

Act

Constitution of The Fantasy Franchise Syndicate 1.1

Section 1: The Format

I. THE LEAGUE

The Fantasy Franchise Syndicate ("The League") shall include 20 unique franchises, each of which shall belong to a unique owner. The League shall be divided into 4 divisions: *Nike*, *Adidas*, *Spalding*, and *Wilson*. Each of the 4 divisions shall include 5 franchises.

The *Nike* and *Adidas* divisions shall be paired in **Conference S**, and the *Spalding* and *Wilson* divisions shall be paired in **Conference B**. These conferences shall be used for scheduling purposes.

Prior to the first season of The League, franchises shall be randomly distributed into divisions. These divisions shall never change. These consistent divisions should foster divisional rivalries and League parity.

II. THE LEAGUE MANAGEMENT SERVICE

The League shall employ the services of ESPN Fantasy Basketball, formatted as a "League Manager" private league.

Section 2: The Competition

I. THE ROSTER

Each roster shall consist of 15 players, with 3 additional spaces for players on injured reserve. Each day during The Season, each owner shall select 9 players to start. These 9 players shall comprise The Roster. The Roster shall include 1 player at each of the following positions:

- Point Guard
- Shooting Guard
- Small Forward
- Power Forward
- Center
- Guard (PG/SG)

- Wing (SG/SF)
- Big Man (PF/C)
- Utility

Although each owner is permitted to start any player on his roster, he may not start a player who is not playing that day in favor of a player who is playing that day.

II. THE SEASON

The NBA season lasts 23 weeks. These 23 weeks shall comprise The Season, which shall include the Regular Season and The Playoffs. The Regular Season shall last the first 19 weeks of The Season and shall be comprised as follows:

Each franchise shall compete against another franchise each week of the Regular Season.

Each franchise shall compete against each franchise in its division twice, for a total of 8 matchups within its division over the course of the Regular Season. Each franchise shall also compete against each franchise in its conference's other division once, for a total of 5 matchups against its conference's other division and 13 matchups within its conference.

The remaining 6 matchups shall be determined using a process similar to that of the NFL. Each division shall be paired with 1 division in the other conference. Each franchise shall compete against each franchise in its paired division, for a total of 5 matchups against its paired division. *This pairing will alternate each year. In odd numbered years, (2017-18) Spalding shall play Adidas. In even numbered years (2018-19), Spalding shall place Nike.*

Each franchise's schedule shall be determined randomly for the first 15 weeks of The Regular Season, during which each franchise shall compete in random order once against each of its 4 divisional opponents, its 5 intraconference opponents, and its 6 interconference opponents. During the final 4 weeks of The Regular Season, each franchise shall once more compete in random order against the other franchises from its division.

The Playoffs shall last the remaining 8 weeks of The Season and shall be comprised as follows:

The Playoffs shall include 8 franchises: the four franchises with the best records from each division (“Division Winners”) and the two franchises from each conference that boast the best remaining records (“Wild Cards”).

In the **two** weeks of The Playoffs, the Division Winner with the better record from each conference shall compete against the Wild Card with the worse record from the same conference. The Division Winner with the worse record from each conference shall compete against the Wild Card with the better record from the same conference.

In the **third and fourth** weeks of The Playoffs, the remaining two franchises from each conference shall compete against one another in the Conference Finals.

The final **two weeks** of the NBA season shall comprise The League Finals, during which the champions from each conference shall compete against one another. The victor of The League Finals shall be League Champion.

III. SCORING

Scoring for The League shall be as follows:

Statistics	Points/Stat	Statistics	Points/Stat
Points (PTS)	1	Turnovers (TO)	-0.75
Three Pointers Made (3PM)	0.5	Ejections (EJ)	-3
Assists (AST)	1.5	Double Doubles (DD)	3
Rebounds (REB)	1.25	Triple Doubles (TD)	5
Blocks (BLK)	2.25	Quadruple Doubles (QD)	25
Steals (STL)	2.25		

The franchise with the greater total score at the end of each week shall win that matchup.

Section 3: Drafting

I. THE INITIAL DRAFT

Prior to The Initial Draft ("The Draft"), The Commissioners shall randomly order the twenty franchises. In this order, each owner shall select his position in The Draft.

The Draft shall be a 20-franchise snake draft, with 15 rounds, for a total of 300 selections. The Draft shall proceed in the following format:

The Draft shall occur over The Chat (*see Section 6, Article II*). Each owner shall announce his selection in The Chat at his earliest convenience, with a maximum 12 hours allocated for each selection. *If an owner fails to select a player within 12 hours, that owner shall receive what ESPN determines to be the best available player.*

After The Draft, each drafted player shall automatically be given a contract, of which the value, length, and free agency status shall vary according to the player's draft position, as determined by the following:

Round Selected	Contract
1st	Max. 3 years, \$15M annually, Restricted
2nd - 3rd	Max. 2 years, \$10M annually, Restricted
4th - 6th	Max. 2 years, \$5M annually, Unrestricted 1 player Restricted
7th - 15th	1 year, \$1M annually, Unrestricted 1 player Restricted

Each owner must declare to The League before the beginning of The Season which of his players drafted in the final 12 rounds of The Draft shall be eligible for Restricted Free Agency.

II. THE FIRST YEAR PLAYER DRAFT

The First Year Player Draft ("The FYP Draft") shall occur each year in July, after the majority of the NBA free agency window has occurred. The Commissioners shall choose a specific date for The FYP Draft after the conclusion of The Season. The FYP Draft shall include all NBA rookies and all players that were not on an NBA roster the season prior. The FYP Draft shall last two rounds, and the position of each franchise in The FYP Draft shall be determined using the following procedure:

Draft Position	Method to Determine Position
1-3	Draft Lottery
4-12	Reverse order of non-playoff franchises by record
13-18	Reverse order of playoff franchises by record
19	Runner-Up
20	Champion
21-40	Reverse order of all franchises by record

Should any franchises share the same record, the franchise that loses the following tiebreakers in the following order shall enjoy the better position in The FYP Draft:

- 1) *Head-to-Head record*
- 2) *Intradivisional record*
- 3) *Total points earned*
- 4) *Coin flip*

After The FYP Draft, each drafted player shall automatically be given a contract, of which the value, length, and free agency status shall vary according to the player's draft position, as determined by the following:

Round Selected	Contract
Lottery Pick (1-12)	Max. 3 years, \$5M annually, Restricted
First Round Pick (13-20)	Max. 2 years, \$3M annually, Restricted
Second Round Pick (21-40)	1 year, \$1M annually, Restricted

Note: If a Franchises drafts a player who is 'stashed' overseas, their contract in the FFS does not begin until his arrival. However, the rights to this player may be traded at any time.

III. THE FIRST YEAR PLAYER DRAFT LOTTERY

The First Year Player Draft Lottery (“The FYP Lottery”) shall occur between the conclusion of the NBA Playoffs and the NBA Draft. The Commissioners shall choose a specific date for The FYP Lottery after the conclusion of The Season. The FYP Lottery shall proceed as follows:

Each franchise that failed to reach The Playoffs in the season prior shall be allocated a collection of numbers that range from 0 to 999. Each franchise shall receive a percentage of these 1,000 possible numbers according to its record from the season prior, using the following distribution:

Position	Share of Numbers
20th	25%
19th	20%
18th	15%
17th	12%
16th	9%
15th	6.5%
14th	4.5%
13th	3%
12th	2%
11th	1.5%
10th	1%
9th	0.5%

When two or more franchises share the same record, each franchise shall receive the same percentage of numbers. This percentage shall be equal to the average percentage of their shared positions.

For the 2nd and 3rd selections of The FYP Draft, 2 further numbers shall be drawn, and the holders of these numbers shall receive the 2nd and 3rd selections of The FYP Draft, respectively. Should one of the numbers drawn during this stage of The FYP Lottery belong to a franchise that received an earlier selection, the number shall be redrawn.

Section 4: Transactions

I. CONTRACTS

Each player in a franchise shall be contractually bound. Contracts shall adhere to the following provisions:

1. Contracts shall be fully guaranteed for between 1 and 4 years.
2. The minimum annual value of a contract shall be \$1,000,000.
3. There shall be no maximum annual or total value of a contract.
4. The total value of each contract shall be evenly distributed over the duration of the contract.
5. There shall be no contract options.

II. SALARY CAP

Each roster shall be constricted by a salary cap of \$100,000,000. At no time can a franchise pay in salaries more than the salary cap, except when signing a player to a minimum contract.

III. THE FREE AGENCY PERIOD

The Free Agency Period ("Free Agency") shall begin in early September of each year and shall last approximately 1 month. The Commissioners shall choose specific dates for the commencement and conclusion of Free Agency after The FYP Draft occurs in July. Free Agency shall proceed as follows:

During Free Agency, owners may bid on any player who is not contractually bound to a franchise (a "Free Agent").

Once an owner has bid for a Free Agent, a 48-hour countdown ("The Countdown") shall commence. Should The Countdown expire without another owner bidding on the Free Agent, said Free Agent shall accept the contract offered. Any new bid shall reset The Countdown with a new, 24-hour countdown, which shall become The Countdown.

Regardless of any new bids, a Free Agent shall accept the best contract offered upon the conclusion of Free Agency.

Any new bid must either: increase the annual value of the contract by at least 5%, increase the duration of the contract at the same annual value, or maintain the total value of the contract while

decreasing the duration of the contract. The highest bid for each Free Agency shall be displayed anonymously on a website which will be created before The Draft in 2018.

IV. RESTRICTED FREE AGENCY

When a player who is eligible for Restricted Free Agency becomes a Free Agent, the Free Agent's former franchise may extend a qualifying offer to the Free Agent prior to the commencement of Free Agency. Said qualifying offer shall have a duration of 1 year at an annual value of 150% of the Free Agent's former contract's annual value.

Should the franchise extend said qualifying offer, the franchise shall enjoy 48 hours to match any contract that the Free Agent accepts. Should the franchise match said contract, the Free Agent shall rejoin his former franchise.

V. WAIVERS

The Waiver Period shall commence approximately 5 days after Free Agency concludes and shall conclude at the end of The Season. The Commissioners shall choose a specific date for the commencement of The Waiver Period after The FYP Draft occurs in July.

Each franchise's Waiver Money shall be calculated 3 days after Free Agency ends and shall be equal to the difference between The Salary Cap and the total amount a franchise will pay in salaries for the upcoming Season. Waiver Money may be spent as follows:

Each franchise may use its Waiver Money during The Waiver Period to offer 1-year contracts to Free Agents. The minimum value of such a contract shall be \$1,000,000.

Waivers shall process daily at 11:00 AM EST. At this time, each Free Agent shall accept the best contract he has been offered. If the accepted contract has a value greater than or equal to \$2,500,000, the Free Agent shall be eligible for Restricted Free Agency at the end of The Season.

Each season, each franchise shall receive a \$10,000,000 Waiver Supplement the first time its Waiver Money is equal to \$0. A franchise may use a Waiver Supplement only to sign players off waivers to minimum contracts.

Because ESPN Fantasy Basketball cannot display 8-digit figures, Waiver Money and Waiver Supplements will be divided by 100,000 when appearing on ESPN. For example, \$12,000,000 in Waiver Money will appear as \$120 on ESPN.

VI. TRADING

During the offseason and until the Trade Deadline during The Season, owners are permitted to execute trades with any number of other franchises.

A) The Trade Deadline

The Trade Deadline shall occur at 11:59 AM EST on the Wednesday 6 weeks before the commencement of The Playoffs. From The Trade Deadline until the end of The Playoffs, owners may not execute trades but shall be permitted to acquire players via waivers.

For the 2017/18 Season, The Trade Deadline shall occur on January 31, 2018 at 11:59 AM EST.

B) Tradeable Items

Owners may trade any number of players, draft selections, or conditional draft selections. However, owners may not trade draft selections that will occur more than 2 seasons in the future. This restriction will prevent owners from leaving any replacement owners without draft selections, should owners leave The League after executing trades for future draft selections.

Owners may also trade salary cap space for the aforementioned tradeable items in the form of a Trade Exception. Trade Exceptions shall be considered negative money against the Salary Cap, and any franchise that receives a Trade Exception shall see its payable salaries decreased by the value of said Trade Exception. Similarly, any franchise that trades a Trade Exception shall see its payable salaries increased by the value of said Trade Exception.

C) Option to Veto

Owners may elect to veto any trade. Should 12 of the 20 owners veto a trade within 24 hours of the trade being accepted, that trade shall be voided.

The Option to Veto is intended only to prevent indisputable cases of collusion. Owners should not veto a trade on the grounds that said trade is uneven or that said trade will strengthen a rival franchise.

D) Communication

All trades that involve 3 or more parties, include draft selections, or have other provisions must be announced in The Chat (see Section 6, Article II).

VII. PROVISIONS AND EXCEPTIONS

A) Option to Amnesty

Once every 4-Season period, beginning in the 2017/18 Season, each franchise may amnesty 1 player's contract. When a franchise exercises this option, the contract shall be released at no cost to the franchise.

Should an owner leave The League after he exercises the Option to Amnesty for a given 4-Season period, any replacement owner shall receive a second Option to Amnesty for that 4-Season period.

B) Option to Stretch

Once every 4-Season period, beginning in the 2017/18 Season, each franchise may stretch 1 player's contract. When a franchise exercises this option, the player shall be released, but the franchise shall continue to pay the player's contract, which shall be doubled in duration yet retain its total value.

Should an owner leave The League after he exercises the Option to Stretch for a given 4-Season period, any replacement owner shall receive a second Option to Stretch for that 4-Season period.

C) Releasing a Player

When a franchise releases a player without exercising the Option to Stretch, the franchise shall either pay a one-time installment for the total value of the released contract or continue to pay the annual value of the contract for the remainder of the contract.

D) Retirement

When a player on a Franchise's roster chooses to retire they are placed on the Franchise's "Retirement List." In the event a player 'unretires,' the franchise may release him at no future cost (i.e. a free amnesty) or choose to continue their contract at the prior rate.

Section 5: Finances

I. DUES

Before each season, each owner shall deposit \$25 USD into LeagueSafe, a free, fantasy sports dues collection service that ensures that nobody (including The Commissioners) can access the funds until The Season has concluded and The Payout is being awarded. Only when issuing a refund to a departing owner can The Commissioners access the funds. The Commissioners have chosen this system to alleviate any concerns of fraud.

Before the initial season of The League, each owner shall deposit a second installment of \$25 USD into LeagueSafe to pay, in advance, for a second year of The League. Therefore, each future installment of \$25 USD shall represent the owner's dues for *the season following the season that is about to begin*.

This system of advance deposits should reduce the risk of owners leaving The League.

II. THE PAYOUT

Once The Season has concluded, The League owners shall vote to verify that The Payout is being allocated correctly. Only when The League owners have voted by majority that The Payout is correct shall The Payout be awarded.

The Payout shall be awarded as follows:

Result	Payout
Champion	\$250 USD
Runner-Up	\$100 USD
3-8th	\$25 USD

III. LEAVING THE LEAGUE

When an owner leaves The League, he shall forfeit his \$25 USD deposit from the year prior. However, the departing owner is allowed - *even encouraged* - to pass his franchise to a replacement owner, and the departing owner may collect a refund of his deposit from The League upon the replacement owner's \$25 USD deposit.

Should the departing owner fail to find a replacement owner to acquire his franchise and replace his 25\$ USD deposit, The Commissioners intend to entice new owners to The League with free entry, which will be funded by the departing owner's forfeited deposit.

Section 6: Miscellaneous

I. NAMING RIGHTS

The franchises in each division shall retain naming rights of that division. Should the 5 franchises of a division vote by unanimous decision to rename said division, said division shall be renamed accordingly.

The franchises in each conference shall retain naming rights of that conference. Should the 10 franchises of a conference vote by unanimous decision to rename said conference, said conference shall be renamed accordingly.

The franchises of The League shall retain naming rights of The League. Should all 20 franchises vote by unanimous decision to rename The League, The League shall be renamed accordingly.

II. COMMUNICATION

The League shall maintain a group chat ("The Chat") using messenger app Mazey, that each franchise is required to join. The Chat shall be intended for general discussion and trading, but owners are encouraged to contact one another using private Mazey groups for trading purposes. The Commissioners ask that each franchise remains active on The Chat.

III. THE DATABASE

The Commissioners shall maintain a master Google Sheet that shall include the pertinent data for each team. Each owner shall be able to view this database.

IV. DISPUTE RESOLUTION

The Commissioners reserve all rights to resolve disputes within The League. The Commissioners pledge to act fairly, transparently, and in what they deem to be the best interests of The League.

The Commissioners shall consider any proposals to form an arbitration committee comprised of owners in The League, should owners in The League

question The Commissioners' judgment or intentions. However, The Commissioners reserve the right to serve on any such arbitration committee.

V. LEAGUE VIOLATIONS

Should a Franchise be found by the Commissioners to be in violation of this Constitution, The Commissioners reserve the right to garnish from said owner items including but not limited to: draft selections and cap space.

VI. AMENDMENTS

Owners in The League may vote to amend this Constitution at any time between the end of The Playoffs and The FYP Draft.

In order to amend this Constitution, 14 of the 20 owners in The League must vote in confirmation of the Amendment. Any such Amendment shall be effective at the beginning of the upcoming FYP Draft.

Past Constitutions:

1.0: https://docs.google.com/document/d/1AnHRandPna4OuyEm1hgMveNIDmfSWnpT_vnRCpj4cBs/edit?usp=sharing