

The Constitution for the League of Extraordinary

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The Constitution for the League of Extraordinary Gentlemen, Ladies, and D2 FFL (2013-2020)

1. Preamble

- 1.1. This is the constitution of The League of Extraordinary Gentlemen, Ladies, and D2 FFL ("The League"). The League exists so as to reward a fantasy owner with the ability to assess football talent and be knowledgeable of most if not all roster players in the NFL. The league design should give every team a reasonable chance to contend for the title each year. Owners should be able to decide whether to make themselves better for the current season at the expense of one or more future seasons, or improve their chances in future season by sacrificing current season performance.

2. Definition of Key League Dates:

- 2.1. The League Season runs from the start of that season's draft, through the NFL season and includes an "Offseason" transaction period that runs until July 1st of the following year.
- 2.2. The Offseason runs from the day after the TBD Bowl until July 1st. During this time, players on your roster can be traded to other teams for potential keepers, picks, etc.
 - 2.2.1. Players who are not on a team during the offseason cannot be added to a team via waivers. The waiver wire is CLOSED during the off season.
- 2.3. Declaration of League Participation will occur in May and owners are required to announce their intention to remain in the league or be replaced. Date will be determined by the league Commissioner.
- 2.4. July 1st through Season Draft
 - 2.4.1. Rosters are frozen and no transactions may take place
- 2.5. League Draft will occur in August or September before the NFL seasons and signifies the official start of the season. Once the draft begins, the transactional freeze will be lifted and players can be moved.
- 2.6. Keeper Deadline is no later than 7 days before the League Draft. Once these players are submitted, the remaining roster spots will be freed up as players who can be drafted.
- 2.7. Summer Owners Meeting will be a dinner (House of Prime Rib) or an activity involving the league owners to discuss possible rule changes.
 - 2.7.1. League votes on new rules will occur sometime between June and the end of July.

3. Definition of League Responsibilities

- 3.1. The runner-up to the TBD Bowl will be required to organize and book a league owner's dinner at House of Prime Rib sometime between June 1st and July 31st each season.
- 3.2. Further, the previous season's Harrer Cup "champion" (i.e. last place) will

- purchase the League Champion's dinner (drinks not included).
- 3.3. League champion will also decide the location of the next season's draft
- 3.4. Harrer Cup champion will be required to do each of the following:
- 3.4.1. Write Season-in-Review Haikus on each owner's team
 - 3.4.2. Live tweet an event of the league champion's choosing
 - 3.4.3. Lose their team name rights to the Harrer Cup winner until the two teams play again the following season. The Harrer Cup champion regains the rights to his or her team name only if they beat them. Otherwise, the name stays for remainder of the following season.
- 3.5. The League Champion shall decide one of the division names for the 2020 season (if we do divisions), the winner (guy who actually wins) the Harrer Cup will decide the other.

4. Teams

- 4.1. The League is composed of 12 teams - as of 2017 (Measure 2.2017), there are no divisions, just one 12-team league (aka **The Emil Sandoz-Rasado Conference**).
- 4.2. Teams shall be guaranteed spots in the league for each season with the following exceptions:
- 4.2.1. In a playoff matchup between the 2 worst regular season teams ("The Harrer Cup"), the losing team shall only be allowed to participate the following season if they complete designated "Harrer Cup Punishments" in a time period specified by the League Commissioner.
 - 4.2.2. A two-thirds vote from other league owners to remove an owner from the league. League Commissioner cannot vote.
 - 4.2.3. At any given time, Paul Harrer can elect to defend his own ineptitude by challenging the Harrer Bowl participants to a manually scored one-off head to head battle.
- 4.3. If an owner leaves the league for any reason, their roster and franchise shall be awarded to a new incoming owner. The new owner will have full ownership capabilities and be able to declare keepers, cut players and change the franchise name as they seem fit. The new owner selection will be up to the Commissioner's discretion.
- 4.4. Here are the league's original owners, with new owners listed via comments:
- 4.4.1. Paul Harrer
 - 4.4.2. Emil Sandoz-Rasado
 - 4.4.3. Sam Rosenberg
 - 4.4.4. Dave Halverson
 - 4.4.5. Adam Rosenberg
 - 4.4.6. Frank Bauch
 - 4.4.7. Dan Klempay
 - 4.4.8. Travis Tabet
 - 4.4.9. Todd Andrich
 - 4.4.10. Robert Yegezarian
 - 4.4.11. Andy Lutzky
 - 4.4.12. Karena Quijano

5. Rosters

- 5.1. Each team in The League shall have 16 players on its roster coming from any team in the NFL
- 5.2. A team's active roster shall consist of 9 players broken down as follows:
 - 5.2.1. 1 QB
 - 5.2.2. 2 RB
 - 5.2.3. 2 WR
 - 5.2.4. 1 TE
 - 5.2.5. 1 DEF
 - 5.2.6. 1 K
 - 5.2.7. 1 FLEX (RB/WR/TE)
- 5.3. In addition to the 9 active players, teams must carry 7 reserve players at any position so long as they can fill a legal line-up for the upcoming week.
- 5.4. A team cannot intentionally start inactive (injured, retired, dead, etc.) players **(aka the PAUL HARRER RULE)**. Failure to comply with this rule will result in the following disciplinary actions:
 - 5.4.1. First offense: Sternly worded email from League Sergeant-at-Arms,
 - 5.4.2. Second offense: Offender must buy shots for the entire league at a league outing no less than 10 days from the infraction date
 - 5.4.3. Third offense: League commissioner will set the offender's line-up and his team will be frozen until the matter is resolved
- 5.5. Injured Reserve/IR Spot (Added August 2016): There will be 1 IR Roster spot per team available,
 - 5.5.1. (Per Measure 4.2017) Use of the IR spot is now limited to only players who are on short-term or long-term IR. Players listed as O or SUSP may not be placed in the IR slot, even if ESPN technically allows it.

6. Keepers

- 6.1. Following year 1 of the keeper format (2013), each team shall declare no more than three (3) keepers from their rosters at the end of the 2013 season.
 - 6.1.1. CHANGED AUGUST 2018, via Prop 5 - **3 keepers down to 2**
 - 6.1.2. Changed August 2019 - **league moves to dynasty format in 2020, you may not have any keepers after the 2019 season. We will move to a full Dynasty/Keeper format.**
- 6.2. Players who were drafted in the 1st or 2nd round during the annual league draft cannot be kept. Only players from Rounds 3 and later are eligible.
- 6.3. The cost for each keeper shall be determined by the round in which he was originally drafted plus 1 round for each year kept. For example. if a player is drafted in the 3rd round in 2013 and kept the following season, that team would lose their 2nd round pick in the 2014 draft. If they keep the player again for the 2015 season, they'll lose their 1st round pick for the 2015 season as well.
- 6.4. Players accelerate in value +1 round each year they are kept.
- 6.5. Keepers who were not drafted or are drafted in a supplemental round will be treated as 17th round picks, so you lose a 16th round pick after their first year, etc. A player's value is always tied to the year he was drafted, even if multiple players are kept from the same round.
- 6.6. A player's **Keeper Clock** starts the year he is first selected as a keeper.

Regardless of whether or not the team keeping him acquired him via draft or trade or waiver.

6.6.1. Drafting a player resets his keeper clock. If a player is kept for 2 seasons, put back in the pool, drafted again - his keeper clock restarts.

6.7. Keepers can be kept for no more than three (3) straight seasons (including initial draft year) before they are put back into the players pool. If a keeper is traded in the middle of his keeper clock contract, that contract will not restart.

6.8. In the event that a team has multiple keepers from the same round on their keeper list, they will lose their next eligible pick.

6.8.1. The next eligible pick is your next lowest pick

6.8.2. Clarification, 7/18/16:

If you hold your own pick, you lose it in that round for a keeper. If you don't have your pick in that round because of trades, you lose 1) the lowest acquired pick you have in that round, or if none of those, then 2) the closest pick to that in an earlier round.

6.9. Draft pick trades can occur at any time before keeper lists are finalized. After this, there will be no trades until the draft starts.

6.9.1. Draft picks can be traded during the draft as teams must alert the commissioner of their deals "in principal"

6.10. Teams can acquire as many draft picks from other teams as they wish. However, they are done drafting once their roster hits 16 either from drafted players or keepers. They lose all picks after that.

6.11. (ADDED NOVEMBER 2017) Draft picks with "conditions" cannot be re-traded before the terms/conditions have been met. This is done for the purposes of avoiding confusion and having too much to track.

6.12. Keeper lists will be submitted to the League Commissioner at no less than seven (7) days prior to the draft.

7. UPDATED August 2019: DYNASTY LEAGUE FORMAT

7.1. Beginning with the 2020 season, the league will swap to a dynasty league format

7.2. Teams will draft in August 2020 - a 25 deep roster of players on lifetime contracts

7.2.1. Players can only be removed from your team if you cut them or if they retire

7.2.2. Each year, we will hold a draft in May for free agents and rookies

8. The Draft

8.1. For year 2 of the league (2013 Season) - the draft order will be determined by a NASCAR Race (The 2013 Pure Michigan 400)

8.1.1. The order in which drivers finish determines the order in which owners will get to pick which draft pick they want for 2013

8.1.2. Drivers assigned to Owners based on a random drawing on 8/13/13

8.1.2.1. Berg = Brad Keselowski (#7)

8.1.2.2. Frank = Greg Biffle (#5)

8.1.2.3. Andy = Martin Truex Junior (#9)

- 8.1.2.4. Paul = Kasey Kahne (#4)
- 8.1.2.5. D2 = Kurt Busch (#2)
- 8.1.2.6. Todd = Clint Bowyer (#3)
- 8.1.2.7. Emil = Jimmie Johnson (#12)
- 8.1.2.8. Sam = Carl Edwards (#6)
- 8.1.2.9. Robert = Kevin Harvick (#1)
- 8.1.2.10. Travis = Kyle Busch (#10)
- 8.1.2.11. Dave = Dale Jr (#11)
- 8.1.2.12. Karena = Matt Kenseth (#8)

8.2. From year 2 of The League (2013) to 2017, the draft order was determined as follows:

- 8.2.1. Teams will choose draft position in reverse order of final standings after playoffs with the exception of the loser of the Harrer Bowl, who will automatically have the last pick of where they get to draft.
- ~~8.2.2. Though initially slotted in the #12 slot, the League Champion will be able to decide where the Harrer Bowl champion drafts and will be able to switch the Harrer Bowl champion's pick with someone else.~~
 - ~~8.2.2.1. This privilege can be exercised at ANY time between the end of the of the season and the start of the next season's draft (aka MONEY IN THE BANK RULE)~~
 - 8.2.2.2. UPDATE December 2019 - This Rule is no longer in existence.**
- 8.2.3. Team draft order will be determined by final standings post playoffs including consolation bracket performance for all teams except those in the Harrer Bowl (see: **Playoffs + Final Standings**)
 - 8.2.3.1. (ADDED AUGUST 2018, Prop 2 - "Final standings ESPN provides us determine how last four teams are decided. To avoid confusion on who drafts first.")
- 8.2.4. Teams will be playing for reverse order of picks.
 - 8.2.4.1. SEMI FINAL LOSERS (2 teams) = #4 vs #3. Loser gets #4 pick, winner gets #3 pick.
 - 8.2.4.2. TBD BOWL RUNNER UP: #2 pick
 - 8.2.4.2.1. UPDATE December 2019 - Dynasty Draft Order for 2020 season will be determined by a random game that the Harrer Cup runner-up (guy who actually wins the game) will decide by March 2020.**

8.3. Starting with the 2018 Draft, via Measure 7.2017, the draft order shall be determined as follows:

- 8.3.1. Harrer Cup bracket teams are guaranteed spots 1-4 based on Harrer bracket results;
- 8.3.2. League champ and runner up pick 12th and 11th respectively;
- 8.3.3. Picks 5-10 are determined via a yearly competition that will be chosen by the team that tops the Harrer bracket (aka finishes 9th). Competition examples could include: Beer mile, Nascar race draft or some other obscure sport draft).

8.4. Teams shall receive 16 picks per draft, which they are free to trade during the season.

8.4.1. Teams with less than 16 picks in a draft (due to a previous season trade) will pick in a supplemental round after the 16th round.

8.4.2. Once you reach 16 players on your roster, whether via keeper picks or draft picks, you lose all subsequent picks.

8.5. **UPDATE for 2019 Season:** The 2019 Season draft will be determined by the “winner” (runner-up, person who actually won) of the Harrer Cup in 2019. This person will choose the method by which all the owners draft order is determined (NASCAR race, beer mile, etc)

8.5.1.1. This must be done by March 2020

9. Scoring

9.1. Passing

9.1.1. Every 25 passing yards: 1 pt

9.1.1.1. **CHANGED AUGUST 2018, via prop 13** - Each yard will now be worth .04 points, instead of waiting for each 25 yard marker.

9.1.2. 50+ yard TD pass bonus: 2 pts

9.1.3. Interceptions Thrown: -2 pts

9.1.4. TD Pass: 6 pts

9.1.5. 2pt Passing Conversion: 2 pts

9.1.6. 300-399 yard passing game: 2 pts

9.1.7. 400+ yard passing game: 4 pts

9.2. Rushing

9.2.1. Rushing yards: 0.1 pts per yard

9.2.2. TD Rush: 6 pts

9.2.3. 50+ yard TD rush bonus: 2 pts

9.2.4. 2pt Rushing Conversion: 2 pts

9.2.5. 100-199 yard rushing game: 3 pts

9.2.6. 200+ yard rushing game: 5 pts

9.3. Receiving

9.3.1. Receiving yards: 0.1 pts per yard

9.3.2. Each Reception: 0.5 pts per reception

9.3.3. TD Reception: 6 pts

9.3.4. 50+ yard TD rec bonus: 2 pts

9.3.5. 2pt Receiving Conversion: 2 pts

9.3.6. 100-199 yard receiving game: 3 pts

9.3.7. 200+ yard receiving game: 5 pts

9.4. Kicking

9.4.1. Each PAT Made: 1 pt

9.4.2. Each PAT Missed: -1 pt

9.4.3. FG Made (0-39 yards): 3 pts

9.4.4. FG Made (40-49 yards): 4 pts

9.4.5. FG Made (50+ yards): 5 pts

9.5. Team Defense/Special Teams

9.5.1. **UPDATED AUGUST 2018** with new point totals - see chart

below.

0 points allowed	0	5
1-6 points allowed	0	4
7-13 points allowed	-1	3
14-17 points allowed	-2	1
18-21 points allowed	-3	0
22-27 points allowed	-4	0
28-34 points allowed	-5	-1
35-45 points allowed	-6	-3
46+ points allowed	-7	-5
0-99 total yards allowed	0	5
100-199 total yards allowed	0	3
200-299 total yards allowed	0	2
300-349 total yards allowed	-1	0
350-399 total yards allowed	-2	-1
400-449 total yards allowed	-3	-3
450-499 total yards allowed	-4	-5
500-549 total yards allowed	-5	-6
550+ total yards allowed	-6	-7

Defensive TD	6	6
Kick Return TD	8	6
Punt Return TD	8	6
Interception	2	2
Fumble Forced	1	0
Fumble Recovered	1	2
Sack	1	1
Stuff	0.5	0

Pass Defensed	0.5	0
Safety	4	2
Blocked Kick	3	2
2PT Return	4	2

9.6. Misc

- 9.6.1. Kickoff Return TD: 6 pts
- 9.6.2. Punt Return TD: 6 pts
- 9.6.3. Fumble Recovered for TD: 6 pts
- 9.6.4. Total Fumbles Lost: -2 pts
- 9.6.5. Fumble Return TD: 6 pts
- 9.6.6.

10. Transactions

10.1. Waiver Claims

- 10.1.1. **CHANGED AUGUST 2018, via Prop 6 - FAAB** (Free Agent Acquisition Budget) will start with the 2018 season. Waiver order below now apply only for tiebreakers. Waivers will take place every day except for Monday and Tuesday.
- 10.1.2. Lineup Changes: Lock Individually at Scheduled Gametime
- 10.1.3. Acquisition System: Waivers
- 10.1.4. No limits on acquisitions
- 10.1.5. Waiver Period: 1 day
- 10.1.6. Waiver Order: Resets each Week to Inverse Order of Standings

10.2. Trades

- 10.2.1. No limits on trades
- 10.2.2. Trade Deadline will be 2 weeks before end of regular season
- 10.2.3. The league commissioner shall have final say on all transactions
- 10.2.4. Players can be traded for picks, and those players are subject to the same keeper rules as other players and his "keeper clock" remains tied to his draft year, while his value remains the same. (Example: You acquire Julio Jones mid-season and he was a keeper from another team, entering his 3rd year of his 3 year keeper clock. His draft pick value and keeper clock value remain the same and he cannot be kept after the season)
- 10.2.5. The wait period for trades is one day. (As of Measure 1.2017)

11. The Season

- 11.1. The Regular season will consist of 13 weeks, starting with the first game of the NFL season.
- 11.2. Teams with the 10 best win/loss records at the end of the season will advance to the real playoffs
- 11.3. **TIEBREAKERS:** In the event of a tie during a regular season game, the team that has the most aggregate yards from scrimmage will be awarded a bonus point.

12. Schedule

- 12.1. Schedule will be automatically generated by the ESPN League Manager
- 12.2. The Full League Season will consist of 13 regular season games, 3 Playoff Rounds, and the TBD Bowl
- 12.3. Each team will play against each team in the league once plus two extra “rivalry” games
- 13. **Playoffs + Final Standings (Updated per Measure 8.2017) see section 7.3 for information on final standings/draft position**
 - 13.1. All teams that make the playoffs advance to a single-elimination TBD Bowl tournament featuring the top 8 teams, no byes.
 - 13.2. Another bracket features the bottom 4 teams (see “**Harrer Cup Bracket**”)
 - 13.3. The playoffs will start during Week 14 of the NFL season and run through Week 16.
- 14. **The TBD Bowl**
 - 14.1. The league championship shall be decided each year in the TBD Bowl featuring the final two remaining teams from a single elimination playoff
 - 14.2. The winner shall be entitled to **THE PRIZE**
 - 14.3. The top 4 seeds will be awarded bonus points for the first round as follows:
 - 14.3.1. CHANGED AUGUST 2018, via Prop 3: “Change bonus points for first round playoffs from 6,6,3,3 to 4,3,2,1”
 - 14.4. Seeding is determined by final regular-season standings with head-to-head record being the first tie-breaker, followed by Total Points For
 - 14.5. Please reference the chart below for TBD playoff scheduling

TBD Bowl Bracket		
Week 14	Round 1	#1 vs #8, #2 vs #7, #3 vs #6, #4 vs #5
Week 15	Semi-finals	Winner of 1v8 vs winner of 4v5, Winner of 2v7 vs winner of 3v6
Week 16	TBD Bowl	Winner vs Winner

- The 2 final remaining teams in the single elimination playoff will play head to head in The TBD Bowl, which will determine the League Champion
 - 14.6. This is what we all should be striving for. Looking at you Harrer.
 - 14.7. **See Section 3.0 (Definition of League Responsibilities) for additional info**
- 15. **The Harrer Cup (aka The Harrer Cup Bracket)**
 - 15.1. From 2012 - 2017, The 11th and 12th worst finishers will play in the Harrer Bowl, named for Paul Harrer who humiliated himself with his complete non-performance last year (2012) and forever cemented his legacy as the gold standard of Fantasy Football ineptitude.
 - 15.2. Beginning in 2017 (per Measure 8.2017), the Harrer Cup Bracket will feature the bottom 4 teams in the league standings battling in a consolation bracket

- 15.3. The team that loses out in the Harrer Cup Bracket will be crowned Harrer Cup Champion. You must win your first round consolation game to be eliminated from Harrer Cup contention.
- 15.4. Harrer Cup Winner will be the team that in reality loses the Harrer Cup
- 15.5. Please refer to the following schedule for Harrer Cup Bracketing

Harrer Cup Bracket		
Week 14	Round 1	#9 vs #12 and #10 vs #11
Week 15	Round 2/Harrer Cup	Loser of 9v12 vs Loser of 10v11 (Harrer Cup)

- 15.6. What is at stake-outside of an entire year's worth of ridicule at the hands of the other teams in this league, and your own pride, is not having the dubious honor of picking last in the following years draft. (Actually, that's no longer true)
- 15.7. The winner (loser) of the Harrer Cup will have their team name chosen for the following season by the "loser" (technically, winner) of the Harrer Cup.
- 15.7.1. The name change will hold until the two teams meet during the following season regular season matchup and will remain only if the Harrer Cup "champion" cannot successfully avenge their previous Harrer Cup loss.
- 15.8. Harrer Cup participants are guaranteed spots 1 thru 4 in the next year's draft.
- 15.8.1. **UPDATE November 2019:** Draft order for 2020 will be determined by a random activity and that activity will be chosen by the Harrer Cup winner (guy who actually wins)

15.9. See Section 3.0 (Definition of League Responsibilities) for additional info

16. The Offseason

- 16.1. Immediately following the TBD Bowl, the league will begin an official "Off Season" which is considered part of the current fantasy season. During the off-season, owners still retain control over their rosters and are free to trade players and draft picks to other owners under same rules as they would have during the regular season.
- 16.2. Player values for keepers and keeper clocks will carry from the previous season as this period still counts as part of the previous season for draft aggregation purposes.
- 16.3. This "Off-Season" will run until July 1st after which rosters will be frozen until the next season's draft with the exception of keepers.
- 16.4. The League "Season" begins at the draft.

17. League Fees (Increased to \$100 per team per Measure 5.2017)

- 17.1. To be paid to Commissioner no later than the 2nd game of the regular season
- 17.2. Paypal adam.rosenberg@gmail.com
- 17.3. Penalties for non-payment to include:

- 17.3.1. Forfeiture of waiver claims until fee is paid
- 17.3.2. Loss of keeper rights for the following year (if payment not secured until end of regular season)
- 17.3.3. Forfeiture of playoff participation (unless in the Harrer Bowl, in which case all above rules apply)
- 17.3.4. Expulsion from league if fee not paid by end of season

18. Prizes (1st place, 2nd place)

- 18.1. New as of Measure 6.2017: League champion (playoffs) receives \$750, 2nd place playoffs receives \$250, 3rd place playoffs receives \$100, Regular Season Points champ receives \$100.
- 18.2. The league champion will also gain ownership of the TBD Trophy presented each year to the winner of The League. This trophy will remain in their possession until the end of the following season when they will present it to the next league winner (if they don't repeat as champion).
 - 18.2.1. The previous league champion is responsible for having the new champion's name engraved on the trophy and getting it to them
- 18.3. The League Commissioner will purchase a trophy and league owners will each pay an equal share (\$10-\$20) towards the trophy.
- 18.4. The runner-up to the TBD Bowl will be required to organize and book a league owner's dinner at House of Prime Rib sometime between June 1st and August 31st each season. Further, the previous season's Harrer Cup "champion" (i.e. last place) will purchase the League Champion's dinner (drinks not included).
- 18.5. League champion will also decide the location of the next season's draft

19. League Governance

- 19.1. The league commissioner shall be elected by owners during the "Off-Season" and shall serve a 3-year term. The league commissioner shall oversee all league governance and have final say and executive privilege in all league matters.
 - 19.1.1. Commissioners will be able to appoint two co-commissioners at the beginning of each season.
 - 19.1.2. Co-Commissioners will have powers appointed by the commissioner and serve for one season.
 - 19.1.3. Commissioners shall be nominated beginning November 1st and ending December 31st.
 - 19.1.4. Nominees must accept
 - 19.1.5. No more than 5 nominees will be permitted (this isn't the fucking presidential primaries)
- 19.2. League Commissioners + Co-Commissioners
 - 2012:** Adam Rosenberg (C), Dave Halverson (A), Frank Bauch (A)
 - 2013:** Adam Rosenberg (C), Dave Halverson (A), Frank Bauch (A)
 - 2014:** Adam Rosenberg (C), Dave Halverson (A), Frank Bauch (A)
 - 2015:** Adam Rosenberg (C), Dave Halverson (A), Frank Bauch (A)
 - 2016:** Frank Bauch (C), Adam Rosenberg (A)
 - 2017:** Frank Bauch (C), Adam Rosenberg (A)
 - 2018:** Frank Bauch (C), Adam Rosenberg (A)
 - 2019:** Adam Rosenberg (C), Trak Lord (A), Alex Moriconi (A)

- 19.3. League Disputes will be settled through commissioner's discretion (ie. however they want).
- 19.4. League Commissioners are free to use executive privilege to create rules or punishments during season (i.e. New Harrer Cup stipulations, a league rule that is within 1 vote of passing, etc) but if they piss everyone off they can be impeached
- 19.5. (As of 12/7/18):** The league commissioner shall designate an owner as "Sergeant At Arms" and this person shall be responsible for enforcing league punishments and rules. This includes but is not limited to:
- 19.5.1. Harrer Cup Punishments
 - 19.5.2. Runner-Up Requirements
 - 19.5.3. TBD Champion Requirements
- 19.6. (As of 12/7/18):** The league Sergeant At Arms shall serve until they choose to step down. They cannot be removed by the league commissioner and can only be forcibly removed by a $\frac{2}{3}$ vote of league owners. **The league Sergeant At Arms as of 12/7/18 is Zachary McVicker.**
- 19.7. All amendments to the constitution and league rule changes will be discussed during the off-season and pre-season.
- 19.7.1. A rule or constitutional change proposed by league members must receive 8 votes and are only eligible to be voted on during the pre-season (July 1st until the draft) and offseason (day after the TBD Bowl through July 1st).
 - 19.7.2. At least 5 owners must be present for league-impacting discussions to take place. If 5 or more owners are together in a room, and the Commissioner is present, league business can take place.
- 19.8. All amendments proposed during the season will be reviewed at the end of the current season and cannot be made applicable to the current season. All votes on new rules in June will apply to the season AFTER the next unless otherwise noted.
- 19.9. All amendments to the League constitution will be named according to the league member who caused or identified the problem.
- 19.10. (ADDED AUGUST 2018, Prop 1) All league members are required to vote on the yearly measures and votes can be made public.

Dynasty League Constitution (2021)

- August 1 is the start of league year
- Teams & Rosters (25 active, 3 taxi)
 - 1 QB
 - 2 RB
 - 2 WR
 - 1 TE
 - 1 Superflex (any player)
 - 1 Flex (RB/WR/TE)
 - 1 K
 - 16 active bench
 - 3 player taxi
 - Players must all be Year 1, 2, or 3
 - 1 IR spot
 - 2 COVID
- Rules
 - 2 divisions, 5 teams each
 - 6 teams in playoffs
 - Division winners + 4 wild cards
 - 14 game regular season
 - Playoffs start week 15
 - TBD Bowl is Week 17
 - Platform will be Sleeper
- Draft
 - Initial draft to set your “forever” roster
 - Snake draft
 - Draft order will be determined via randomizer
 - First few rounds we’ll do questions and 5 rounds and the rest will be over email and [Google Doc](#)
 - Doodle poll for draft scheduling (all times are 9 PM ET) (https://doodle.com/poll/v8s92xrut8zes7nk?utm_source=poll&utm_medium=link)
 - Rookie draft every year (in August)
 - Linear, resets each round. (The way the NFL does it)
- Scoring
 - Nothing you haven’t seen before
 - .5 PPR is really all you need to worry about
- Free Agents
 - FAAB \$150 for the year
 - Waivers clear Tuesdays
 - Two days til waiver clears
 - Trading Draft Picks

- Trades
 - Trade Deadline is Week 12
 - Draft Pick Trades
 - Pre-draft you can trade 1 year out
 - Example: You want to trade down in the 2021 draft, you could trade a 2021 pick for a 2022 pick. You cannot trade a 2021 pick for a 2023 pick.
 - As soon as Week 1 starts, you can trade picks up to 2 years out at will
 - Firesale Clause
 - If your team goes into rebuilding mode and it is deemed obvious that you are “Tanking for Tua” you will be asked to pay half of your upcoming league dues in advance. (i.e. you will pay \$50 for the upcoming season during the current season)
- League Dues & Payouts
 - League dues are \$100 per year
 - First place gets \$700
 - Second place gets \$200
 - Top Regular Season Points gets \$100

Dynasty League Constitution with Expansion Teams (2025)

- Rosters are now 20 players. Plus 2 IR and 2 Taxi
- Every existing team was able to protect one of the following
 - QB
 - RB
 - TE
 - WR
- Remaining Players Go in a Player Pool
- Two new owners - Spencer Ray and Chris Paul - will draft their 20 man roster from those available players.
- When this is complete, the league will do the annual Rookie Draft (3 rounds)
 - Spencer and Chris will have 1st and 2nd pick
- After you finish this draft is complete, you will need to get your team to 20 players - cut em, retire em, I don't care
- League dues are now \$150 per team and they MUST be paid prior to week 1
 - @HeyRosenberg on Venmo or \$HeyRosenberg CashApp
- Each week, from 1 to 18, the highest scoring team will be awarded \$50
- The TBD Bowl remains the championship and the winner and prize payouts will be as follows
 - \$500 1st place

- \$300 2nd place
- \$100 3rd place
- We no longer have a regular season points champion

Odds and Ends

So what do i need to do first?

You wait for me to adjust roster sizes to 22 and you will CUT players to get you to 22

What do I do second?

You will then submit to me, cc-ing Trak and Frank with the 4 people you are protecting. You will not send this as a reply all, you will send ONE email to us.

Then what happens?

Spencer and (ideally) Chris, will be given access to the player pool and drafting their rosters

But I spent forever making my roster, what the hell?

I get it Sam, but this is the middle ground of keeping your best, and letting the league actually become competitive again. EVERYONE is cutting people so stashes will disappear. We have had a 10 team bullshit league for long enough, time to grow up again.

What is the rookie draft?

Players who are rookies this year.

What about my draft picks?

Previous trades will be honored

Are you keeping Jayden Daniels?

Yes.

What will payouts be for the league?

League will increase dues to \$150 for the season but will now feature weekly payout for the highest scoring team.

\$1800 in dues.

Weekly payout on all 18 weeks = \$50 per week, \$900 total.

TBD Bowl Winner gets \$500

TBD Bowl Runner up gets \$300

Third Place gets \$100

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- August 1 is the start of league year
- Teams & Rosters (25 active, 3 taxi)
 - 1 QB
 - 2 RB
 - 2 WR
 - 1 TE
 - 1 Superflex (any player)
 - 1 Flex (RB/WR/TE)
 - 1 K

Tab 2

