

Twisted Dynasty Fantasy Football Leagues (TDFFL) Rule Book



Table of Contents

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I. Introduction

- A. Overview**
- B. History**
- C. Founder**

II. Operation

- A. MFL**
- B. Divisions**
- C. Rosters**
- D. Schedule**
- E. Starting Lineups**
- F. Illegal Lineups/Tanking**
- G. Scoring System**
- H. Waivers/Free Agency**
- I. Trades**
- J. Playoffs &**
- K. DST**
- L. Tiebreakers**

III. TDFFL Pyramid

- A. Tiered System – Years 1 & 2**
- B. League Realignment**
- C. Duplicate Players**

IV. Offseason League Openings

V. Types of Leagues

VI. Draft Info

VII. Other League Rules

VIII. Rule Changes

IX. Owner Responsibilities

X. Governance

- A. TDFFL Commissioners**
- B. Executive Committee**
- C. Committee of the Whole**

XI. League Finances

A. Franchise Fees

B. Entry Fees

C. Prize Money

I. Introduction

A. Overview

The Twisted Dynasty Fantasy Football Leagues (TDFFL) consists of six dynasty leagues (with a twist) all competing in a tiered 'pyramid' system (Semi-Pro, Pro, and Champions Tier). The goal is to do well enough in your leagues and move up the pyramid. This is a league where hard work and dedication pays off, sprinkle in a little bit of luck and you have the recipe for success inside the TDFFL.

B. History

The Twisted Dynasty Fantasy Football Leagues were created in 2015 out of a growing increase from owners to play in dynasty leagues over redraft leagues. The TDFFL originates from the Ultimate Pyramid Fantasy Football Leagues (UPFFL), 2010-2014, which were redraft leagues in a tiered pyramid system. These leagues were preceded by the League of Champions (LOC), 2002-2009, and The Put Up or Shut Up Fantasy Football League (PUSUFFL), 2000-2001. The LOC was created in 2002 and consisted of four total points qualifier leagues and a main LOC league. The qualifier and various Internet league champions received invites to participate in the following season's main LOC league. The LOC spawned from the PUSUFFL leagues which were created in 2000 after a series of Mock Drafts on the AOL fantasy football message board, known as Mock Qualifier Leagues. There was a lot of trash talking going on about who had the best draft and after a series of subjective mock rankings by AOL board members, the first twelve were chosen to participate in the first ever PUSUFFL.

C. Founder

The TDFFL was founded by Dave Torreano.

Dave's Bio: "I first started playing fantasy football in 1995 after purchasing a Fantasy Football Index magazine. I ran a local league consisting of ten lieutenants attending the Officer Basic Course at Fort Bliss, TX. The league was called the Ultimate Fantasy Football League or UFFL. Scores were done by hand using the sports page from USA Today and weekly newsletters were published. I continued the league at Fort Bragg, NC for a couple of years. In 1998 the UFFL went online, expanding to three leagues and then to four leagues in 1999. For many years I managed my own league sites, spending countless hours writing HTML and uploading reports from fantasy football software. All the UFFL leagues moved over to MyFantasyLeague in 2005. The UFFL now consists of nine leagues, all unique (Redraft, Keeper, Dynasty, and Draft Masters/Survivor) with owners from all over the world. I retired from the Army in 2015 and have been running fantasy football leagues for friends, family members, and others for more than 20 years."

II. Operation

A. MFL - The TDFFL uses MyFantasyLeague.com (MFL.com) as the league management/website service. The TDFFL is a MyFantasyLeague.com Showcase League (pending approval annually). If approved, the payout for each league will be 100% minus a very small amount for domain and web hosting fees for <https://ufflonline.com/> which is distributed over all the leagues to include the UFFL & Prime Time leagues.

About MFL - MFL is easy to navigate and highly customizable. MFL provides each owner with the ability

to run their own team from the site. The best feature they provide is live scoring. This feature is constantly updated as the games are in progress. The site shows "you -vs- your opponent" for that week on one screen with an up to the minute tabulation of how you're doing.

B. Divisions

There are three divisions (Paul Brown, George Halas, and Vince Lombardi) with four teams in each division.

The divisions will be realigned every year. The realignment will be done according to the total points scored during the previous regular season. The #1, #6, #7, #12 scoring teams will be placed in the Paul Brown division. The #2, #5, #8, #11 scoring teams will be placed in the George Halas division. The #3, #4, #9, #10 scoring teams will be placed in the Vince Lombardi division.

C. Rosters

During the season, rosters will consist of 23 Active Roster spots and two Taxi Squad spots. Players are from the following positions: Quarterback (QB), Running back (RB), Wide Receiver (WR), Tight End (TE), Place Kicker (PK), and Defensive/Special Teams (DT/ST). There are no positional requirements but owners must be able to start a complete lineup during the season.

Up to two players can be on each team's taxi squad. Only rookie players can be placed on the TS. Two weeks prior to the start of the NFL season, the active roster size will be decreased to 23 players. Owners will then have one week to demote two rookies to the taxi squad. If teams are over the active roster limit one week prior to the start of the regular season, the Commish will move the most recently added players to the taxi squad and revoke taxi squad privileges (number of weeks = number of players demoted). Once promoted to the active roster, a player can not be demoted back to the taxi squad for 14 days.

There are also four injured reserve spots during the season. Only players designated by MFL as on IR may be placed on IR. All players on IR will be activated after the end of the season. For teams over the 25 player roster limit, owners will have one week to drop player(s) or the commissioner will make the drops to get the roster legal.

D. Schedule

Each week you will play another team head to head according to the fantasy schedule. All teams will play each team in its own division twice and each non-division team once for a total of 14 regular season games. Teams will play within their division weeks 1, 4, 7, 10, and 13-14 with non-division games weeks 2-3, 5-6, 8-9 and 11-12.

E. Starting Lineups

A weekly starting lineup will consist of:

1 QB, 2 RBs, 3 WRs, 1 TE, 1 Flex (RB/WR/TE), 1 PK, and 1 Def.

Previous weeks' lineups carry over at the **beginning of the week**, as soon as the previous week's final results are available.

Lineups are adjustable until the kickoff of each player's game.

Any team that does not have a lineup submitted for the week will result in the prior week's lineup being used.

Any owner who does not set a lineup for two consecutive weeks, without prior notice to the Commissioner, will be removed from the league and a replacement owner sought. They can contact the Commissioner and ask to be reinstated.

Any owner who does not submit three lineups will have their team put under review. This means that the Commish will contact the owner by e-mail and require a quick response regarding the lack of activity from

the owner. If no contact can be established within a week of being put under review, the commissioner will take over control of that team until a replacement takes over the team.

F. Illegal Lineups/Tanking

In order to avoid tanking, the following rule is in place:

If an owner has a game scheduled during weeks 9-16 (even years) or weeks 10-17 (odd years) and fails to submit a full lineup or submits an invalid lineup (starting a player on bye or listed as "Out" 36 hours prior to kickoff) then the following action will be taken:

One violation - No action taken

Two violations - Drop down two spots in the draft order

Three violations - Drop down four spots in the draft order

Four + violations - Drop down to bottom of the draft order

Lineups will be checked after final results are posted weekly. If your lineup is illegal, you can contact the Commish before the end of the Monday night game and you will not be marked as having a violation (one time and only if it didn't have an effect on the outcome of your matchup) .

If an owner with two or more lineup violations doesn't return the following season, the team (and new owner) will not drop down the draft order.

If necessary, the order of the first round (only) will be adjusted the first week of February after the Draft Order tab and Players tab (during a league realignment year) is posted.

Here is the link to the "illegal" lineups:

https://docs.google.com/spreadsheets/d/12spGMpjQbctuh4eZnOqXVDADP_AfYDkujcmorkLhp04/edit?usp=sharing

F. Scoring System

Position players may score from any position.

The scoring system is a PPR format (TE Premium).

Points are allocated as follows:

Scoring for QB/RB/WR/TE

Passing TDs	4.5 points each
Passing Yards	0.045 points each
Pass Interceptions	-1.15 points each
Passing 2 Pointers	2 points each
Rushing TDs	6 points each
Rushing Yards	0.1 points each
Rushing 2 Pointers	2 points each
Receiving TDs	6 points each
Receiving Yards	0.1 points each
Receptions (RB)	1 point each
Receptions (WR)	1 point each
Receptions (TE/QB)	1.5 points each
Receiving 2 Pointers	2 points each
Fumbles Lost	-1.3 points each

Scoring for PK

Field Goal 1-40 yds	3 points each
Field Goal 41+ yds	0.1 points per yard
Missed Field Goal 1-29 yds	-1 point each
Extra Points	1 point each
Extra Points Missed	-1 point each

Scoring for Team Defense / Special Teams

Interception Return TDs	6 points each
Defensive Fumble Recovery TDs	6 points each
Punt Return TDs	6 points each
Kickoff Return TDs	6 points each
Blocked Field Goal TDs	6 points each
Missed Field Goal Return TD	6 points each
Blocked Punt TDs	6 points each
Fumble Recoveries (from Opponent)	2 points each
Interceptions Caught	2 points each
Safeties	2 points each
Blocked FGs, XPs, Punts	2 points each
Defensive Conversion Returns	2 points each
Sacked a QB	1 point each
Total Points Allowed 0-0	8 points
Total Points Allowed 1-6	5 points
Total Points Allowed 7-12	3 points
Total Points Allowed 13-14	1 point
Total Points Allowed 15-39	0 points
Total Points Allowed 40-49	-1 point
Total Points Allowed 50+	-2 points
0-125 total net yards allowed	8 points
126-150 total net yards allowed	6 points
151-179 total net yards allowed	5 points
180-209 total net yards allowed	4 points
210-270 total net yards allowed	3 points
271-299 total net yards allowed	1 point
300-399 total net yards allowed	0 points
400-499 total net yards allowed	-1 point
500+ total net yards allowed	-2 points

Note: Any stat changes issued by the NFL following completion of the games will be applied automatically by MFL.com. Stats changes are usually applied the following Thursday morning.

G. Waivers/Free Agency

Waivers will start the week following the drafts and continue until Sunday 1 PM ET of Week 17. The waiver system for all leagues is blind bidding. Each team will start with 200 Blind Bidding Bucks (BBIDs) for the season to include the preseason, and will be permitted to bid for free agents on a weekly basis. No team will be informed of any other team's free agent bids until after the winning bids have been awarded.

The team with the highest bid on any given player will be awarded that player. The amount of the winning bid will be deducted from the winning team's free agent dollars. If a team's free agent dollars go to zero, that team will no longer be allowed to bid for the rest of the season. There is also a first come first serve period following the awarding of free agents according to the league calendar. Owners can pick up a maximum of four players weekly during the preseason/regular season and two players during the playoffs (week 15-17).

H. Trades

Trading is allowed and encouraged. Owners can trade players and/or draft picks. All trades must be processed by a Commissioner. A league must have a Co-Commissioner for trading to be enabled (does not apply to interleague trading).

Owners can trade future draft picks (rounds 1-5 only) up to one season in advance. (i.e. trading 2024 draft picks during the 2023 season). Trading a future pick(s) will require the following payments:

Trading a future 1st round rookie pick = \$50 non-refundable deposit before the trade is officially processed.

Trading rookie picks (Rounds 2-3) = \$30 non-refundable deposit.

Trading rookie picks (Rounds 4-5) = \$20 non-refundable deposit.

Deposits are not required if owners trade future picks for future picks and they are within one round unless one of the picks is a 1st round pick. For example, the following trade does not require a deposit: Player A and a 2024 2nd round pick for Player B and a 2024 3rd round pick. The following trade would require a deposit: Player C and a 2024 2nd round pick for Player D and a 2024 4th round pick.

Owners will not pay more than \$50-\$75 in deposits depending on the league.

During years prior to a league realignment:

1. Any future draft picks that are traded for will go to the bottom of the applicable round. The Commish will then roll dice shortly after the pyramid spreadsheet is published to determine the exact placement of the picks at the end of the round.
2. If a pending trade includes a future draft pick, the owner trading for the draft pick(s) must contact the Commish via e-mail or GroupMe and acknowledge that they understand the draft pick(s) are going to the bottom of the round. The trade will not be processed until acknowledgment is received.

Interleague trading is permitted during the month of March (April if trading is delayed due to six or more open teams) but only during years when there is a league realignment. Owners can trade players and/or draft picks with teams outside of their current league. Owners who own two teams can make a trade between the two teams but it must be approved by the Executive Committee (minimum of four votes to approve) before it is posted.

After trading starts, both owners must email the trade to the Commissioner (torreano@aol.com) before it is official and posted to the spreadsheet. Both emails must include team names and leagues. Interleague trades will be posted on the spreadsheet and rosters will be updated after both emails are received.

For years 2017, 2020, 2023, etc.: If there is a trade that includes draft pick(s), a dice roll will be conducted to determine the exact draft slot of each pick. For example, a team trades for pick 1.01. Since there is already a team with pick 1.01 on the spreadsheet, the dice roll will determine who gets pick 1.01 (lowest dice roll) and who gets pick 1.02. Dice rolls will be conducted weekly on Sunday night at 10 PM ET. The draft order will be adjusted accordingly immediately following the completion of the dice roll.

For years 2018, 2021, 2024, etc.: Same as above except there will be only one dice roll which will occur one hour after the interleague trade deadline. During the month of interleague trading, the spreadsheet may show more than one team with the same draft pick.

No team will drop below more than two draft slots from the original order posted on the spreadsheet. So, if a team originally has pick 1.01, the lowest draft pick it will become is pick 1.03

The link to the dice roll room (Rolz.org) will be posted in the TD group NLT 48 hours prior to the event.

All draft orders listed on the spreadsheet are final and will be transferred to the upgraded sites following the final trade deadline in March/April.

Trading within your own league is suspended 48 hours after kickoff of the first week 12 game and then resumes the following season for owners who have paid their entry fee.

I. Playoffs

A total of six (6) teams qualify for the playoffs, the three (3) division champions and the three (3) wildcard teams. The top two division champions will have first round byes. The other division champion will be seeded #3. The wildcard teams will be seeded #4 to #6.

Champions and pro-tier leagues only: If the #7 seeded team is within one game of the #6 seeded teams and has more points scored than all of the current wildcard teams, the #7 seed will replace the #6 seed in the playoffs.

Week 15 is the Quarterfinal Games. The #3 seed will play the #6 seed and the #4 seed will play the #5 seed. The winners will advance to the Semifinal Games.

After the week 15 Quarterfinal Games, the teams will be reseeded according to the playoff seeding criteria. Note: A wildcard team may actually be seeded higher than a division winner.

Week 16 is the Semifinal Games. The week 14 winners will again be reseeded. The #1 seed will play the #4 seed and the #2 seed will play the #3 seed. The winners will advance to the Championship Game.

Week 17 is the Championship Game as well as the Consolation Game for the two losers of the Semifinal Games.

Homefield Advantage - In quarterfinal and semifinal playoff games, the higher seeded team will receive additional points according to the league's bylaws. The Commissioner will input the additional points to each team's score using the Franchise Score Adjuster in the Setup. There is no homefield advantage for any week 17 games.

J. Draft Slot Tournament

The six non-playoff teams will participate in the Draft Slot Tournament (DST) from weeks 15-17.

The Draft Slot Tournament will be conducted as follows:

Week 15:

Quarterfinal 1 - Seed #1 vs. Seed #6

Quarterfinal 2 - Seed #2 vs. Seed #5

Quarterfinal 3 - Seed #3 vs. Seed #4

Week 16:

Semifinal 1 - Winner of Quarterfinal 1 vs. highest scoring week 15 team that lost.

Semifinal 2 - Winner of Quarterfinal 2 vs. Winner of Quarterfinal 3.

Week 17:

Team that did not advance to week 16 vs. Team that did not advance to week 16 (Winner - 5th place; Loser - 6th place)

Loser Semifinal 1 vs. Loser Semifinal 2 (Winner - 3rd place; Loser - 4th place)

Winner Semifinal 1 vs. Winner Semifinal 2 (Winner - 1st place; Loser - 2nd place)

The results of draft slot tournaments will be used in league realignment and/or in determining the order of rounds in the rookie/free agent drafts.

K. Tiebreaker Rules

Regular season tie games are allowed. In the event a team ends a game in a tie, the tie game will reflect as one-half of a win and one-half of a loss.

See your league bylaws for tiebreaker rules for Division Champion, Wildcard Teams, and Regular Season Champion.

III. The TDFFL Pyramid

A. Tiered System – Year 1 & 2

The TDFFL pyramid consists of three tiers: Semi-Pro, Pro, and Champions Tier. The goal is to do well enough in your league to move up the pyramid.

In the first year, owners can choose which league they want to participate in. Owners will stay in their league the first two years.

Champions Tier (TD 6)

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Pro Tier (TD 4, TD 5)

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Semi-Pro Tier (TD 1, TD 2, TD 3)

1. Semi-Pro Tier:

Three leagues of 12 owners each - Leagues TD 1, TD 2, and TD 3.

LEAGUE NAME	LEAGUE TYPE	ENTRY FEE
<u>TD 1</u>	Total Points	\$50
<u>TD 2</u>	Victory Points	\$50
<u>TD 3</u>	Victory Points	\$50

2. Pro Tier:

Two leagues of 12 owners each - Leagues TD 4 and TD 5.

LEAGUE NAME	LEAGUE TYPE	ENTRY FEE
<u>TD 4</u>	Head to Head	\$60
<u>TD 5</u>	Head to Head	\$60

3. Champions Tier:

One league of 12 owners each - League TD 6.

LEAGUE NAME	LEAGUE TYPE	ENTRY FEE
TD 6	Head to Head	\$75

B. League Realignment

Starting in 2017, teams will either stay in their league the following year or move up/down the pyramid to a different league.

Three-year realignment cycle:

2020 - Based on team performance (formula) the previous two seasons.

2021 - Based on playoff and DST results.

2022 - No realignment, teams stay in their league.

2023 - Based on team performance (formula) the previous two seasons.

2024 - Based on playoff and DST results.

2025 - No realignment, teams stay in their league.

etc.

Even if an owner moves to a different league, they will keep their entire roster or partial roster from the previous year.

The commissioner will transfer all rosters after the interleague trading deadline in March or April. This means that multiple teams may have the same player on their roster.

i. 2017, 2020, 2023, etc.

Leagues will be realigned according to a formula based on regular season record, points scored, and playoff finish the past two years*: $(N = [(Avg\ Pts) \times (Wins - 1) \times (14 - PF)] / 2.40 + Total\ Pts)$

*The results from the most recent year will be weighted 60% and the previous year 40%.

The top 12 teams will be placed in TD 6, etc., etc. and the bottom 12 teams will be placed in TD 1.

League Details:

LEAGUE NAME	# of PLAYER COPIES	# of PLAYERS KEPT	DRAFT TYPE	# of ROUNDS
TD 1	2	0-17	Rookie/FA	8-25

Two weeks prior to the start of interleague trading, owners will vote in the TDFFL Forum whether to conduct a 8, 10, or 12 round rookie/free agent draft or a full redraft. Majority rules.

I. Full Redraft

All players will be dropped from rosters and the owners will conduct a full 25 round draft. The draft will start on the first Monday in June.

Draft Order:

Owners will vote for a serpentine order (1-12, 12-1, 1-12, 12-1, etc.) or a third round reverse serpentine order (1-12, 12-1, 12-1, 1-12, etc.) The FFToolbox draft order generator will determine the draft priority list as soon as the league has at least 10 confirmed paid owners but NLT two weeks prior to the start of the draft. The team with the first pick has the first choice of draft slot, etc.

II. Rookie/Free Agent Draft

The league will conduct a 8, 10, or 12 round Rookie/Free Agent Draft during the offseason. The draft will start on the second Monday in June (rounds 1-6) and the last Thursday in July (rounds 7-12).

Draft Order:

The order of rounds 1 and 6 is based on column G in the pyramid spreadsheet. The team with the lowest total in column G will have the first pick in round 1/6 and the team with the highest total will have the last pick.

The order of rounds 2 and 3 is the same and is reverse order of round 1.

The order of rounds 4 and 9 is based on column F in the pyramid spreadsheet. The team with the lowest total in column F will have the first pick in round 4/9 and the team with the highest total will have the last pick.

The order of rounds 5 and 10 is the same and is reverse order of round 4.

The order of round 7 and 11 is based on previous year's potential points scored (regular season only). The team with the least amount of potential points scored will have the first pick in round 7/11 and the team with the most amount of potential points scored will have the last pick.

The order of rounds 8 and 12 are reverse order of round 7.

LEAGUE NAME	# of PLAYER COPIES	# of PLAYERS KEPT	DRAFT TYPE	# of ROUNDS
TD 2	2	15-19	Rookie/FA	6-10
TD 3	2	15-19	Rookie/FA	6-10

Two weeks prior to the start of interleague trading, owners will vote in the TDFFL Forum whether to conduct a 6, 8, or 10 round rookie/free agent draft. Majority rules.

Rookie/Free Agent Draft: These leagues will conduct an 6, 8 or 10 round Rookie/FA Draft. The draft will take place the second Wednesday in June (rounds 1-5) and the first Saturday in August (rounds 6-10).

Draft Order: The order of rounds 1 and 7 are based on the previous season's regular season record (previous regular seasons total points scored is the tiebreaker in case teams have the same record). Rounds 2 and 8 are reverse order of rounds 1 and 7. The order of rounds 3 and 9 are based on previous regular seasons total points scored. Rounds 4 and 10 are reverse order of rounds 3 and 9. The order of rounds 5 and 11 are based on previous regular season's potential total points scored. Rounds 6 and 12 are reverse order of rounds 5 and 11.

LEAGUE NAME	# of PLAYER COPIES	# of PLAYERS KEPT	DRAFT TYPE	# of ROUNDS
TD 4	2	18-23	Rookie/FA	5
TD 5	2	18-23	Rookie/FA	5
TD 6	2	18-23	Rookie/FA	5

Rookie/Free Agent Draft: These leagues will conduct a five round Rookie/Free Agent Draft. The drafts will start on the third Monday or Wednesday (TD 6) in June (rounds 1-3) and the first Monday in August (rounds 4 & 5).

Draft Order: The order of round 1 is based on column G in the pyramid spreadsheet. The team with the lowest total in column G will have the first pick in round 1 and the team with the highest total will have the last pick. Any team that won a title the previous year will move down to the bottom of round 1.

The order of round 2 is based on column F in the pyramid spreadsheet. The team with the lowest total in column F will have the first pick in round 2 and the team with the highest total will have the last pick. The order of round 5 is reverse order of round 2.

The order of round 3 is based on previous year's potential points scored (regular season only). The team with the least amount of potential points scored will have the first pick in round 3 and the team with the most amount of potential points scored will have the last pick in round 3. The order of round 4 is reverse order of round 3.

ii. 2018, 2021, 2024, etc.

Leagues will be realigned in the following manner:

Teams in TD 6:

The playoff teams will stay in the Champions Tier (TD 6) the following year.

The top three DST finishers will move down to the Pro Tier (TD 4 or TD 5).

The bottom three DST finishers will move down to the Semi-Pro Tier (TD 2 or TD 3).

Teams in TD 4 or TD 5:

The top three playoff finishers will move up to the Champions Tier (TD 6) the following year.

The bottom three DST finishers will move down to the Semi-Pro Tier (TD 2 or TD 3).

The middle six teams will stay in their league, TD 4 or TD 5.

Teams in TD 2 or TD 3:

The top three playoff finishers will move up to the Pro Tier (TD 4 or 5) the following year.

The bottom two DST finishers and the team with the least amount of regular season points scored (unless they win the DST) will move down to TD 1.

The middle six teams will stay in their league, TD 2 or TD 3.

Teams in TD 1:

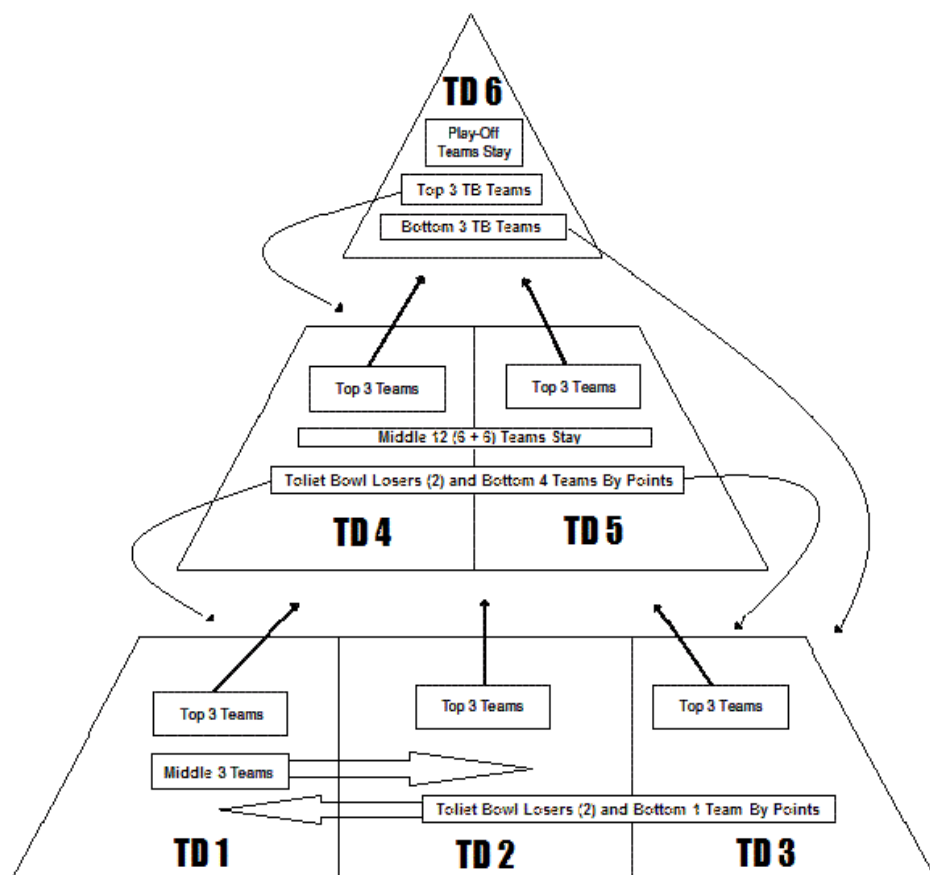
The top three playoff finishers will move up to the Pro Tier (TD 4 or 5) the following year.

The bottom three playoff finishers will move to TD 2 or 3.

The bottom six non-playoff teams will stay in TD 1.

The Twisted Pyramid

Here is a diagram depicting how teams move up and down the pyramid when playoff and DST results determine league realignment in years 2018, 2021, 2024, etc.



Champions Tier (TD 6) - Six teams stay, three teams move to TD 4 or 5, and three teams move to TD 2 or 3.

Pro Tier (TD 4 & 5) - 12 teams stay, six teams move to TD 1, six teams move to TD 1, 2, or 3.

Semi-Pro Tier (TD 2 & 3) - 12 teams stay, six teams move to TD 1, six teams move to TD 4 or 5.

Semi-Pro Tier (TD 1) - Six teams stay, three teams move to TD 4 or 5, three teams move to TD 2 or 3.

League Details:

LEAGUE NAME	# of PLAYER COPIES	# of PLAYERS KEPT	DRAFT TYPE	# of ROUNDS
TD 1	2	17	Rookie/FA	8
TD 2	2	17	Rookie/FA	8
TD 3	2	17	Rookie/FA	8

Rookie/Free Agent Draft: These leagues will conduct an 8 round Rookie/Free Agent Draft. The drafts will take place the second Wednesday (Friday for TD 1) in June (rounds 1-4) and the first Monday in August (rounds 5-8).

Draft Order: The order of rounds 1 and 7 are based on the previous season's regular season record (previous regular season total points scored is the tiebreaker in case playoff teams have the same record or DST results for non-playoff teams). Rounds 2 and 8 are reverse order of rounds 1 and 7. The order of

round 3 is based on previous regular season total points scored. Round 4 is reverse order of round 3. The order of round 5 is based on previous regular season's potential total points scored. Round 6 is reverse of round 5.

LEAGUE NAME	# of PLAYER COPIES	# of PLAYERS KEPT	DRAFT TYPE	# of ROUNDS
<u>TD 4</u>	2.5	18-23	Rookie/FA	5
<u>TD 5</u>	2	18-23	Rookie/FA	5
<u>TD 6</u>	2	18-23	Rookie/FA	5

Rookie/Free Agent Draft: These leagues will conduct a five round Rookie/Free Agent Draft. The drafts will start on the second Monday (Wednesday for TD 6) in June (rounds 1 and 2) and the first Monday in August (rounds 3-5).

Draft Order: The order of round 1 is based on the previous season's playoff results and DST results. The winner of a DST (or highest DST finisher) will have the 1st pick in round 1 and the runner-up (or second highest DST finisher) will have the 2nd pick. A league champion or highest playoff finisher will have the last pick. Regular season total points scored is the tiebreaker.

The order of round 2 is based on the previous year's regular season points scored. The team that scored the least amount of points will have the first pick in round 2 and the team that scored the most amount of points will have the last pick in round 2.

The order of round 3 is based on the previous year's potential regular season points scored. The team that has the least amount of potential points will have the first pick in round 3 and the team that has the largest amount of potential points will have the last pick in round 3.

The order of round 4 is reverse order of round 2 and the order of round 5 is reverse order of round 3.

iii. 2019, 2022, 2025, etc.

The leagues will not be realigned. Teams will stay in their league. All rookie/FA drafts are 5 rounds.

Rookie/Free Agent Draft: The leagues will conduct a five round Rookie/Free Agent Draft. The drafts will be conducted in two periods. Rounds 1 and 2 in June and rounds 3-5 in late July or early August according to the league calendar.

Draft Order: The order of round 1 is based on the previous season's playoff results and DST results. The winner of the DST will have the 1st pick in round 1 and the runner-up will have the 2nd pick, etc. The league champion and runner-up will have the last and second to last pick, respectively.

The order of round 2 is based on the previous year's regular season points scored. The team that scored the least amount of points will have the first pick in round 2 and the team that scored the most amount of points will have the last pick in round 2.

The order of round 3 is based on the previous year's potential regular season points scored. The team that has the least amount of potential points will have the first pick in round 3 and the team that has the largest amount of potential points will have the last pick in round 3.

The order of round 4 is reverse order of round 2 and the order of round 5 is reverse order of round 3.

C. Duplicate Players

As teams move up and down the pyramid, there will be duplicate players in a league. However, the same player can only be on two or three rosters depending on the league and the year*. Priority goes to teams that are at the top of their league pyramid who will generally have a later rookie draft pick.

After the season, the Commish will publish the TDFFL Pyramid spreadsheet which shows what teams will

be in each TD league the following season as well as which players have to be traded. These players need to be traded prior to the interleague trading deadline. If an owner doesn't trade one of these players prior to the end of the deadline, the player(s) will be dropped from their roster**.

Note: After the sites are upgraded and roster are transferred, the setting of "Each Player can be on: 2 (3) rosters per League" will be changed to "Each Player can be on: 1 roster per League". Thus, duplicate copies of players will be in effect when roster are transferred, however, additional duplicate copies of players will not be permitted going forward. For example, if Dalvin Cook is rostered then another copy of Cook cannot be drafted or picked up in free agency.

*If a league realignment is in an even year, the number of copies of a player is two. However, if there are three or more copies of a player, three copies of every other player on the Players tab of the spreadsheet will be permitted. If it's an odd year, the number of copies will be determined by a league poll posted on the sites at the start of the playoffs in conjunction with the number of players on the Players tab.

**If a player is dropped from a roster and the previous owner is replaced, the new owner will receive a draft pick (bottom of the round). 1st round if ADP of the player is top 15 at the time the player is dropped, 2nd round if between 16-30, etc.

New in 2023 - If there are 0 or 1 copy(ies) of a player in a league when trading starts, a 3rd copy of a player can be acquired for any trades sent within 15 minutes of the start of interleague trading. This ends when a league has ten players with 3 or more copies.

IV. Offseason League Openings

Returning league champions and runner-ups will be responsible to recruit new owners to take over open teams or dispersal draft openings (owners who voted No to return). The Commish will find replacement owners for additional openings and any other openings that may come up after the entry fee deadline.

At the initial and final confirmation deadlines, if a league has 3-4 open teams then replacement owners will conduct a dispersal draft after entry fees are paid. If a league has 6 or more open teams then the rosters will be unloaded and the league will conduct a full 25 round draft.

Owners can have two teams as long as they're not in the same league. If an owner has two teams in the same league after a league realignment, he/she will be responsible for finding a replacement owner before interleague trading starts.

V. Types of Leagues

There are three basic types of leagues: Victory Points League, Total Points League, and Head to Head Leagues. Here's a brief description of each:

1. Total Points Leagues (TD 1) - In a Total Points league, owners set their starting lineups and play another team each week but for bragging rights only. The standings are determined by total points scored. The three division winners and the next three non-division winning teams that scored the most points make the playoffs. The playoffs are held during weeks 15-17, starting with the Quarterfinals then the Semifinals, and the Championship Game in week 17.

2. Victory Points League (TD 2 and TD 3) - In a Victory Points league, teams play a head to head matchup weekly thru week 14. Standings are determined by victory points. Each week teams receive 2 pts for a win, 1 pt for a tie, 0 pts for a loss in addition to 2 pts for a top 4 scoring team for the week, 1 pt for a middle 4 scoring team, and 0 pts for bottom 4. The three division winners and next three non-division winning teams that have the most victory points (tiebreaker is won-loss record first and then total points scored) make the playoffs. The playoffs are held during weeks 15-17, starting with the Quarterfinals then the Semifinals, and the Championship Game in week 17.

3. Head to Head Leagues (TD 4, TD 5, and TD 6) - In a Head to Head league, teams play another team through week 14 of the NFL season. Standings are determined by won/loss record, H2H record, and division record. The three division winners and the three wildcard teams qualify for the playoffs. Wildcard

teams are determined by record and total points scored. The playoffs are held during weeks 15-17, starting with the Quarterfinals then the Semifinals, and the Championship Game in week 17.

VI. Draft Info

All drafts are an e-mail style draft. The draft timer is set at 12 hours for the first round, 10 hours for rounds 2-3 and 8 hours for the remaining rounds. The draft timer is suspended between midnight and 6 AM ET.

If a selection is not made in your allotted time, the pick will be skipped, but may be made up any time thereafter. For example, if your timer expires, you and the next owner will simultaneously be on the clock. If you have pick 1.01 and time out, you and the 1.02 owner will simultaneously be on the clock. Whoever submits the draft selection first, will have precedence. If the 1.02 owner drafts and you still have not drafted, then 1.03 and you will be on the clock together. This will continue until you have drafted. So if you draft 1.01 and 1.02 through 1.10 pre-draft and the next choice pick up is 1.11, you and 1.11 will be on the clock at the same time.

If the timer expires for picks after round 5, the site will automatically select a player based on the Average Draft Position (ADP).

Once a pick is made, an email is sent to all owners with the selection(s) and the team that is now on the clock. Owners are encouraged to use the site's pre-draft feature to keep the draft running in a timely manner.

Draft picks can be traded but the draft timer will not be paused.

VII. Other League Rules

Other league rules not covered here can be found by going to Reports >> Rules >> League Settings. The League Bylaws are the official rules governing how a particular league is operated. They will be updated after league sites are rolled over in February or March.

VIII. Rule Changes

Owners can email rule proposals to the Commish during the time period indicated on the league calendar. Proposals will be voted upon by the members of the Executive Committee the third week of May. Each member will have one week to vote.

Number of people voting -- outcomes:

- 1 - proposal is defeated
- 2 - proposal is defeated
- 3 - proposal is adopted if the vote is 3-0
- 4 - proposal is adopted if the vote is 4-0 or 3-1
- 5 - proposal is adopted if the vote is 5-0 or 4-1
- 6 - proposal is adopted if the vote is 6-0 or 5-1 or 4-2
- 7 - proposal is adopted if the vote is 7-0 or 6-1 or 5-2

Note: "abstaining votes" do not count as either a "yes" or "no" vote.

Failure to vote on rule proposals will result in removal from the Executive Committee.

Rule proposals/changes can only be made during the offseason. During the season, the Commish will handle any rules interpretation matters. The EC can review any Commish decision by owner request.

IX. Owner Responsibilities

Owners are expected to do everything within their power to run that team to the best of their ability. Any owner who can't do that, will be removed from the league. I know that may seem harsh, but I refuse to allow any owner to jeopardize the overall integrity of one of these leagues.

1. Owners are required to log in to the league web site and visit the home page so that it registers on the franchise owner activity module. Any owner who is inactive for more than 10 days during the regular season and more than 45 days during the off-season will receive a warning. If the owner continues to be inactive for more than 14 days during the regular season or more than 60 days during the off-season, that owner will be removed from the league. If there are legitimate personal reasons for an owner's leave of absence, the Commissioner should be notified of the situation in advance and the league will work with the owner to deal with the situation. If notification is not possible due to circumstances (health issues, etc.), the situation will be dealt with on a case by case basis.

2. Be ready to draft when the draft starts. Try to be considerate to your fellow owners by using the pre-draft feature if you're going to be away from the computer.

3. Set starting lineups each week according to the rules. Any owner who does not set a lineup for two consecutive weeks, without prior notice to the Commissioner, will be removed from the league and a replacement owner will be found. No refunds will be issued.

4. Be respectful to your fellow owners. Respond to trade offers in a timely manner. Avoid using any foul language on the league message board, chat room, or email. While a certain level of smack talk is allowed and encouraged, insults, personal attacks, and inflammatory or taunting acts will not be tolerated. The Commissioner will have total authority in drawing the line between trash talking and the above mentioned acts. This will be strictly enforced.

X. Governance

A. TDFFL Commissioners

The Commissioners are sworn to act at all times in the Best Interest of the League. Some of the Commissioners' responsibilities are to ensure the league is set up properly to include the league bylaws, additional rules, scoring system, and league calendar of events. Other responsibilities include reminding owners of key events/deadlines, presiding over the draft, processing trades that do not include any future draft picks, and ensuring the playoff brackets are set up correctly.

B. Executive Committee

There will be an Executive Committee (EC) consisting of the Commissioner and six Co-Commissioners. The EC will serve several functions: 1. To serve as an appeal board for an owner who feels that the Commissioner has decided an issue unfairly. Each owner will have the opportunity to appeal one (1) Commissioner's decision to the EC. The Commissioner who runs the league which contains the appealing owner will not be involved in any decision. 2. To serve as a steering committee for the league. Decisions affecting the league will often begin with the Executive Committee. 2. To vote on rule proposals on behalf of their league's owners. Failure to vote on rule proposals will result in removal from the Executive Committee.

C. Committee of the Whole

The league owners will function as the Committee of the Whole (CW) which is made up of all league members, each with an equal vote. Owners can request that the Commissioner contact the league owners to appeal a decision made by the EC. If approved, the CW can veto any decision made by the EC with a 2/3 majority vote provided at least 2/3 of all current owners cast a vote. Each member of the CW will be charged with the responsibility of acting in the Best Interests of the League.

XI. League Finances

A. Franchise Fees

Since TDFFL are dynasty leagues, I expect owners to remain with the leagues for many years. To deter owners from leaving after one year, each owner will pay an initial franchise fee of \$50 (discounted if paid prior to April 1). Half of the franchise fee is refundable after the 3rd year if an owner leaves the league in "good standing" and the other half will go towards the following year's entry fee. New owners will pay the franchise fee their first year.

B. Entry Fees

League fee collections will be handled by the TDFFL Treasurer aka the Commish. Payments will be kept in a separate account and will only be withdrawn to pay out winners at the end of the season.

2023 league entry fees:

\$50 for TD 1, 2, and 3

\$60 for TD 4 & 5

\$75 for TD 6

Full yearly league fees for the upcoming season must be received NLT three weeks prior to the league's draft. Owners may request an extension but no longer than one week. If fees are not received from a team by the deadline or extension, the Commissioner will officially begin to search for a new owner.

Payments can be sent via check/cash, Zelle and possibly Venmo or another cash app but if an online payment generates fees, the payment must cover both the full league fee plus any fees charged by the online payment service. Other payment arrangements may be possible, but must be coordinated with the league treasurer.

C. Prize Money:

The payout is 100% for all the leagues. Prize money will be sent no later than two weeks after the conclusion of the NFL regular season.

League payouts for the 2018 season (**see league site for payouts in 2019 +**) are the following:

Champions Tier League:

- League Champion = 38% = \$365
- League Runner-up = 21.8% = \$200
- 3rd place = 11.6% = \$105
- Total Points Champion or 4th Place if RSC = TPC = 4.4% = \$47
- Regular Season Champion = 5.7% = \$52
- Division Winner = 7.5% = \$69 (\$23 per division winner)
- Weekly High Scores = 13% = \$115.7 (\$8.9 per week)

Pro Tier Leagues:

- League Champion = 37.4% = \$263.5
- League Runner-up = 20.4% = \$144
- 3rd place = 10.4% = \$73.5
- Total Points Champion or 4th Place if RSC = TPC = 3.8% = \$27
- Regular Season Champion = 5.3% = \$37.5
- Division Winner = 7.5% = \$52.5 (\$17.5 per division winner)
- Weekly High Scores = 11% = \$78 (\$6 per week)

Semi-Pro Tier Leagues:

- League Champion = 36.3% = \$213

- League Runner-up = 20.3% = \$119
- 3rd place = 10.3% = \$61
- 4th Place = 3.1% = \$18
- Division Winner = 6.7% = \$39 (\$13 per division winner)
- Regular Season Champion = 5.5% = \$33
- Weekly High Scores = 12% = \$71.5 (\$5.5 per week)

Twisted Championship:

- Twisted Champion = \$71.50
- Twisted Runner-up = \$40.40

Note: From 2017-2019, the payout percentages of the top three finishers in the Semi-Pro and Pro Tier leagues will be reduced by 1%-2% and be added to the payout percentages of the top three finishers in the Champions Tier league.

Twisted Jackpot (starting in 2021):

Seed money for the Twisted Jackpot will be from the 2021 Weekly High Scores payouts (\$13 x 6).
Inaugural season - \$78 total

2021 - \$78

2022 - \$120 + half of any unclaimed prize money

2023 - \$160 + half of any unclaimed prize money

The jackpot money keeps building each year by approximately \$50 and then pays out whenever a team wins their second League Championship in the Champions Tier (TD 6).

You win the jackpot every time you win two (2) TD 6 championships. So the owner that wins the jackpot the first time would have their win count reset to zero.

Owners who may already have one championship under their belts keep accumulating wins until they claim two (2) championships. Only the jackpot winner gets reset.

D. Twisted Championship:

The top 12 teams in the TDFFL Coaches Poll will play in the Twisted Championship during weeks 15-18. The starting lineup requirement is 1 QB, 2 RBs, 3 WRs, 1 TE, 1 Flex (RB/WR/TE), 1 PK, and 1 Def. The scoring system is the same as the TDFFL scoring system. The top four ranked teams receive a bye in week 15. #12 plays #5, #11 plays #6, etc. During week 16, the #1 ranked team plays the lowest seeded team that won in week 15, etc. The semifinals are in week 17 and the semifinal winners play in the Twisted Championship during week 18. The winner will be declared "The Twisted Fantasy Football League Champion". The top two finishers receive prize money.

Dave "Commish" Torreano
TDFFL Commissioner