. Members of the 2001 Lion's team were celebrating afterwards drinking Pabst Blue Ribbon beer.

Two Divisions Still Up For Grabs

In the Doomsday Division, the suddenly hapless Pigskins (who were 7-1 at one time) face the surging D-Teasers (who were 1-5 at one time) this weekend with the division title on the line. If DT wins and both teams remained tied after week 14, the tie breaker will come down to most points scored since they would have split both games this year.

In the Three Athletes Division, three teams still have a chance. The upstart Rough Riders (who were 1-4 at one time) face the suddenly anemic Southsiders, while the recharged Buffalo Soldiers are in the mix and face the Southsiders the following week. The Southsiders have lost to both teams earlier this season, and if they tie either team would lose the head-to-head tiebreaker.



Isn't there a grass joke here somewhere?

Breakdown Standings

SFFL Team	Record	H2H
P-Cubed	103-28-1	12-0
Southsiders	93-38-1	8-4
Buffalo Soldiers	77-54-1	6-6
Knuckle Dusters	74-57-1	5-7
Widowmakers	64-66-2	5-7
Pigskins	64-68-0	8-4
River Rats	60-72-0	4-8
Rough Riders	59-71-2	6-6
Blackcats	55-76-1	6-6
War Pigs	53-79-0	3-9
D-Teasers	50-81-1	6-6
Bear Necessities	35-97-0	3-9

SFFL Schedule

Divisional Games:

SouthSiders at Rough Riders

Widowmakers at Buffalo Soldiers

Knuckle-Dusters at War Pigs

Pigskins at D-Teasers

Blackcats at River Rats

Bear Necessities at P-cubed