

Volatile Cap Fantasy Football League Charter

League Name: Volatile Cap

Established: 2025

Commissioner: Jacob Lunsford

Platform: League Tycoon

Number of Teams: 20

Divisions: 4 divisions with 5 teams each

Discord: Required - Please set your team name as your server nickname

League Fees/Dues: \$21.99 - 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. \$10 for the prize pool on TeamStake.

For league mechanics not otherwise addressed in this document, please see

<https://leaguetycoon.com/how-to-play/contract-leagues/>

Format

Volatile Cap is a fantasy football league that follows a “dynasty” format but 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 \$10 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 the 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 through the year of that future pick.

Startup Auction

Initial rosters will be built via a slow auction. The auction will begin with a 12 hour nomination period and a 24 hour initial bid clock. If the high bidder changes with less than 12 hours remaining on the bid clock, the bid clock will be reset to 12 hours. After several rounds of nominations, the nomination clock may be reduced. Up to 40 players may be on the auction block at any given time. The auction will end when every team has filled their active roster.

Nomination order will be randomized using 100yardrush.com.

Rosters

Active Rosters

Legal, active rosters are limited to 46 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
- 1 RB
- 3 WR
- 1 TE
- 2 W/R/T
- 3 DL
- 3 LB
- 6 DB
- 2 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 eight 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 six 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 2025 NFL salary cap is \$279.2million, so the inaugural Volatile Cap salary cap is \$2,792. 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. Most transactions that could put a team over the salary cap are 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, or practice squad designation.

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. 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 three 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.

Rookie Option Years

Each season, teams may give up to three of their players who are going into the final season of their rookie contract an option year. This will grant one extra season of team control at a cost of 95% of League Tycoon's performance-based salary formula.

Contract Extensions

There are no true extensions. However if any player whose contract has just expired is won at auction by a new team, the team that owned the player when their contract expired will have 24 hours to match the winning bid at a 5% discount.

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 the following salary cap penalty:

- If released before week 1, 50% of current year salary in the season of their release
- If released after week 1, 100% of current year salary in the season of their release
- For the season following release, $(\text{first year salary} \times \text{contract length} \times 0.5) - (\text{money paid on current contract to date})$. If the money paid out over the life of the contract to date is more than the amount due for the season following release, there will be no dead cap ramifications in the season following release.

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 for the years remaining on the player's contract (including the year of retirement if no games were played). Any dead cap paid for seasons in which no games were played will be credited in the final seasons of the player's contract.

Scoring

Fractional and negative points are allowed.

Offensive Scoring

- .05 points per passing yard
- 7 points per passing TD
- -5 points per interception thrown
- 2 points per 2-pt conversion
- 1 points per completion
- -2 point per incomplection
- -0.25 per sack against
- .2 points per rushing yard
- .1 point per receiving yard
- -.6 points per rushing attempt
- 7 points per rushing or receiving TD
- .5 points per reception

Individual Defensive Player Scoring

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

Miscellaneous Player Scoring

- -5 points per fumble lost
- 7 points per fumble returned for TD
- 7 points per punt return TD
- 7 points per kickoff return TD
- 6 points per blocked kick
- 7 points per blocked kick return for TD
- 2 points per 2-pt conversion returned for TD
- .05 points per kick/punt return yard

Postseason

Championship

The league incorporates an 8 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 4 division winners are awarded the top 4 seeds with seed 5 and 6 going to the teams with the 5th and 6th best records and seeds 7 and 8 going to the remaining teams with the highest points for. Any ties in regular season record are broken by head-to-head record followed by regular season points for followed by regular season points against.

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 and stack by round reached:

Division winners: \$6
Reach the semi-finals: \$22
Reach the finals: \$22
League champion: \$44

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 12 picks in each round is determined by reverse order of max PF for non-playoff teams. The order of the final 8 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

Volatile 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 14-17 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.

Any trade made after the championship will require the following season's dues to be paid before processing.

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

Schedule

The commissioner may alter the schedule to ensure that each team plays every other team in their division twice and every team in one other division once. The

latest week in the season with no byes will be a divisional matchup. The latest week other than that divisional matchup with no more than two teams on bye may use flexible scheduling. In that week, teams will play one team from a third division based on their places in their respective divisions on the week of the flex-scheduled matchup. Those divisional matchups will rotate annually.

League Discipline

Uncompetitive Behavior

While Volatile Cap is a low stakes league with 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
- Not responding to commissioner communication

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 generally be amended if approved by at least 10 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 ten 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.

Additionally, if the commissioner deems it to be in the best interest of the league, the commissioner may make changes to the league charter that are considered either too minor or too important or urgent to bring to a vote. The commissioner must always inform the league of these changes in a timely manner.

Trigger Amendments

Several amendments will automatically be approved pending platform support.

Point per first down

In the event League Tycoon adds point per first down scoring to the platform, the league will remove the .5 PPR scoring and adopt .5 PP1D for rushing, 1 PP1D for receiving, and 0.25 PP1D for passing.

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.

Minimum salaries

If the platform introduces support for minimum salaries, the league minimum salary for new contracts will increase by \$2 each season until it reaches 1/100,000 of the NFL veteran minimum salary. Once the league minimum/100,000 reaches the NFL veteran minimum, it will be indexed to the veteran minimum going forward.