

Salary Cap Slayers 2023 Constitution

League Dues

- * \$30 buy in
 - * All dues must be in before keeper deadline
- * League dues will be managed by LeagueSafe
- * In the event one does not pay dues on time said person will be removed from league

League Format

- *Dynasty salary cap via one night online auction draft to be held on Wednesday **August 30**
 - *20 Teams
 - *2 Divisions(D1, D2)
 - *10 teams per division(teams compete against teams in their division only except for Open Cup tournament)
- At the end of each season there is promotion and relegation between divisions based on season results.
- Top 3 teams in division 2 move up to D1
- Bottom 3 teams in division 1 get sent down to D2. Points scored during season will be tie breaker for teams with same record

Salary Cap

D1 teams have a \$500 team salary cap, D2 teams will have a \$450 salary cap. During the season, teams will be able to go over cap to a certain extent in order to make trading easier. See limits below

In season salary rules

D1-\$650 salary maximum

D2-\$600 salary maximum

Players picked up via FAAB will be added to the team salary cap.

Off-Season Salary Cap

Teams will need to get back under their salary cap(D1=\$500)(D2=\$450) before following year's draft

Kept players will have raises each year based on division team is in

D1-\$5 raise for each player

D2-\$3 raise for each player

When teams are promoted or demoted their salary budgets will be adjusted to match their new division.

Teams promoted to D1 from D2 will have a \$3 raise per player going into first season in D1
Teams demoted from D1 to D2 will have a \$3 raise per player going into first season in D2

PreSeason Roster Cuts

Rosters must be finalized with players you wish to keep by August 23rd, 11:59PM EST
We have 14 roster spots per team. Please check the salary spreadsheet for your team's salary details. All teams will need to be under the salary cap going into our draft. (D1-\$500, D2-\$450) If you have less than 14 players you must have a minimum of \$1 of open salary cap per empty roster spot to spend at auction draft. If this is not done by deadline, I will have to remove players from your roster until the team is under the salary cap.

Payout Structure

*** Division 1(10*\$30=\$300 prize pool)**

- * \$200 to championship game winner**
- * \$50 to championship game runner up**
- * \$20 to 3rd place game winner**

*** Division 2(10*\$30=\$300 prize pool)**

- * \$200 to championship game winner**
- * \$50 to championship runner up**
- * \$20 to 3rd place game winner**

***Open Cup Winner**

\$60

Open Cup

We will hold a 5 round knockout tournament throughout the season in which all teams will be entered into. Winner will receive a \$60 cash prize at the end of the season. Tournament will be tracked offline on a google spreadsheet

Tournament will be scheduled during the following weeks: **2, 5, 8, 11, 13**

Free Agency

*** FAAB- \$100 for each team throughout the entire season. Unspent FAAB at the end of the year is not be transferable to following season**

*** Winning free agency bid amount plus raise will determine salary for kept player the following season.**

*Teams are not allowed to reclaim players they drop to free agency in order to reset player's salary. This applies to players who cost \$50 or over in the auction draft only.

Trading

- * Trade deadline week 11
- * 1 Day trade review for commissioner to review salary details
- * Salary cap money is not eligible to be traded
- * Players will retain their salary when traded from team A to team B
- * FAAB can be included in trades

Playoffs

D1-Top 6 teams make the playoffs

1st and 2nd place teams in regular season standings receive 1st round bye

Tie breaker will be most points scored in the regular season

D2- Top 6 teams make the playoffs

1st and 2nd place teams in regular season standings receive 1st round bye

Tie breaker will be most points scored in the regular season. The 2 teams competing in championship game plus winner of 3rd place game will receive promotion to Division 1

Roster Construction

- * 1-SuperFlex(QB, WR, RB, TE)
- * 1-Running back
- * 2-Wide Receivers
- * 3-Flex
- * 1-Tight End
- * 6-Bench
- * 3-IR

Scoring

*Scoring settings have been set up to make each position (QB,RB,WR,TE) closer in value.

*PPR

*Passing TDs: 4 pts

*Rushing and Receiving TDs: 6 pts