

## **Tin Foil Cap Fantasy Football League Charter**

League Name: Tin Foil Cap

Established: 2023

Commissioner: Jacob Lunsford

Platform: League Tycoon

Number of Teams: 12

Divisions: 2 divisions with 6 teams each

Discord: <https://discord.gg/HEsuurm9>

League Fees/Dues/Payouts: The annual team activation fee paid directly to the platform is \$11.99 as of 2/4/2025 and only covers the cost to use the platform. \$40 in 2025 for the prize pool on TeamStake. 1st place \$200/ 2nd place \$150/ 3rd place \$100/charity \$30.

For league mechanics not otherwise addressed in this document, please see <https://leaguetycoon.com/how-to-play/contract-leagues/>

### **Format**

Tin Foil Cap is a fantasy football league that follows a “dynasty” format that incorporates contracts and a salary cap. Players may be kept from season to season and belong to their teams until their contracts expire or until they are traded, released, or removed from the player pool. All matchups are head-to-head unless otherwise specified.

### **Members' Responsibility**

All members are expected to be active participants who engage in competitive behavior. A pattern of uncompetitive behavior may be subject to disciplinary action. If a member plans to abandon their team, they should notify the commissioner of their intentions in a timely manner.

### **Commissioner**

The league commissioner is Jacob Lunsford. The commissioner oversees all aspects of the league, and with the best interests of the league and its members in mind, has final say on league decisions not otherwise specified in this charter.

### **Dues**

Annual dues in the amount of \$40 USD per team are due on March 1st each year to be paid on TeamStake. If league dues are not paid by the deadline, that owner's team may be considered abandoned. Additionally, a team activation fee of \$11.99 must be paid directly to League Tycoon before rookie draft.

If a team is abandoned or an owner is removed under the terms described under [League Discipline](#), any current or future fees may be forfeited. Any refunds will be granted at the sole discretion of the commissioner.

If a team wants to trade away a future 1st round pick, they must pay the annual dues in advance for the year of that future pick.

## **Rosters**

### **Active Rosters**

Legal, active rosters are limited to 45 players. Rosters that are over the player limit or have ineligible players on IR are considered illegal. Members with illegal rosters will not be able to edit their lineup until their roster is made legal again. Starting lineups must have:

- 1 QB
- 2 RB
- 3 WR
- 1 TE
- 2 W/R/T
- 1 Q/W/R/T
- 1 K
- 3 DL
- 4 LB
- 4 DB
- 1 DL/LB/DB

Players are locked in/out of lineups at the start of the players' respective games. Players may not be dropped after their game starts. Lineups that are incomplete or include inactive players are allowed but may be considered uncompetitive behavior.

### **Practice Squad**

Each team has a developmental roster that does not count toward the active roster player limit with six slots available, commonly called a practice squad. Players at any position may be placed on the practice squad. Players on the practice squad may be moved to a starting lineup at any time but will lose all future practice squad eligibility once moved to a starting lineup. Players may remain on a practice squad for the duration of their rookie contract.

### **Injured Reserve**

Rosters contain five additional IR spots which can be used for players with Out, Doubtful, IR, PUP, or Covid-19 designations without counting toward active roster limits.

## **Salaries and Contracts**

### **Salary Cap**

Rosters are governed by a salary cap equal to 1/100,000th of the NFL salary cap (rounded to the nearest dollar). The 2023 NFL salary cap is \$224.8 million, so the inaugural Tin Foil Cap salary cap is \$2,248. 9% of the base salary cap is reserved for in-season player acquisitions, and unused cap space may be rolled into the next season up to 25% of the base salary cap. Transactions that could put a team over the salary cap are generally blocked, but in the event a team does find itself over the cap, the team will be unable to make free agent pickups or lineup changes until the roster is made legal again via release, trade, practice squad designation, or IR designation.

If the NFL salary cap falls due to circumstances that are impossible to foresee (e.g., a global pandemic), the league salary cap will remain flat until the NFL salary cap rises above the current league cap x 100,000.

### **Player Salaries**

With the exception of players acquired through the rookie draft, player salaries are set by the winning bid in player auctions. Rookie salaries are set using a rookie pay scale created by the League Tycoon fantasy platform and starting at 4.5% of the salary cap for the first overall pick. For players on a team's practice squad, only 25% of the player's salary counts toward the cap. For players on injured reserve, 75% of the player's salary counts toward the cap. All salaries of players under contract increase by 15% each season with the exception of players on a team's practice squad. Practice squad salaries do not increase while players remain on the practice squad.

### **Contracts**

All rookie contracts are four years in length. All players acquired through the off-season free agent auction may be assigned a contract 1-5 years in length. There is no limit to the number of contracts a team may issue, but a free agent acquisition may not allow a team to exceed the salary cap. Contracts for players acquired via in-season waivers/free agency expire at the end of the season in which they were signed.

## Contract Extensions

Player contracts may be extended between April 1st and week 1 of the NFL season entering the final year of the player's contract. Each team may only extend a player one time by a length of up to four years. To bring contract extensions into line with market value, the first year of a contract extension will be determined using 85% of market value as determined by the League Tycoon calculated extensions formula.

## Franchise Tag

After a player's contract expires, a team may opt to apply a franchise tag in order to retain the player for one additional season. A player is eligible to be tagged if they've just completed the final year of their contract and haven't been tagged before. The tag may be applied between week 17 of the NFL season and April 1st, when the new fantasy league year starts. The cost to tag a player is the average of the top 5 players at the position OR the player's existing salary + 15%, whichever is greater, and only one player may be tagged per season.

## Dead Money

If a player is released before the end of their contract, a percentage of their salary remains on the team's cap for up to two years. For players on the active roster released before the annual auction, 50% of the player's current year salary remains on the team's cap in the year of their release. For players on the active roster released after the annual auction, 100% of the player's current year salary remains on the team's cap in the year of their release. 50% of the remainder of the player's salary for all remaining contract years remains on the team's cap the year following the player's release (i.e., remaining future years x current year salary x 0.5). For players on the practice squad, 25% of the player's current year salary remains on the team's cap in the year of their release. There are no further cap ramifications for players on the practice squad.

## Retired Players

If a player retires while he's under contract, the player may be released with no salary cap penalty in subsequent years, regardless of how many seasons he has left on his contract. The team's manager should reach out to the commissioner to manually make the change if they notice a retired player on their roster.

If the player un-retires, the team the player was under contract with at the time of retirement will own the rights to the player under the previous terms of their contract.

## Scoring

Fractional and negative points are allowed.

### Offensive Scoring

- .04 points per passing yard
- 6 points per passing TD
- -4 points per interception thrown
- 2 points per 2-pt conversion
- .5 points per completion
- -1 point per incomplection
- .1 point per rushing or receiving yard
- 6 points per rushing or receiving TD
- .5 points per reception (*please see trigger amendments*)
- -2 points per fumble lost
- 6 points per fumble returned for TD

### Individual Defensive Player Scoring

- 1 point per solo tackle
- .5 point for assisted tackle
- 6 points per sack
- .1 points per sack yard
- 7 points per pass defended
- 1.5 points per QB hit
- 1.5 points per tackle for loss
- 8 points per forced fumble
- 8 points per fumble recovery
- 8 points per fumble returned for TD
- .2 points per fumble return yard
- 3 points per interception
- 8 points per interception returned for TD
- .2 points per interception return yard
- 6 points per safety

### Individual Special Teams Player Scoring

- 6 points per punt return TD
- 6 points per kickoff return TD
- 8 points per blocked kick
- 8 points per blocked kick return for TD
- 2 points per 2-pt conversion returned for TD

## Kicking Scoring

- 2 points per FG made 0-29 yards
- 3 points per FG made 30-39 yards
- 4 points per FG made 40-49 yards
- 5 points per FG made 50-59 yards
- 6 points per FG made 60+ yards
- 1 point per PAT made
- -3 points per missed FG 0-19 yards
- -2 points per missed FG 20-29 yards
- -1 point per missed FG 30-39 yards
- -2 points per missed PAT

## Postseason

### Championship

The league incorporates a 6 team playoff beginning the 4th from last week of the NFL regular season (week 15 in an 18 week NFL season). The playoffs last 3 rounds with 1 round per week. The 2 division winners are awarded the top 2 seeds with the remaining 4 seeds going to the teams with the 3rd-6th best records. Any ties in regular season record are broken by regular season points-for followed by regular season points-against. The top two seeds are also awarded a 1st round bye.

### Bankrupt Bowl

The "Bankrupt Bowl" is a consolation bracket consisting of the 6 teams that did not make the playoffs. Seeding is based on regular season record, and the loser of each matchup advances to the next round. Matchup winners are determined using "best ball" scoring in which weekly scores will be determined according to each team's most efficient potential lineup.

### Hamlin Rule

In the event an NFL game is postponed or canceled during championship week, the league will default to using the official NFL game book to determine the championship week scores. Alternatively, the championship match participants may, within reason, agree to an alternative solution, e.g., using a two week championship format.

## Payouts

Annual payouts will be awarded as follows:

3rd place: \$100

2nd place: \$150

1st place: \$200

Charity: \$30

## **Player Acquisition**

### **Rookie Draft**

A rookie draft will be held every season excluding the inaugural season. The commissioner will propose a time between the NFL draft and the final game of the NFL preseason. League members should notify the commissioner if they are unable to be present at the proposed time. The commissioner will make a best effort to accommodate the scheduling needs of all league members.

The rookie draft is a six round, linear draft. The order of the first six picks in each round is determined in order of "Bankrupt Bowl" finish. The order of the final 6 picks in each round is determined in reverse order of playoff finish.

Members are not required to cut down their team pre-draft to accommodate draftees, but if draftees bring the roster over the roster limit or salary cap, the roster will be considered illegal. As such, members with illegal rosters will be unable to make free agent pickups or lineup changes until the roster is made legal again via release, trade, practice squad designation, or IR designation.

### **Free Agency**

A free agency auction will be held every season. The commissioner will propose a time between the rookie draft and the first game of the NFL regular season. League members should notify the commissioner if they are unable to be present at the proposed time. The commissioner will make a best effort to accommodate the scheduling needs of all league members.

### **Waivers**

Tin Foil Cap uses a free agent acquisition budget (FAAB) waiver system in which waiver claims are awarded in a weekly blind auction. Bids may not exceed the team's available cap space, and winning bids become that player's salary for the remainder of the season. Players who are free agents can be immediately picked up for \$1.

Players are placed on waivers for two reasons:

- When a player is dropped by a team: They stay on waivers for one day.
- When a player's game has started: They stay on waivers until Wednesday morning at 11:00 AM EST.

Once a player clears waivers, they become a free agent and can be immediately picked up. The FAAB auction processes on Wednesday morning and then opens up for teams to pick up players immediately for the remainder of the week.

To prevent managers from manipulating the waiver process to block other teams from picking up a player, players owned for fewer than 24 hours are not subject to the waiver process and become free agents immediately.

## Trades

Trades are allowed year round with the exception of weeks 13-17 and may include players, draft picks, and/or cap space. Any team acquiring a player via trade takes on the remainder of that player's contract and salary. In addition to direct trade offers, assets may be presented in a trade auction to try to maximize compensation. Trades may be vetoed by the commissioner if the commissioner reasonably believes the trade involves anti-competitive behavior. Trades may also be canceled by the commissioner if agreed upon by both parties. Trades may not be vetoed due solely to a belief that a trade involves poor judgment.

Trades are not final until they are processed on the league platform.

## League Discipline

### Uncompetitive Behavior

While Tin Foil Cap only requires minimal fees and maintains a primary goal of having fun, the league is most enjoyable for the most members when all members are actively engaged and competitive. If a member is observed to have engaged in a *pattern* of uncompetitive behavior, the commissioner may impose penalties which may include any of the following: a 1 year probationary period of increased scrutiny, loss of salary cap space, loss of draft pick. If during the probationary period, the member is observed to have engaged in a continued *pattern* of uncompetitive behavior, the commissioner may remove the member at the end of the season and search for a replacement.

Uncompetitive behavior may include but is not limited to:

- Missing the draft without notice



- Not setting lineups
- Including injured or otherwise inactive players in a starting lineup
- Not participating in league votes
- Not responding to in-season trade offers

#### Anti-competitive Behavior

If a league member is found to have engaged in collusion, they may be subject to removal regardless of probationary status.

#### Removal

In the event of a decision to remove a member, after informing the offending member of the decision, the member will have a minimum of 48 hours to appeal the decision.

#### Amendment

This league charter may be amended if approved by at least six members. The commissioner will only vote on charter amendments in the event of a tie. The commissioner has sole discretion on which amendments may be brought to a vote but acknowledges that a league should generally take a form most desirable to its members. If a proposal fails, an identical or nearly identical proposal may not be brought to a vote the following season.

If a poll has more than two options, voting will be held in rounds with one option eliminated each round until one of the remaining options gains six or more votes.

Any changes to postseason format or rules must generally be agreed prior to the regular season. Any changes to draft format or rules must generally be agreed upon prior to the previous regular season. Any changes to regular season format or rules must generally be agreed upon prior to the previous regular season.

#### Pending Amendments

- ☒ Rookies drafted in 2025 or later will receive a four year rookie contract instead of three years.
- ☒ In 2025 and beyond, payout structure will be as follows:

Charity: \$30

3rd place: \$100

2nd place: \$150

1st place: \$200

- From 2025-2027, rosters will expand as follows:

✓ 2025 - 1DL, 1BN, 1PS, 3IR

2026 - 1DFLX, 1BN

2027 - 1DB, 1BN

### **Trigger Amendments**

Several amendments will automatically be approved pending platform support. Trigger amendments may be nullified before implementation by a vote of eight league members.

#### **Point per first down**

In the event League Tycoon adds point per first down scoring to the platform, the league will adopt .5 point per first down scoring and remove .5 point per reception scoring.

#### **IDP position expansion**

In the event League Tycoon adds more IDP positions, e.g., DE, DT, EDGE, S, CB, the league will adapt our current positions to those more specific positions.

#### **✓ Point per sack yard**

In the event League Tycoon adds point per sack yard scoring to the platform, the league will adopt .1 point per sack yard scoring and reduce sack value to six points per sack.