

College World Cup

Est. 2020

Article 1. League Parameters

The College World Cup will be run on MyFantasyLeague (MFL). It will have a College Theme, consisting of four Divisions of 10 teams (40 teams total). The four divisions will be the SEC, ACC, PAC 12 & BIG 12/10. There will be 4 Player Copies and teams **cannot** own two of the same player. Copies of players **can** be traded across divisions. Every third season there will be a World Cup, the prior 3 seasons each team will have been accumulating points towards qualification and the top 20 will qualify for a chance to compete for the World Cup Payouts.

1. 55 man rosters
 - a. Additional 10 man taxi slots with NO Taxi Squad Sniping (only rookies allowed on Taxi Squad)
 - b. Additional 4 IR slots
 - c. Rosters will be expanded to 65 spots 24hrs prior to the yearly Rookie Draft and will remain at 65, until the day prior to Preseason Week 3 beginning. At this time, all rosters must be cut down to 55 Roster Spots + 10 Taxi Squad Spots.
 - d. We will use MFLs default player positions.
2. 22 starters
 - a. 11 Offensive
 - i. 2 Qb
 - ii. 2-4 Rb
 - iii. 3-5 Wr
 - iv. 1-3 Te
 - b. 11 Defensive
 - i. 1-3 Dt
 - ii. 2-4 De
 - iii. 3-5 Lb
 - iv. 1-3 Cb
 - v. 2-4 S
3. Buy In
 - a. \$55 a year
 - i. \$25 towards seasonal payout
 - ii. \$25 towards World Cup payout
 - iii. \$5 Towards league fees (any left over funds are added to yearly league champs payout)
 - iv. Dues are non refundable
4. 16 Team playoff
 - a. Owners cannot make an agreement to "split the pot" and will be paid out as stated below:
 - i. \$50 to the 4 division champs
 - ii. \$500 to 1st place overall Champion
 - iii. \$200 to 2nd place

- iv. \$100 to 3rd place
- v. If any money is leftover, it will be rolled over into the world cup pot.
- vi. Playoff structure as follows:
 - 1. Playoffs begin Week 14
 - 2. Top team in each Division, which is determined by division wins, then overall wins, and then points scored as a tiebreaker, automatically makes the playoffs. Then the remaining Teams are seeded by overall winning percentage and then as a tie-breaker by Most Points Scored
- vii. Toilet Bowl. Teams finishing out of the playoffs will compete for the title of Toilet Bowl Champion. The Toilet Bowl Champion shall receive a Compensatory Pick at the back end of the 2nd Round (Pick #2.41)
 - 1. Toilet Bowl begins Week 14 with the remaining 24 Teams that missed the Playoffs are seeded by overall winning percentage and then as a tie-breaker by Most Points Scored

5. World Cup

- a. The World Cup occurs every 3 years
- b. World Cup points are acquired over a 3 season period up until Week 3 of the regular season every 3rd year.
- c. The World Cup will take place concurrently with the Regular Playoffs (it is possible you will be playing Double Headers in every 3rd season if you make both the World Cup and the Regular Playoffs)
- d. World Cup Points System:
 - i. 4 points yearly to league champ
 - ii. 3 points yearly to 2nd place
 - iii. 2 points yearly to 3rd place
 - iv. 1 point yearly to divisional champions
 - v. 1 point for every regular season win
 - vi. 1 point for every Qualifier Win (on weeks 1,2,3,4 & 12 of the NFL Regular Season as no NFL Team has a BYE these weeks - winning on these weeks would therefore be worth 2 points). This is subject to change each season depending on the NFL Schedule.
 - vii. Year 3 (and every subsequent third season) the Qualifier Weeks would only be Weeks 1, 2, & 3 as the World Cup Playoffs will commence in Week 4,12,14,15, &16. (These weeks are subject to change depending on the NFL scheduled bye weeks.)
- e. World Cup Playoff System:
 - i. After week 3 of year 3, teams that qualified for the World Cup will be placed into a playoff bracket.
 - ii. World Cup qualifying tie breakers are as follows: WC points scored, total wins, total points scored.
 - iii. World cup Tiebreakers are as follows: WC points scored, total wins, total points scored.
 - iv. Double headers during World Cup Years for those making the World Cup Playoffs and Regular Season Playoffs concurrently. It is possible to win both the World Cup and the Regular Championship every 3rd year.

v. World cup bracket and seeding:



f. World Cup Payouts (24 total teams every third year will qualify for the World Cup with the top 8 seeds obtaining a BYE Week in the first week of playoffs)

i. Owners cannot make an agreement to “split the pot” and will be paid out as stated below:

ii. \$3000 World Cup Pot, split as follows:

1st - \$1000

2nd - \$500

3rd - \$350

4th - \$250

5th - \$225

6th - \$175

7th - \$150

8th - \$125

9th - \$125

10th - \$100

If there is any additional money, it will be split evenly between the 10 WCW finalist.

6. Initial Draft:

- a. 4 separate divisional start up drafts
 - b. Slow snake draft on MFL
 - c. 6 hour timer
 - d. 8 hour overnight pause
 - e. If an owner times out during the Initial Draft, the owner will receive the highest ranked player available via a pre-distributed list of Dynasty-ranked players in the draft slot they have earned. This decision is final (of course you can trade later). You will only receive ONE player if you are absent, any further picks you miss will result in the timer being paused while the Commissioner figures out if the owner has dropped out, or not. A decision will be made by Commish and Co-Commish if replacement is necessary after either 24hrs, or 2 picks have been missed with no contact (whichever comes first).
 - f. Rookies and Vets included in startup
 - g. Future Rookie Draft order determined by Potential Points for non-playoff teams (see Article 2: Future Draft Picks if you plan on trading future picks away during the Startup Draft, or throughout the season). Playoff Teams Rookie Draft Order will be in reverse order of final finish.
7. Annual Rookie Draft
- a. This will be one large draft for all 40 owners/teams to take part in, with 4 copies of each rookie each round consisting of 40 picks.
 - b. Rookie Draft will take place on an agreed upon date after the NFL Draft has taken place. This will be no later than June 30th each season
 - c. There will be 7 rounds total for each Rookie Draft
 - d. 6 hour timer
 - e. 8 hour overnight pause between 11pm EST and 7am EST
 - f. Draft positions will be decided by wins then potential points for non playoff teams. Teams that make the playoffs but exit before the championship and 3rd place game will be grouped by round exited, and ordered by wins and then potential points.
8. Waivers
- a. Blind bid waivers
 - b. \$1,000 season budget (any FAAB used in the offseason will be taken from your \$1,000 amount. There is no "Offseason FAAB Money")
 - c. Blind bid budget resets every year after the draft.
 - d. Blind bid budget can be traded.
 - e. Waivers run every Saturday morning during the offseason (there will not be a waiver period when the Rookie Draft is happening, until the Draft has finished)
 - f. Waivers run every Saturday and Wednesday morning during the season, with a FCFS period following the waiver run
9. Trades
- a. Trades do NOT require review, will only be vetoed by Commissioner's discretion in circumstances that require it.
 - b. Trade Deadline will be Nov 11th during the Inaugural Season and it will be prior to Week 10 starting each season thereafter (prior to the Thursday Night Game of Week 10)
 - c. Players and picks may be traded during the Startup Draft. Future picks traded requires you to buy-in for that season (see Article 2: Future Draft Picks)

10. Regular Season Schedule
 - a. Teams will play 3 of their Division Rivals twice and all of the others one time
11. Scoring
 - a. Link to our leagues scoring -
<https://www64.myfantasyleague.com/2020/options?L=49289&O=09>
12. League calendar
 - a. Link to league calendar-
<https://www64.myfantasyleague.com/2020/options?L=49289&O=137>

The fun stuff...

Article 2. Future Draft Picks

Section 1: If trades include any draft picks from Rounds 1-2 in future rookie drafts, you will have to pay your entry fee for that year. You may trade rookie picks up to 2 years into the future if you are willing to pay for that year's buy-in. You must pay within 12 hours of the trade being made. If trades involving rookie picks occur during the Startup Draft, the draft will be paused when the pick involved is OTC until payment has been made. If payment is not received within 12 hours the trade will be reversed.

Example 1:

You trade your 2021 1st round pick in a deal for a player - you MUST pay the additional \$55 for Year 2 buyin within 12 hours or the trade will be reversed and you will be subject to Commissioner discretion of "Article 5. Commissioner Power & Responsibilities".

Example 2:

You trade your 2021 and 2022 2nd round picks in a deal - you MUST pay \$110 for your Year 2 and Year 3 buyins within 12 hours or the trade will be reversed and you will be subject to Commissioner discretion of "Article 5. Commissioner Power & Responsibilities".

Section 2: Payment of the league fee for the current League Season (paid via LeagueSafe) shall be tendered by each member no later than April 1st of each year **(for the inaugural season you must have paid NO LATER than June 7th, 2020 so we can pick a date for our Initial Startup Draft)**, and must be paid before you make any seasonal transactions. If the member fails to tender the payment within (3) days following the due date, the League reserves the right to begin contacting individuals on the League Waiting List for replacement. A fee of \$5 will be assessed to the current owner for each ten (10) days the payment is not made (money goes to the main pot to be distributed as the Commissioner sees fit). If an owner is replaced, any fee's obtained by the previous owner shall be waived at Commissioner's discretion.

Article 3. Ownership

Section 1: A member may not sell their rights of Ownership to anyone. If a member wishes to leave the League, they shall report their decision to the Commissioner no later than 30 days before the start of the new league year, in writing, who will in-turn alert the other members of the League and begin to contact individuals on the League's Waiting List in search of a replacement.

Section 2: New Owners must be agreed upon by Commissioner and Co-Commissioner in order to avoid douchebags and flakes that don't show up to the draft, or don't respond to trade offers and direct messages. The new member must have a Sponsor that recommends them to the League.

Section 3: If a new Owner does not show up to the draft (without organizing for somebody to draft in their place), the Sponsor is responsible for drafting that Owner's Team. The new Owner is still responsible for any and all payments, regardless of draft results. If an alternate on the list is available the day of the draft, and if approved by a simple majority vote, another new Owner may take the place of the douche-fucker that didn't show up.

Section 4: Every Owner must have a unique identity for their team, to include a team name, team helmet, and team logo. Team names, logos and helmets may not change (with exception to new owners taking over a team, or without written consent from the Commish). All options of team names and helmet logos will be created by Commish. Once you have chosen a team name and helmet image from the approved list, the Commish will add to the League Site, please do NOT edit this throughout the year.

Section 5: Preparation is the key to short-term survival and long-term success in a dynasty league. Owners are expected to be prepared for the annual online draft and to monitor NFL activities throughout the regular season and offseason, including but not limited to up-to-date knowledge of player injuries and which players and coaches have changed teams or retired as well as defensive scheme changes that may affect player positional designation.

- a. Participation is the lifeblood of this league, even more than rivalries, free agents, statistics or drafts. Maintaining a sense of community and respect among owners is vital to the league's long-term survival and owners' long-term enjoyment.
- b. In addition to the above, owners are also required to adhere to the following responsibilities on behalf of their teams. An owner who fails to adhere to one or more of these responsibilities will be subject to Commissioner's sanctions:
 - i. Owners are responsible for ensuring their team and for knowing and following the rules and schedule listed in these Bylaws, as well as on the League Site.
 - ii. Owners are responsible for responding to emails or private messages from the Commissioner, Co-commish or other owners in a timely manner.
 - iii. Owners are responsible for taking part in league votes and debates.
 - iv. Owners are responsible for regularly accessing the league's MFL site.
 - v. Owners are responsible for responding to trade offers in a timely manner.
 - vi. Owners are responsible for participating in all required league functions and scheduled events, whether they occur in the regular season or offseason.
 - vii. Owners are responsible for submitting weekly lineups.
 - viii. Owners are responsible for notifying the Commissioner if they will be away for an excessive period of time so arrangements can be made to set lineups and/or manage the team during that owner's absence.

Section 6: GroupMe

There is a GroupMe chat for all group communications and polls put up for vote (Official League Polls will be done in MFL). You MUST at all times be in this group so everyone can contact one another when needed. If you wish to communicate regarding trades, it is best to individually contact owners on GroupMe as it is far simpler to

communicate there than on the MFL site. If you have any trouble downloading the app, or logging in, please email, text, or WhatsApp the Commish, and/or Co-Commish

Email - tylormorgandrywall@gmail.com, dynastydavid123@gmail.com

Mobile - Tyler - (662) 418-5406, Dave - (702) 861-1003

Section 7: Orphan Teams

- a. An owner may retire from the league, in good standing. Retirement must be announced before the conclusion of the NFL Superbowl to retire in good standing. Upon announcement of an owner's retirement, a replacement owner will be sought and they will be responsible for the upcoming season's league fee if it has not already been paid by the retiring owner. Once an owner announces their retirement, they may not make any trades for the remainder of the season. A retirement announcement is irrevocable, but an owner who retires in good standing may be considered for reinstatement to the league after an absence of at least one full season.
 - a. Aside from retirement, orphan teams can be created through the following circumstances:
 - i. Quitting owner: If an owner publicly declares they are quitting the league on the MFL site or chat, the team is immediately classified as an orphan team and the Commissioner will assume control of the team until a replacement owner is found. Public, written "I quit" declarations are permanent and irrevocable; quitting owners are permanently barred from seeking reinstatement to the league.
 - ii. Abandoning owner: A team is considered abandoned during the season if an owner fails to set a lineup for two consecutive games.
 - iii. Removal of an owner for failure to pay league fees by the annual pre-draft deadline.
 - iv. Removal of an owner for cheating or anti-competitive conduct
 - v. Removal of an owner or multiple owners for collusion between teams
 - vi. Removal of an owner or owners for offering and/or accepting bribes (i.e. real-life money or any other real-life consideration) as an incentive to complete league trades, league transactions or influence league activity of any kind.
 - vii. Removal of an owner for repeated failure to return league emails and trade offers in a timely manner.
 - viii. Removal of an owner for conduct or transactions detrimental to the league.
 - ix. Removal of an owner for failing to maintain a minimum roster of 40 players or a maximum roster of 50 players.
 - x. Removal of an owner for repeated failure to adhere to league rules or abide by Commissioner or Co-Commissioner rulings.
 - xi. Removal of an owner for repeated failure to communicate with owners, Council members or Commissioner in a mature or respectful manner.
 - b. If a team is orphaned during the season, the Commissioner will set that team's roster for the remainder of that season. If the Commissioner is to play the Orphan Team at any point during the season, the Co-Commish shall set the orphan team's lineup for that game(s).
 - c. Payouts won by a team orphaned during a regular season will be put into the following year's pool to be distributed as extra prize winnings as deemed fit by the Commish.
 - d. Buyins paid by a teams owner upon removal from the league, or by abandonment will NOT be allowed to be withdrawn from Leaguesafe, these funds will be held as payment towards the abandoned/orphaned teams new owner.

Article 4. Voting, League Conduct and Removal Procedures

Section 1: All final decisions are made by the Commissioner (he shall, when required, take advice from his Co-commissioner). There will be no voting unless the Commish decides to put an issue up for vote. If a vote takes place, the Commish will establish the rules of said voting at that time. Rule changes will require a 60% approval in order to go into effect. The Commissioner may allow for a 51% approval on some votes.

Section 2: During votes, the Commissioner may abstain, but will act as a tiebreaker vote if needed.

Section 3: All active members of the League are expected to conduct themselves in a manner consistent with that of a Gentleman/Lady. This code of ethics includes, but is not limited to: setting your best possible lineup each and every week; not dropping players out of anger, frustration, or resentment (or some stupid, personal NFL boycott or other such nonsense); not partaking in collusion of any sort (as outlined in Section 5, below).

Section 4: **It is never permissible to leave a slot empty or to start a player that was listed as on BYE, OUT, IR, or Suspended at least 24 hours before his scheduled game.** If an Owner starts a player against this rule, 15 points will be deducted from their score per offense. These reduced points may result in a loss.

Section 5: Code of Ethics/Anti-competitive Conduct/Collusion

A violation of this code of ethics can result in a warning, a game forfeit, or in severe or repetitive cases, removal from the League. Removal requires a vote for removal from 2/3^{rds} of the active League Owners in that Division (not including the Owner up for removal):

- a. Anti-competitive conduct is defined as owners or teams engaging in conduct that prevents, reduces or otherwise negatively affects the natural competition and well-being of the league. The following anticompetitive actions are strictly prohibited, and violations of these rules shall subject an owner or owners to Commissioner's sanctions, which may include immediate removal from the league:
- b. Tanking: Owners are expected to use their best efforts to set their best available lineup every week of competition, even if they are well out of playoff contention. Tanking is defined as failing to submit their best available starting lineup either intentionally or through indifference. It is understood that owners may play hunches on who to start and won't always start the player who scores the most points. However, an owner who knowingly benches star players or obvious starting players in favor of players who are marginal, clearly injured, benched, suspended or on their bye weeks shall be subject to Commissioner's sanctions for a first offense. A second offense may result in that owner's immediate removal from the league.
- c. Anti-competitive Trades: Owners may not make trades that result in worsening their own team in order to stock another team playing a third team they want or need to lose. Owners may not make trades if they do not intend to return to the league for the next season. If an owner does not intend to return to the league, they should announce their retirement publicly and play out the season using their best efforts; the incoming replacement owner should be permitted to inherit an intact team and make their own trades and roster decisions. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade was prohibited on anti-competitive grounds that were not apparent at the time of the trade.
- d. Collusion: Collusion is defined as two or more owners making arrangements and/or acting in concert to influence the results of league activities such as game outcomes, draft standing or player availability. Any unsportsmanlike conduct coordinated between two or more owners is considered to be collusion, as is

teams trading to consolidate better players on one team and/or agreeing to share payouts by acting in concert. Owners engaging in collusion are subject to immediate removal from the league.

- e. **Dumping:** An owner who, without good reason, cuts players from their team who are obviously valuable is subject to Commissioner's sanctions. If an owner continues to dump players after sanctions are imposed, the owner shall be removed from the league. It is understood that teams can and will drop "borderline" players from their rosters, but dropping obvious fantasy starters or large amounts of average players in an attempt to increase draft position, make players available to other by way of collusion or sabotage the integrity of the league shall not be tolerated.
- f. **Indifference:** An owner who fails to submit a starting lineup or fails to replace inactive players who are injured, benched, suspended or on their bye week is subject to Commissioner's sanctions for a first offense. An owner who fails to set a starting lineup due to indifference twice in the same season is subject to removal from the league.
- g. An owner whose personal conduct is deemed by the Commissioner to be consistently and flagrantly disrespectful to other owners or the league is subject to Commissioner's sanctions. Such conduct includes but is not limited to posting chat or comments containing serious threats of violence, offensive comments regarding race, ethnicity, religion or sexual orientation, or engaging in any kind of persistent harassment or bullying. In general, if an owner would get punched in the face by saying it to the guy sitting on the next bar stool, an owner should probably refrain from saying it here.

Section 6: If a Majority Vote is required, a "majority" will be considered 30 out of 40 current owners.

Article 5. Commissioner Power & Responsibilities

Section 1: The Commissioner has the final say in all matters. Don't piss him off.

Section 2: The Commissioner is entrusted with the day to day decisions of the League. All questions on ambiguity shall be directed to him and his decisions are final. In matters in which the Commissioner is an involved party or is directly affected by the outcome, and this constitution does not solve the problem, a vote will be made on a decision by all other Owners that are not directly involved in the situation, overseen by the Co-Commissioner.

Section 3: The Commissioner is responsible for collecting the membership dues at the beginning of the season (prior to League Rollover), holding said dues throughout the season, and distributing the funds at the conclusion of the season within ten (10) business days of the conclusion of the Championship game (Week 17). All of this will take place on [LeagueSafe](#). The Commissioner may designate another Owner as a treasurer to collect/hold/distribute funds that is approved upon by a majority vote by all other Team Owners that are not up for vote as a treasurer.

Section 4: If at any time an owner violates league rules or engages in conduct judged by the Commissioner as detrimental to the league in any way, the Commissioner has both the authority and obligation to act to protect the league and to act in its best interests. The Commissioner may impose sanctions against an owner or team found to have violated league rules or conducted themselves in a manner detrimental to the league. All Co-Commissioners are subject to the same penalties as the rest of the league. It is expected that Commissioner's use of sanctions will be rare, appropriate to the offense, proportionate to its severity, and not undertaken lightly.

- a. Commissioner's sanctions include but are not limited to the following:
 - i. Public warning

- ii. Deductions from overall and divisional point totals
- iii. Retroactive cancellation of trades, with the possibility of forfeits declared for any games affected by the cancelled trade
- iv. Suspension of waiver rights for a specified period
- v. Suspension of trading rights for a specified period
- vi. Suspension or benching of players for a specified period
- vii. Suspension of chat room privileges for a specified period
- viii. Suspension of an owner or co-owners for a specified period, with their team forfeiting all games occurring during the suspension
- ix. Forced waiving of players
- x. Loss of future draft picks
- xi. Removal of an owner or co-owners from the league
- xii. Any combination of the above sanctions deemed appropriate by the Commissioner.

b. The Commissioner may impose and enforce sanctions at any time. The Commissioner may use an owner's past record in considering the length or severity of sanctions.

Article 6. Co-Commissioner

Section 1: The Co-Commissioner's role is to act on behalf of, or in lieu of a Commissioner during any circumstances. David Lawson is the current Co-Commissioner.

Article 7. Amendments and Mid-Season Conflicts

Section 1: The Commissioner's decisions are final. The Commish may call for a vote if needed. If there is an issue during a weekend, the Commish may make a quick decision to get through to Tuesday; however, a better solution may be found for future occurrences of the same problem and the decision may change for said future occurrences ... this will not change the initial decision made for the prior weekend in question unless it is discovered the decision conflicted with an already existing rule (in such a case, a vote will be taken by all non-interested parties to decide the outcome).

Article 8. Draft Rules and Rosters

Section 1a: Each team, starting in our first year, will have a Taxi Squad consisting of 10 slots. This is in addition to the 55 man rosters. A player may remain on the Taxi Squad for their Rookie Season ONLY, they must be removed from the taxi squad after their Rookie Season (drop, or placed on active roster). Once a player is promoted to the Main Roster, he may not return to the Taxi Squad. Players eligible for the Taxi Squad that are traded to another team may be placed on the new team's Taxi Squad. Players on the Taxi Squad are not eligible to start in games, once they have been promoted to your active roster, they cannot be demoted again. Taxi Squad is open year round for moves, but you may never have more than 10 on your Taxi Squad at any given time. Ineligible Taxi Squad Spots MUST BE CLEARED no later than April 1st of each offseason. Any violations will be dropped from your roster beginning at 00:01 on April 1st by the Commissioner

Section 2: If you are a no-show to the Rookie Draft (or initial Startup Draft), meaning you miss your designated time slot, and are a “veteran” Owner (you’ve been in the League for 1+ years, not applicable during Startup Draft) your Rookies (and vets during Startup) will be drafted for you as decided by:

i. You will receive the highest ranked player available via a pre-distributed list of Dynasty-ranked players in the draft slot you have earned. This decision is final (of course you can trade later). You will only receive ONE player if you are absent, any further picks you miss will be forfeited and skipped with no player, or draft pick compensation.

ii. If at any point you actually log-in to the draft, you will be allowed to continue any future picks you may have from that point on. If you happen to join prior to the end of the draft, you will be allowed to draft any slots you missed at the END of the draft after the last pick has occurred.

Section 3: Before or during a regular season, players may be placed on IR if they are listed as PUP (Physically Unable to Play), OUT, or on IR on [NFL.com/injuries](https://www.nfl.com/injuries). If they are not listed as such on the official injury list, they cannot be placed in IR. Once the injured player is no longer listed as PUP, OUT, or IR *due to injury*, he must immediately be placed into a regular roster slot and a player must be dropped from the roster slot in order to fit him in (unless another IR-like injury occurs that can be moved into an empty IR slot). Players may not be placed in the IR slot after the season has concluded on Dec 31st each year.

Players listed as SUSPENDED may NOT be placed on the IR.

Section 4: There are only 4 IR slots per team. IR Spots MUST BE CLEARED prior to the New League Year Rollover (usually a couple of weeks after the NFL Superbowl). Any violations will be dropped from your roster by the Commissioner.