

Apex Rulebook

Summary

Apex Dynasty Football creates a true NFL General Manager experience by simulating the real deal, enhanced with popular dynasty fantasy elements. It was inspired by elements of other similarly structured high stake dynasty leagues with elements of IDP, contracts and rookie drafts.

- **32 teams**, 2 conferences, 8 divisions; realigned each season to maintain parity.
- **Roster structure**: 45 active players, 10–man Taxi Squad, 20–man Injured Reserve.
- **High stakes**: \$250 buy-in limits this league to the best-of-the-best.
- **Simplicity combined with depth**: Best ball lineups don't require game day lineup tinkering each week; true GM experience allow you to construct a long-term team with depth that makes an impact throughout the season.
- **Unique elements**: Team positions (QB, Kicker, Punter) add strategic depth to all teams. IDP positions (LB, DT, DE, CB, S) add a true-NFL style roster to the league.
- **Dynasty contracts & cap**: Dynasty contracts you can keep for multiple years. Salary cap, variable-length contracts (1–5 years), annual 20% inflation, tags and holdouts.
- **Scoring**: 1-point PPR for all players, special team points, balanced IDP scoring.
- **Competition**: 13-week regular season, 12 teams into playoffs.
- **Player acquisition**: Rookie draft, Free Agent Auction, Blind Bidding Waivers, Trading, taxi squad signings.
- **League longevity**: Members of this league have been part of highly successful dynasty leagues for 10+ years. Leadership committee to provide leadership support, continuation and removal of single-person bias. This league is set up to last for 20+ years.

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1. League Fees & Prize Money

A. Fees & Payment

- The league fees will be \$250 a year. 100% of year 1 fees.
- Upon requesting a franchise, payment into Team Stake is required in full before the commissioner will grant ownership.
- After the first season, fees will be due on March 1st each year as defined in the league calendar.

B. Deadlines & Consequences

- Failure to meet the payment deadline by April 1st will result in the franchise being declared orphaned and a new owner being sought.
- Any concerns about not being able to meet the payment deadline should be communicated to the commissioner by March 1st. Commissioner's decision in all circumstances will be considered final.

C. Prize Pool & Distribution

- 100% of fees (minus yearly costs to myfantasyleague.com) will be paid out.
- Any team making the playoffs will automatically earn a prize. The four final teams will also earn further prizes based on their playoff results.
- The following percentages for the eligible prize pool each year, less MFL league site fees, are paid out after the aggregate super pool funds are withheld:
 - Super Bowl Winner = 40%
 - Super Bowl Runner Up = 16%
 - Championship Game Losers = 5% each × 2 teams = 10%
 - All 2nd Rd Playoff Game Losers = 3% each × 4 teams = 12%
 - All 1st Round / Wildcard Round Losers = 1.5% each × 4 teams = 6%
 - Top Scoring Team During Regular Season = 10%

D. Funds Management

- League funds will be managed through Team Stake, a third-party funds management site available to owners across the world.
- While previous leagues may use Leaguesafe, it poses two major problems:
 1. It isn't available to all countries.
 2. It leads to some organization issues.
- Team Stake solves both problems.

2. Teams, Divisions & Ownership

A. League Structure

- The league will consist of 32 teams divided into 4 divisions with 8 teams in each division.

B. Ownership Selection & Transition

- The commissioner, at their discretion, will grant ownership to the 32 most qualified GMs expressing interest in owning a franchise.
- While it is preferred for owners to return year to year, if an owner chooses not to return, the commissioner will find a replacement GM using any means necessary to maintain league stability.
- When ownership changes:
 - The new GM may rename the team (within league guidelines).
 - The new owner retains all players held by the previous owner and keeps the previous owner's draft position.

C. Team Identity & Branding

- Each owner can name their team as they see fit and select their own graphics for their banner and logo.
- Division names, significance, and annual realignment follow the league rules outlined in Section 5.

D. Division Realignment

- Division realignment occurs each season on a promotion and relegation basis to assist in league parity.
- The league will have 4 divisions of 8 teams, aligned each season based on last year's standings using the same rules applied to determine rookie draft order with the exception of the winner and loser of the league championship, they will be determined as the no. 1 and 2 teams. The 4 divisions will be aligned as follows:
 - **Division 1:** Teams 1, 8, 9, 16, 17, 24, 25, 32
 - **Division 2:** Teams 2, 7, 10, 15, 18, 23, 26, 31
 - **Division 3:** Teams 3, 6, 11, 14, 19, 22, 27, 30
 - **Division 4:** Teams 4, 5, 12, 13, 20, 21, 28, 29

- Divisions in this league are intended primarily to even out playoff teams amongst divisions.
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3. Rosters, Starting Lineups

A. Active & Taxi Squads

- 45 players will make up an active roster.
- Taxi Squad (DTS) and Injured Reserve detailed in Sections 10 and 4 respectively.

B. Position Restrictions

- Each franchise may only own 1 team QB, PK, and PN at any given time.
- No other positional minimums beyond initial auction.

C. Roster Requirements

- Roster must fulfill starting lineup requirements (Section 3.D).
- Players on NFL bye weeks cannot be entered into your starting lineup.

D. Starting Lineup (21 players)

1. Team QB × 1
2. RB × 2
3. WR × 3
4. TE × 1
5. Flex (RB/WR/TE) × 1
6. Team PK × 1
7. Team PN × 1

8. DE × 2
9. DT × 1
10. LB × 3
11. S × 2
12. CB × 2
13. Flex (DL/LB/DB) × 1

Note: Starting lineup is optimized for best-ball scoring; team positions use league-average scoring during NFL bye weeks (handled post-MNF).

E. Acquisition of Team Positions

- Team QB, Team PK & Team PN can be acquired via trade or selected during the free agent auction (Section 14).
- These positions are ineligible for the rookie draft and DTS (Section 10).

F. Bye-Week Scoring Adjustments

- MFL system calculates scoring for Team QB, PK & PN all weeks except when the NFL team is on bye.
- During bye weeks, owners receive the weekly league-average point total for that position across all playing teams.
- Commissioners apply bye-week adjustments after Monday Night Football.

4. Injured Reserve

A. IR Slots

- Each team will have 20 injured reserve positions on their rosters.

B. Eligibility

- Players declared to be on injured reserve by the official NFL injury report and MyFantasyLeague.com (MFL) injury designations can fill these positions.
- Team positions (QB, PK, PN) can never be on IR.

C. Duration & Activation

- Players must remain on the injured reserve list for the remainder of the current fantasy season.
- If a player is released from IR and the MFL IR designation is lifted, the player becomes ineligible for IR and must be either activated or cut by the fantasy team owner. This is the only scenario in which commissioners will allow an IR player to be activated mid-season.

D. Transactions

- Trading of players placed on the injured reserve list is allowed.
- Owners can place players on IR at any time during the current season by processing the transaction on the league website.

E. Free Agent Replacement

- Once a player is on IR, the team may acquire a free agent to fill the empty spot on the active roster, following standard acquisition rules.

F. Cap Charge

- Once the player is placed on IR, 25% of his salary counts toward the salary cap.

G. Off-Season Clearance

- All players must be removed from IR by April 1st—either by placement on the active roster or by waiving the player.
- Players not activated by April 1st will be returned to the free agent pool by the commissioner.
- When the league site rolls over (typically mid-February), all IR players will appear on active rosters, and teams will have until April 1st to cut down to the roster limit.

5. Regular Season

A. Schedule

- The league regular season will run from weeks 1–13.
- Each team plays every other team in their division once (7 games).
- Remaining 6 matchups are randomly generated.

B. Extensions

- If the NFL regular season is ever extended, additional fantasy weeks shall be added such that the last playoff game ends one week before the conclusion of the NFL regular season.

6. Playoffs

A. Schedule & Format

- The league playoffs will take place during weeks 14–17.
- There are 12 playoff spots in the bracket.

B. Seeding & Byes

- Division winners (based on win-loss record) receive the 1st–4th seeds and a first-round bye.

C. Wildcard & Tie-Breakers

- The remaining 8 spots are filled by teams with the next best win-loss records.
- Tie-breakers are determined in this order:

1. Total points scored

2. Fewest points against
3. Digital coin flip managed by the leadership committee

D. Bracket Reseeding

- After each round, brackets reseed so that the highest-seeded team plays the lowest-seeded team.
 - Bracket placement remains within the original bracket structure, but reseeding ensures top seeds face lower seeds.
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7. Salary Cap

A. Initial Cap & Off-Season Exceptions

- Each team has a starting salary cap of \$1000 (Inaugural year).
- At no time during the regular season may a team's total roster salaries exceed the cap.
- During the off-season (from the end of Week 17 through the beginning of the F/A Auction), team salaries may exceed the salary cap due to off-season activity and pre-season transactions. This allows trading of players given that impending free agents are still on the roster.

B. Annual Adjustments & Free Agents

- On April 1st each year, the league implements a salary cap increase of 5%.
- Impending free agents are automatically dropped by the commissioner, and each team must meet salary cap requirements at this date.

C. Violations & Enforcement

If a team is in violation of the salary cap during the hard cap period, the commissioner may use the following options (decisions final):

1. **Pre-Season Cure:** If over the cap before the season starts, the owner receives a 72-hour warning to get under the cap before penalties apply.

2. **In-Season Cure:** If over the cap during the season via IR player or trade, the owner has until Sunday 1:00 PM ET kickoff to correct or incur penalties.
3. **Weekly Penalties:** Each offense incurs a \$50 cap penalty for the following season (per week in violation), plus a 20-point scoring penalty during season/playoffs.
4. **DTS Relief:** An owner over the cap may ask the commissioner to move a player to DTS, saving 75% of that player's cap. This incurs a \$50 next-year cap penalty per player moved. The player must remain on DTS for the remainder of the season, and the \$50 penalty is in addition to any weekly violation penalties.
 - *Example:* Week 6, TEAM A has an IR player S Diggs @ \$200 for 2 years coming off IR on Saturday but lacks cap to activate. TEAM A incurs a \$50 cap penalty. Instead of trading, the owner asks to move Diggs to DTS, saving 75% this year but incurring another \$50 next-year penalty—total \$100 in penalties.
5. **Playoff Integrity Interference (PII):** If over-the-cap lineup issues affect a playoff race, the owner is penalized with a Draft Position Adjustment (DPA) to the end of each draft round they own. Picks already traded are not subject to penalization.

D. Waivers, Cuts & Contract Cancellations

- All players released due to salary cap issues enter the free agent pool.
- If a player is waived prior to contract expiration, the team incurs a salary cap penalty for the remaining contract years:
 - Current year cap hit remains 100% upon cancellation.
 - 2 years remaining → 40% in the following year.
 - 3 years remaining → 60% in the following year.
 - 4 years remaining → 80% in the following year.
 - 5 years remaining → 100% in the following year.
- *Example:* You cut Adrian Peterson (Salary \$100, Year 1 of a 4-year contract). Current year: 100% of \$100. Next year (Year 2): 80% of \$100 (\$80). Years 3–4: no further cap hits.
- By cutting a player, the 20% inflation of wages does NOT occur.

E. Salary Cap Floor

- At the conclusion of the free agent auction, all teams must meet a minimum salary cap floor of 80% of their total cap.
 - The 80% floor remains in place from auction conclusion until NFL Week 1.
 - Failure to comply can result in removal of draft picks:
 - A 2nd-round pick or higher may be removed for a first breach.
 - Further breaches may incur removal of a 1st-round pick.
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8. Contracts, Retaining Players & Contract Extensions

A. Dynasty Nature

- This is a full roster dynasty league: teams may keep all players, if qualified, from season to season.

B. Contract Signing

- Once a team acquires a player via the rookie draft or free agent auction, the owner must sign the player to a contract.
- Player contracts range from 1 to 5 years, chosen by the owner for all free agents signed.
- To be eligible for demotion to DTS, a rookie free agent must be signed to a 3-year contract.
- Team owners have 1 week from the conclusion of the free agent auction to assign contract lengths.

C. Rookie Contracts & DTS

- All rookies acquired during the draft are signed to 3-year contracts, regardless of DTS status.
- Rookies on DTS may remain there for a maximum of 3 years.

- If activated prior to 3 years, they play out their original rookie contract or may be extended within 24 hours of activation.
- Example: A rookie drafted in 2013 left on DTS until Feb 28, 2016, may be activated and signed to a 4-year extension.

D. Contract Retention & Expiry

- Players with ≥ 2 years on current contracts remain on the owner's next-season roster.
- Players whose contracts expire do not remain on the next-season roster.
- Owners retain rights to each player until release or contract expiration.

E. April 1 Roster Update

- On April 1, players without at least one additional contract year (showing as 1) are dropped and become free agents.
- Existing players with >1 year remaining have contract years reduced by 1.

F. Salary Inflation

- Player salaries increase by 20% annually (excluding franchise tags).
- Compounding example: \$1 initial becomes \$1.20 (Yr 2), \$1.44 (Yr 3), \$1.73 (Yr 4).

G. Contract Extensions Window

- Owners can extend any contract from holdout announcements (post-Week 17) through the start of Week 5 the following year, except players in their final contract year.
- After Aug 31, no player in the final contract year may be extended.

H. Extension Limits & Process

- A player may only be extended once before free agency; subsequent extensions require re-acquisition in FA.

- Franchise tags, transition tags, or Stage 2 holdout contracts are not considered extensions.
- To extend, owners must post in league message board using "Extend player X to Z years." or "extend player X by Z years." and notify the commissioner.
 - "To" replaces current length; "by" adds years.
 - Commissioner executes extension within one week; changes final except if the player is traded before execution.

I. Extension Salary Calculation

- Extension increases current salary by $\geq 20\%$
- Owners may choose $> 20\%$ increase; minimum = 20%.
- This creates compounded inflation and is the cost of extension without free agency.

J. Minimum Extension Salaries

- Minimum extension salary = \$20 for QB, RB, WR, TE, DE, LB, S; \$10 for DT, CB, K, PN.
- To retain lower-valued players, let them enter FA and re-sign via auction (e.g., \$5 initial → min \$20 on extension).

K. Failure to Extend

- If an owner fails to submit an extension by the deadline, the player remains under the current contract.

L. DTS Extension Rule

- DTS players may not be extended and remain on DTS; extending automatically promotes them to active roster.

9. Franchise & Transition Tags

A. Franchise Tags

1. During the off-season, an owner may choose to retain 2 of their current season free agents by using 1 franchise tag and 1 exclusive franchise tag.
2. The commissioner must be notified of all Franchise Tag recipients by April 1st (midnight 3/31) via a new message board post visible to all owners.
3. To qualify for the franchise tag:
 - The player must have been on the owner's roster during the season just completed.
 - The player's contract must expire on April 1.
4. To bid on a franchise tagged player, a team must own a current or future 1st-round draft selection.
5. Bidding process:
 - Eligible teams may have one active high bid per 1st-round pick they own.
 - Bids start at the average of last season's top-tier salaries at the tagged position.
 - **Top 10:** Team QB, TE, DT, Team PK, Team PN
 - **Top 15:** RB, DE, CB, S
 - **Top 20:** WR, LB
 - Bidding occurs in a league message board thread for ~7 days (see calendar).
 - Minimum bid increment: \$1.
 - Auctions close at the later of:
 - a) end of the 7-day window, or
 - b) 24 hours from the last bid timestamp on any franchise tag auction.
 - Auctions with no bids for 7 days auto-close; others remain open until all close.
6. Awarding the player:

- If bids occur, the franchising owner must match the winning bid or decline within 72 hours of auction close.
 - Bids must specify the 1st-round pick offered (current or future) as compensation.
 - If declined, the owner accepts one 1st-round pick (lowest if multiple owned).
 - Tie-breaker for equal bid amounts: bid timestamp.
 - The acquiring team may accept the pick immediately or defer to the following season (pick received immediately). Multiple picks: team chooses which.
7. Contract terms for acquired franchise players:
- Year 1: higher of average top-tier salary at position or winning bid.
 - Years 2–3: +20% inflation per league rules.
8. A player may only be franchise tagged twice; a third tag requires free agency.

B. Transition Tags

1. During the off-season, an owner may retain 2 current season free agents with a transition tag.
2. To qualify:
 - Player must have been on the owner's current-season roster.
 - Player's contract expires on April 1.
3. Tagged players automatically sign a 1-year agreement and become unrestricted free agents at contract expiry (no extensions).
4. Subsequent trade before Aug 15 does not change free agent status; ineligible for a franchise tag next season.
5. Salary: higher of average top-tier salary at position or prior year salary \times 1.20.
 - **Top 20:** Team QB, TE, DT, Team PK, Team PN
 - **Top 30:** RB, DE, CB, S

- **Top 40:** WR, LB

C. Exclusive Franchise Tag

1. During the off-season, an owner may retain 1 free agent with an exclusive franchise tag.
 2. To qualify:
 - Player must have been on the owner's current-season roster.
 - Player's contract expires on April 1.
 3. Tagged players automatically sign a 3-year contract and become unrestricted free agents at expiry (no extensions).
 4. Ineligible for any tag following season.
 5. Salary:
 - Year 1: higher of average top-tier salary at position or prior year salary × 1.20.
 - **Top 10:** QB, TE, DT, PK, PN
 - **Top 15:** RB, DE, CB, S
 - **Top 20:** WR, LB
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10. Dynasty Taxi Squad Players (DTS)

A. Purpose & Slots

- Owners may designate up to 10 rookie players from their team to the Dynasty Taxi Squad (DTS) for development purposes.
- DTS players are in addition to the 45 active roster players.

B. Salary & Contracts

- DTS players' salaries are determined by their draft position or by free agent auction price.
- Contract length is 3 years for drafted rookies or as specified after winning an auction.
- Salaries increase by 20% each year, and contract years decrease by one each April 1.

C. Cap Charge

- Players on DTS count 25% of their salary toward the team's salary cap, enabling roster flexibility.

D. Demotion & Promotion Rules

- Team owners must demote/promote any drafted rookies or rookie FA acquisitions to DTS via league software within 1 week from the conclusion of the Unrestricted Free Agent Auction.
- Any player on DTS when demotions close for the year must be on a 3-year contract; players signed to 1, 2, 4, or 5-year contracts are ineligible.
- After this date, no further DTS demotions are allowed until the following year's draft.
- Players gained via waivers are not eligible for DTS demotion.

E. Dropping & Waiver Embargo

- DTS players may be cut at any time without salary cap penalty.
- Upon being dropped, a one-week embargo applies: the player remains a free agent and cannot be signed via first-come-first-serve waivers.
- After embargo, the player may be acquired only through a Blind Bidding Waivers run, with the original dropping team ineligible for the first run.
- Subsequent trades to re-acquire that player will be scrutinized for collusion.

F. Activation & Return Restrictions

- Once activated from DTS to the active roster, a player is ineligible to return to DTS under any circumstance (including trades or waivers).

- Within 48 hours of activation, a player may be extended regardless of remaining contract years.

G. Free Agency & Cross-Signing

- DTS players with contracts expiring on March 1 are dropped per Free Agency rules.
 - Team owners may activate and sign DTS players from other franchises by posting a league message board transaction with teams/players/picks listed.
 - Activation cost: 2 draft picks to the losing franchise (one same-round, one higher-round). If exact-round picks are unavailable, earlier-round picks may be used.
 - For 1st-round DTS players, cost is 2 × 1st-round picks.
 - Supplemental/free agent veteran draft DTS pickups count as last-round rookie picks for cost.
 - Only next draft's picks may be used, and activations are open year-round except during trade blackouts (Weeks 10–17 and until one week post-FA auction).
 - Commissioner executes valid DTS activation trades if picks are valid, fees paid, and roster limits met; invalid claims null and void.
 - Until the commissioner rules, the claimed DTS player cannot be promoted or claimed by another team.
 - Activated DTS players go directly to the new team's active roster.
 - Newly acquired DTS-eligible players must be demoted within 72 hours, except during rookie draft window; once used in lineup (≥0 points), demotion is disallowed.
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11. Holdouts

A. Holdout Immunity

- Rookies are immune from holdouts for the first two contract years after entering the league (e.g., a 5-year signee is immune for years 1–2).

- Holdout considerations occur before the following season's start; performance in-season only affects next-year eligibility.

B. Identification of Holdout Candidates

- At season's end (Week 17), any player whose stats place them in the defined top tier at their position (per Section 11.C) is reviewed for possible holdout status.

C. Positional Tiers

- **Top 10:** Team QB, TE, DT
- **Top 15:** RB, DE, CB, S
- **Top 20:** WR, LB
- **Excluded from holdouts:** Team PK, Team PN

D. Stage 1 Holdouts

1. If a top-tier player earns less than 50% of the average salary for their position tier, they become a Stage 1 holdout candidate.
2. Stage 1 salary adjustment = $\max(\frac{1}{2} \times \text{average top-tier salary}, \text{current salary} \times 1.20)$.
 - *Example:* RB on \$10, top 15 average = \$100 → Stage 1 salary = \$50.
3. Contract years remain unchanged.

E. Stage 1 Transactions & Trades

- If dropped before April 1, cap penalty based on original contract; after April 1, Stage 1 salary applies.
- Holdout players may be traded; new owner assumes all rights, decisions, and consequences.

F. Stage 1 Extensions

- Stage 1 candidates may sign contract extensions; unless set to average top-tier salary in Year 1, they retain Stage 1 status.

G. Stage 2 Holdouts

- If a Stage 1 player re-enters the top tier during their contract, they advance to Stage 2 holdout.

H. Stage 2 Resolution Options

Owners must decide by April 1 (midnight 3/31) for each Stage 2 candidate:

1. **Accept Demands** – Sign at top-tier average salary for Year 1; contract length at owner’s discretion; extension becomes effective after April 1; tradeable under same conditions.
2. **Reject & DTS** – Demote to Dynasty Taxi Squad under current contract terms; cannot cut or activate for remainder of year; post-season by April 1 may activate or drop to UFA without cap penalty; if top tier again while on DTS, upon activation either grant Stage 2 salary or cut; if not, return to active roster at Stage 1 terms (plus inflation) and reset holdout eligibility until contract expiration.
3. **Waive** – Release player by April 1; no cap penalty.

I. Maintenance of Stage 1 Status

- Players who do not reach top tier again retain Stage 1 status with held salary plus 20% annual increases until contract ends.

J. Notification Deadline

- Failure to notify commissioner of holdout decisions by April 1 = automatic rejection and Stage 2 rules apply.
- Teams trading for holdout players before the deadline must also declare intentions or risk waiver and applicable cap rules.

12. Retirements, Player Death & Suspensions

A. NFL Retirements

- When a player retires from the NFL, the team owner can drop the player from the roster without penalty.
- If that player later announces an NFL return, the team retains rights for the length of the original contract.
- The owner must decide within 1 week of the player's un-retirement to reacquire under original contract terms or relinquish rights.
- Owners are responsible for monitoring retired players and notifying the commissioner to reinstate.
- After the 1-week window, the un-retired player becomes a free agent and may be acquired via standard free agency.
- If retired for 2 seasons and then returns, those two years are not credited toward the original contract (e.g., 4-year deal in 2010, retires 2011, returns 2013 → still in Year 4 of original contract).

B. Player Death

- If a player passes away while under contract, the player is dropped without salary cap penalty.

C. Suspensions

- Suspended players may be placed on Injured Reserve at a 25% cap charge for the current season until reinstatement.
- Any player suspended for 8 games or longer may be dropped without cap penalty but forfeits all roster rights.

13. Rookie Draft

A. Draft Picks Allocation

- Rookie draft picks are granted to all teams for the current and following seasons.

B. Lottery Order (Non-Playoff Teams)

- Teams ranked 25th–32nd enter a weighted lottery based on Potential Points (PP).
- Draft balls per rank:
 - Rank 32: 8 balls
 - Rank 31: 7 balls
 - Rank 30: 6 balls
 - Rank 29: 5 balls
 - Rank 28: 4 balls
 - Rank 27: 3 balls
 - Rank 26: 2 balls
 - Rank 25: 1 ball
- Lottery usually occurs after league is filled; commissioner may conduct earlier if needed.

C. Order for Playoff Teams

- Playoff teams' draft positions are determined by playoff seeding (highest total points scored).
- Superbowl winner and runner-up take 32nd and 31st picks respectively, regardless of points.
- In the inaugural season, no rookie draft; all rookies acquired via free agent auction (Section 15 m–p).

E. Draft Structure

- Draft is mandatory and consists of 6 rounds.
- Draft operates as a slow draft via league software ~2 weeks after the NFL draft (date in league calendar).

F. Roster Adjustments

- Roster sizes temporarily increase at draft start and must be reduced within 24 hours after draft completion.
- Team owners should demote draft picks to DTS during or immediately after draft.

G. Commissioner Drops

- 24 hours post-draft, any excess players (rookie picks or DTS) will be dropped by the commissioner to meet 45-player limit.
 - *Example:* If a team has 47 players post-draft, the 2014 5th- and 2013 5th-round picks are dropped.
- Owners are urged to manage demotions to avoid commissioner action.

H. Voluntary Drops

- Owners may drop drafted players at any time, except during the draft & auction.

I. Contract Terms

- All drafted rookies sign 3-year contracts.

J. Rookie Salaries (Post-Inaugural)

- Salaries assigned per pick for 2023 (and each super-pot cycle):
 - 1.01: \$75
 - 1.02–1.03: \$68
 - 1.04–1.06: \$60
 - 1.07–1.09: \$53
 - 1.10–1.16: \$45
 - 1.17–1.24: \$30
 - 1.25–1.32: \$23

- Round 2: \$15
- Round 3: \$7
- Round 4: \$5
- Round 5: \$3
- Round 6: \$1

K. Salary Inflation

- Rookie starting salaries increase by 15% every 3-year super-pot cycle (next in 2025), rounded to nearest dollar.
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14. Unrestricted Free Agent Auction

A. Auction Overview

- Any undrafted rookies and unrestricted free agents will be available in the free agent auction.
- Team QB, Team PK, and Team PN are also available for acquisition during this auction.
- The free agent auction will occur every season and is conducted via the MFL league website.
- The auction typically begins ~2 weeks after the rookie draft.
- Participation is optional but strongly encouraged.

B. Auction Rules

- Teams may have up to 2 players on the board at any time (per team).
- Based on Section 3.B, GMs may only own 1 of each: Team QB, Team PK, and Team PN.
 - GMs may only place one bid at a time for each of these positions.

- The MFL auction system may not prevent multiple bids; it is the owner's responsibility to comply.
- Illegal bidding on QB/PK/PN positions results in a \$50 salary cap penalty per offense.

C. Contracts

- Players won in the auction may be signed to contracts ranging from 1–5 years.
- Contract lengths must be designated within 1 week of auction closure.
- If no notice is received, players default to 1-year contracts.

D. Transactions During Auction

- Players may not be cut during the auction.
- Trading is allowed, including of newly acquired auction players.
- Eligible players may be demoted to DTS during the auction.
 - Once demoted, the player is locked into a 3-year rookie contract, even if promoted later.

E. Inaugural Season Exception

- In the first year, there will be no rookie draft; rookies will be part of the auction.
 - This ensures competitive balance, avoiding random advantages (e.g., having pick 1.01 vs. 1.32).
- Rookie auction contracts will be based on the auction result (final bid amount).
- For DTS activation purposes, rookies are assigned draft grades based on auction price:
 - Picks 1.01–1.32 → Top 32 contracts = 1st-round grade
 - Picks 33–64 → 2nd-round grade
 - Picks 65–96 → 3rd-round grade

- Picks 97–128 → 4th-round grade
- Picks 129–160 → 5th-round grade
- Picks 161+ → 6th-round grade

F. Salary Cap Floor

- Following the completion of the UFRA, all teams must spend at least 80% of the annual salary cap.
 - This 80% floor remains in place through the start of NFL Week 1.
 - Failure to comply is considered tanking and may result in loss of a future 2nd-round draft pick (or equivalent punishment at commissioner's discretion).
-

15. Blind Bidding Waivers

A. Waiver Transition & Contract Terms

- After the annual free agent auction concludes, all free agents are acquired through the blind bidding waiver process.
- Free agents acquired via blind bidding are automatically assigned 1-year contracts that expire on the following April 1, unless extended prior to August 31.

B. Preseason Waiver Periods

- From the end of the free agent auction through the start of Week 1, waiver periods occur every 2 weeks (per league calendar).

C. In-Season Waiver Periods

- Starting Week 1 through the beginning of Week 17 games:
 - **1st period:** Sunday 1:00 PM kickoff to Wednesday
 - **2nd period:** Wednesday to Saturday

- No waiver pickups are allowed from the start of Week 17 through the next season's free agent auction.

D. Bidding Rules & Tie-Breakers

- Players' salaries = the winning bid amount.
- Minimum bid = \$1; bids must be in \$1 increments.
- Tie-breakers applied in this order:
 1. Worst win-loss record
 2. Lowest total points scored
 3. Highest points against

E. Cap & Financial Rules

- No additional funds are granted for blind bidding.
- Teams must use existing salary cap space and cannot exceed the cap.

F. Submissions & Restrictions

- All bids must be submitted using the league website forms.
- Email bids are only accepted if the league website is down.
- Teams may sign an unlimited number of free agents, limited only by salary cap and roster space.
- Once a bid is submitted, it cannot be changed or withdrawn after the deadline.
- Bids must be submitted according to timelines in the league calendar.

16. Trading

A. Trading Window

Trading is allowed at all times except:

- From 4 weeks prior to the playoffs
- Through the completion of the league championship game

B. Eligibility & Payment Status

Trading is permitted only between teams that are fully paid for the current season.

Off-season trades are disallowed unless both teams have paid in full for the upcoming season.

C. Player & Pick Involvement

Trades may involve players and draft picks.

Owners must ensure trades do not violate roster or salary cap limits.

Players on injured reserve may be traded.

D. Future Draft Pick Rule

If any future draft picks are traded, 100% of next year's league fees must be paid.

Example: During the 2025 season, trading a 2026 draft pick (any round) requires full payment of 2026 fees.

E. Contract Implications

All contracts transfer with players in trades.

Franchise tags, transition tags, and holdout rules continue to apply unless otherwise noted.

F. Trade Communication

Owners are responsible for responding to trade offers.

All trading behavior must adhere to the Code of Conduct.

G. Trade Vetos

Each team (including the Commissioner under a team name) gets 1 veto per season starting April 1.

Veto rights are non-transferable and do not carry over year to year.

G.1. Veto Submission Process

- Within 24 hours of the trade, a second team must support the veto.
- The Commissioner creates a league poll with the question:
"Should The Trade Between Team X And Team Y Be Overturned?" with the answers:
 - Overturn Trade

- Leave Trade As-Is
- The vetoing team must start a message board post detailing the veto (trade details, rationale, poll confirmation).
- The veto is valid only if the poll and message board post happen within 24 hours.
- Retributory vetoes nullify the veto and cause the owner to lose veto rights the following year.
- Teams involved in the trade may respond to the message board post but are not required to.
- If the poll concludes after the fantasy week starts (with players affecting lineups), teams can post backup starters preemptively in the message board post.
- Trades made right before games can have replacement players sent to the Commissioner for backup.

G.2. Veto Voting Requirements

- A majority league vote is required to overturn the trade (e.g., 17 of 32 owners or 9 of 16 owners).
- The vetoing team must convince league members to participate and vote to overturn.

G.3. Veto Conduct Rules

- No flaming, insults, or harsh language allowed during veto discussions.
- Warnings will be issued for infractions, with penalties escalating as outlined in the Code of Conduct section.

G.4. If Trade is Overturned

- All traded players and picks return to their original teams.
- Subsequent trades by those teams before poll conclusion are also reversed.
- The same or similar trades cannot be repeated; significantly different trades are allowed.
- The vetoing team is reimbursed 1 additional veto for that league year.
- If the veto ends after week start and traded players were used, the Commissioner will remove those players' points and replace them with backup players' points if provided.

17. Replacement Owners

A. Contract Amnesty Options

When a replacement owner takes over an orphaned team, they will have a 72-hour window from the time of appointment to choose one of the following options. If no selection is made within that time, **Option A** will be applied by default:

Option A: Retain Entire Roster

- The new owner keeps the full roster, player contracts, and all existing salary cap penalties exactly as inherited.

Option B: Void Up to 3 Contracts

- The new owner retains the full roster but may void up to 3 player contracts.
- Voided players are dropped and become free agents without salary cap penalty.
- If the previous owner accrued salary cap penalties through past transactions, the new owner may apply one or more of the 3 voids to remove those penalties instead of dropping a player.

Option C: Full Roster Reset

- The new owner drops all players from the roster, voiding all contracts and resetting the roster entirely.
 - All previously acquired salary cap penalties from former owners are also removed.
 - The new owner retains all existing draft picks and rebuilds the team through the next free agent auction.
-

18. Timeline of Important Dates

The league calendar will finalize all applicable dates for each season. Below is the standard timeline used each year following the inaugural season:

A. Offseason Milestones

- **January 1:** Salary cap is adjusted to reflect annual inflation (typically 5%).
- **February 1:** Franchise tag, transition tag, and holdout designations are issued by the commissioner. Team decisions may begin.
- **April 1:** Deadline for teams to:
 - Sign Franchise and Exclusive Franchise tender offers.
 - Resolve Stage 2 Holdout negotiations (accept, waive, or demote to DTS).
- **April 1–7:** Franchise Tag player bidding period conducted via league message board.

B. Roster and Draft Events

- **April (TBD):** Rookie Draft begins (date determined by player availability in MFL system).
- **May 15:** Free Agent Auction officially opens.
- **June 1:** Deadline to declare official NFL retirements.
- **July (TBD):** Dynasty Taxi Squad (DTS) roster lock date; DTS claim period opens.

C. Final Preseason Deadlines

- **August 1:** Deadline for all player contract extensions.

D. In-Season & Postseason Key Dates

- **NFL Week 1:** Start of the regular fantasy football season.
 - **NFL Week 10 (Thursday):** Trade deadline (no trades allowed after this point until postseason ends).
 - **NFL Week 14:** Start of fantasy playoffs.
 - **Post-Super Bowl:** Division realignment and preparations for the upcoming season begin.
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19. Code of Conduct

A. League Commitment

- All Apex Dynasty League members agree to adhere to the full rulebook and maintain active participation throughout the year.
- Members must demonstrate integrity, fairness, and consistent engagement.

B. Sportsmanship & Fair Play

- Prohibited Behavior:
 - Deliberately losing games or dropping players to influence outcomes
 - Waiver churning (frequent add/drop to block others)
 - Collusion (coordinating with another team to manipulate results)
- Commission Oversight:
 - Repeated unsportsmanlike conduct or failure to follow league rules may result in removal after warning and committee review.

C. Respect & Dispute Resolution

- Members must respect Commissioner / leadership committee rulings.
- Disputes should be resolved in good faith.

- Harassment, threats, or inflammatory conduct during any league activity, including trade disputes or veto discussions, is prohibited and subject to escalating penalties.

D. Communication Guidelines

- Active, respectful engagement in league chat and message boards is encouraged.
- Banter is welcome, but personal attacks or threats will be escalated to the Commissioner.
- Penalties for misconduct:
 - 1st offense: Warning
 - 2nd offense (same season): Ineligible for prize winnings that year
 - 3rd offense: Banned from the league

E. Participation Standards

- This is a year-round dynasty league. Members are expected to:
 - Respond to trade offers and commissioner communications promptly
 - Manage lineups, waivers, IR, and DTS responsibly
 - Vote on league matters and actively participate in auctions/drafts
- Persistent inactivity or non-participation may result in reassignment of the franchise.

F. Enforcement & Removal

- Participation is a privilege. Failure to uphold the values of sportsmanship, respect, and engagement may result in league expulsion.
- The leadership committee has final say in such decisions.

Your membership in Apex Dynasty Football means upholding the integrity of a competitive and respectful dynasty community.

20. Leadership Committee

A. Purpose and Responsibilities

In addition to the Commissioner, the Apex Dynasty League will be supported by a **Leadership Committee** composed of **four elected members**. The committee works collaboratively with the Commissioner to ensure the smooth operation and integrity of the league.

Core responsibilities of the Leadership Committee include:

- Participating in league-wide **voting and decision-making**
- Assisting with **rule interpretation and implementation** when the rulebook is unclear
- Managing and maintaining **league documentation**
- Overseeing **league fee management**
- Helping select and vet **replacement owners** when vacancies occur
- **Vetting ideas** and providing input on proposed league changes
- Serving as a **succession plan** in the event the Commissioner is unavailable or permanently departs from the league

B. Election Process

Leadership Committee members are **elected annually** by a vote of all Apex Dynasty League members. Elections will be held prior to the start of each new league year, with procedures outlined in the league calendar or by the Commissioner.

C. Standards and Expectations

Committee members are expected to:

- Maintain **high levels of engagement** throughout the year
- Uphold the **Code of Conduct** at all times
- Set a strong example for fairness, transparency, and integrity

Due to their role in league governance, committee members are held to a **higher standard** of behavior and participation than regular team owners.

21. Positional Scoring Summary

The following outlines the scoring system for each major position group used in Apex Dynasty. Unless otherwise specified, all statistics are scored per occurrence within the listed range.

Event	Points	Applies To
Passing Touchdowns	4 points each	All positions
Passing Yards	0.04 points per yard	All positions
Pass Attempts	0.05 points each	All positions
Pass Completions	0.2 points each	All positions
Interceptions Thrown	-2 points each	All positions
Passing 2-Point Conversions	2 points each	All positions
Rushing Touchdowns	6 points each	All positions
Rushing Yards	0.1 points per yard	All positions
Rush Attempts	0.2 points each	All positions

Rushing 2-Point Conversions	2 points each	All positions
Receiving Touchdowns	6 points each	All positions
Receiving Yards	0.1 points per yard	All positions
Receiving 2-Point Conversions	2 points each	All positions
Receptions	1 point each	All positions
Field Goal (0–30 yards)	3 points	TMPK
Field Goal (31+ yards)	0.1 points per yard	TMPK
Extra Points Made	1 point each	TMPK
Extra Points Missed	0 points	TMPK
Punts	0.2 points each	TMPN
Average Yards per Punt	35–39.99: 2 pts, 40–44.99: 6 pts, 45–49.99: 8 pts, 50+: 12 pts	TMPN

Punts Inside the 20	2 points each	TMPN
Blocked Punts	-5 points each	TMPN
Punt Return TDs	6 points each	All positions
Punt Returns	0.5 points each	All positions
Punt Return Yards	0.05 points per yard	All positions
Kickoff Return TDs	6 points each	All positions
Kickoff Returns	0.5 points each	All positions
Kickoff Return Yards	0.05 points per yard	All positions
Fumbles	0 points	All positions
Fumbles Lost	-2 points each	All positions
Defensive Fumble Return TDs	6 points each	Defense
Fumble Recoveries (Opponent)	2 points each	Defense

Fumble Return Yards (Opponent)	0.05 points per yard	Defense
Offensive Fumble Recovery TDs	6 points each	All positions
Own Fumble Recoveries	2 points each	All positions
Own Fumble Recovery Yardage	0.05 points per yard	All positions
Forced Fumbles	5 points each	All positions
Interception Return TDs	6 points each	All positions
Interceptions Caught	5 points each	All positions
Interception Return Yards	0.05 points per yard	All positions
Passes Defended	1 point each	All positions
Sacks (DE/DT)	3 points per 0.5 sack	DE, DT
Sacks (LB/CB/S)	2 points per 0.5 sack	LB, CB, S

Sack Yardage	0.2 points per yard	All positions
Blocked Field Goal TDs	6 points each	All positions
Blocked FG TD Yardage	0.05 points per yard	All positions
Blocked Field Goals	5 points each	All positions
Missed FG Return TDs	6 points each	All positions
Missed FG Return Yardage	0.05 points per yard	All positions
Blocked Punt TDs	6 points each	All positions
Blocked Punt TD Yardage	0.05 points per yard	All positions
Blocked Extra Points	5 points each	All positions
Safeties	5 points each	All positions