

**WE ARE 138**  
**Redraft League**

**WE ARE 138**

**Established 2024**

|                                                       |           |
|-------------------------------------------------------|-----------|
| <b>Introduction</b>                                   | <b>3</b>  |
| Our League's Punk Rock Essence                        | 3         |
| League Site                                           | 3         |
| <b>The Grand Esquire: The Man Keeping It Together</b> | <b>3</b>  |
| The Commissioner                                      | 3         |
| <b>Finances and League Payouts</b>                    | <b>4</b>  |
| League Finances                                       | 4         |
| League Payouts                                        | 4         |
| Last Place Punishment                                 | 4         |
| <b>Divisions, Schedule, &amp; Standings</b>           | <b>5</b>  |
| Divisions                                             | 5         |
| Schedule                                              | 5         |
| Standings                                             | 5         |
| <b>League Matchup Structure</b>                       | <b>5</b>  |
| Double Matchups: Compete Against the Median           | 5         |
| <b>Playoffs</b>                                       | <b>6</b>  |
| Playoffs (Weeks 15-17)                                | 6         |
| <b>Players &amp; Rosters</b>                          | <b>7</b>  |
| <b>Roster Slots</b>                                   | <b>7</b>  |
| <b>Waivers</b>                                        | <b>8</b>  |
| Mosh Pit Waivers                                      | 8         |
| <b>Trading</b>                                        | <b>8</b>  |
| <b>Scoring Settings: Chaos and Glory</b>              | <b>9</b>  |
| Key Highlights                                        | 9         |
| <b>Draft: The Beginning of Chaos</b>                  | <b>12</b> |
| Membership Oath                                       | 13        |
| Team Abandonment / Integrity Rule                     | 13        |
| Amendments & Grievances                               | 13        |

## Introduction

Welcome to **We Are 138**—the ultimate assembly of punk rock fantasy football! This ain't your typical fantasy league; it's a raucous pit of chaos, strategy, and pure adrenaline. We're here to shake things up, turn the volume to eleven, and crown only the most savage managers as champions.

In this league, we live by one rule: **Anarchy!** Only twelve managers can survive in this punk-infused fantasy world, and if you can't hack it, you're out. It's a brutal game, and each season ends with a Survivor-style vote to boot out the weakest link. The stakes are high, and the competition is fierce, just the way we like it.

## Our League's Punk Rock Essence

We Are 138 embraces the rebellious spirit of punk rock. This Point Per Reception (PPR) league doesn't mess around; we use blind bidding for player acquisitions because we believe in the power of chaos and unpredictability.

In this league, the stakes are real: battles between quarterbacks, running backs, wide receivers, and tight ends determine your fate. Fight your way through 11 other bloodthirsty franchises for a shot at the postseason glory and cold, hard cash. We play for keeps, mate, and that means your team could be sticking around year after year if you've got the chops to manage it.

## League Site

The madness unfolds on the **Sleeper app**. Whether you're banging away on your mobile or desktop, the app is your gateway to fantasy glory. It's got its quirks, sure, but we address those on the fly, just like any true punk would—improvised and raw.

## The Grand Esquire: The Man Keeping It Together

### The Commissioner

Our fearless leader, **The Grand Esquire, Mr. Will**, runs the show with an iron fist and a wicked grin. He's the one managing matchups, orchestrating drafts, and collecting entry fees—all while keeping the peace in our anarchic playground. Rest assured, he's a fair bloke, committed to keeping things wild but just.

# Finances and League Payouts

## League Finances

Listen up, you punks! To get your shot at glory in **We Are 138**, each of you twelve anarchists must cough up a **\$120 entry fee**. No skimping or whining, alright? We're talking cold, hard cash—submitted through the *LeagueSafe system*, of course. This way, every penny is accounted for, and we keep things as transparent as a clear pint of lager.

## League Payouts

Here's the good stuff, mates—the payouts. At the end of this wild ride, our **Anarchy Overlord** takes home a cool **\$920**. That's right, the top dog who's smashed the competition to bits.

The **Chaos Commander**, or as we like to call them, the runner-up, gets **\$400**—a solid haul for almost tasting victory.

Meanwhile, the **Renegade Rebel**—the king of the consolation bracket—snags their **\$120 fee back**, proving that even in defeat, there's still a silver lining in this mad world.

## Last Place Punishment

And let's not forget the ultimate punk rock rule: **Last place gets the boot!** That's right, if you're bringing up the rear, you're out, mate. We're all about survival of the fittest here.

# Divisions, Schedule, & Standings

## Divisions

In **We Are 138**, we don't just play in any old divisions; we fight it out in these four hardcore battlefields:

1. **Anarchy Alley**  
Where chaos reigns supreme, and every matchup is a riot. This is the proving ground for the wild and unpredictable, where only the most daring will survive.
2. **Rebellion Road**  
The place for rebels with a cause, battling it out for ultimate glory. It's a division for those who thrive on defying the odds and challenging the status quo.

Playoff determinations are based on the best record and the most points scored. May the best punk rise to the top!

## Schedule

Get ready to rumble in **We Are 138**, where the regular-season schedule is 14 weeks of unfiltered mayhem, running from NFL Week 1 through Week 14. Each squad will clash with every divisional opponent and take on cross-divisional rivals, ensuring a brutal and relentless competition.

## Standings

In this punk-fueled league, **overall wins** dictate the standings. But when two or more teams end up in a deadlock, we break ties with true punk spirit:

1. **Points For:**  
The team that scores the most points gets the nod. Scoring is everything in our world of chaos!
2. **Higher Points Against:**  
If you're still neck and neck, the team that faced the fiercest competition (higher Points Against) wins. It's all about surviving the toughest battles.
3. **The Tiebreaker Coin Toss:**  
If the tie persists, it's down to pure punk randomness—a coin toss decides your fate. Alternatively, the commissioner might unleash another metric that fits the moment's madness.

## League Matchup Structure

### Double Matchups: Compete Against the Median

In **We Are 138**, we like to keep things edgy and unpredictable, so every week, you're not just going up against a single opponent. We're adding an extra layer of competition to keep everyone on their toes:

- **Second Matchup Each Week:** Every team will face a second matchup against the league median score each week. If your team scores higher than the league median, you earn an extra win. If you score below, it's a loss.
- **Level the Playing Field:** This setup ensures that even if you have a tough matchup, you can still come out on top by outperforming the league average. It's all about proving you're better than just one opponent.
- **Regular Season Only:** This format applies during the regular season, adding balance and giving everyone a fighting chance to climb the ranks.

## Playoffs

### Playoffs (Weeks 15-17)

Get ready for the ultimate showdown in **We Are 138**! The playoffs are where legends are made and the weak are left behind. Two brutal brackets, each with 6 teams, will determine who's the true king of chaos:

- **Anarchist's Cup Championship**
- **Consolation Bracket of Mayhem**

### Anarchist's Cup Championship

- **Seeding:** Teams will be seeded 1-6 within each bracket based on wins. Division winners with the best records secure their spots first.
  - **Seeding Order:** Overall Record > Points For > Points Against. If you're not a division winner, you better fight for those remaining slots!
- **Bye Week:** The top 2 seeds enjoy a bye in Week 14, while seeds 3-6 battle it out in an all-out brawl.
- **Round 1:**
  - Seed 3 takes on Seed 6, and Seed 4 clashes with Seed 5.
  - Winners advance to face the top seeds in Week 15.
- **Semifinals:**
  - The winner of the 4/5 game faces the top-seeded juggernaut.
  - The victor of the 3/6 matchup takes on the second seed.
- **Finals:**
  - The championship is a one-week showdown in Week 17. The team with the most points wins the Anarchist's Cup!

### Playoff Ties

- In case of a tie during the playoffs, the higher-seeded team gets the nod to advance. The punk rock spirit rewards those who've proven their mettle all season.

## Consolation Bracket of Mayhem

For those who missed the main stage, the **Consolation Bracket of Mayhem** is your chance to prove you're the best of the worst. It's an all-out battle to claim the title of ultimate underdog.

- Each round, the winning team advances to the next showdown in this fierce fight for redemption.

## Players & Rosters

Welcome to the jungle of **We Are 138**, where the player pool is a fierce battleground. Each player can only be owned by one team, so grab your studs and hold on tight. If you snooze, you lose, and someone else will claim your punk rock heroes.

## Roster Slots

In our chaotic league, each team has a roster that's built for pure mayhem. Here's how it breaks down:

- **18 Active Roster Slots:**  
Be ready to unleash your warriors every week.
- **Weekly Scoring Lineup:**
  - 1 QB
  - 2 RB
  - 2 WR
  - 1 TE
  - 3 FLEX (W/R/T)
  - 1 SFLEX (Q/W/R/T)
- **Bench:**
  - 8 Bench Spots: Keep your backup rebels ready to riot at a moment's notice.

## No Inactive Reserve (IR)

In **We Are 138**, we don't have time for the weak or injured to drag us down. **No Inactive Reserve (IR)** means if a player gets hurt, they either take up precious space on your bench or get tossed aside to the waiver wire like yesterday's trash. Only the strong survive in our league, and there's no room for sitting on the sidelines. It's survival of the fittest, and only the toughest get to play on.

## Starting Lineups

Here's the lineup for unleashing chaos on your opponents each week:

- **1 QB**
- **2 RB**
- **2 WR**
- **1 TE**
- **3 FLEX (W/R/T)**
- **1 SFLEX (Q/W/R/T)**

Build your army of misfits and let them run wild on the field!

## Waivers

### Blind Bidding

In **We Are 138**, we're not just grabbing players off the street; we're fighting tooth and nail for them. Each coach has a shot at snagging free agents on waivers through **FAAB (Free Agent Acquisition Budget)** during the regular season. Here's how it rolls:

- **Waiver Runs:** Waivers hit every week on **Wednesday at 3 AM EST**. You better have your bids ready when the clock strikes, or you'll be left in the dust.
- **FAAB Money:** Each coach starts the season with **\$1,000** in FAAB cash. Minimum bids start at \$0, and go up by \$1 increments. Remember, this ain't Monopoly money—it doesn't roll over from season to season, so burn it like you mean it!
- **Bidding Ties:** If bids tie, the player goes to the owner who's been starving for a win the longest. We reward persistence and grit here!

### Mosh Pit Waivers

Once the waiver wire runs on Wednesday, it's a no-holds-barred brawl in the **Mosh Pit Waivers**. All players dropped are immediately up for grabs, and any player can be added or dumped on a first-come, first-served basis until game time. It's a punk rock frenzy for the fiercest talent!

## Trading

### Trade Approval

In our league of misfits, trades go live and raw as soon as they're made. The **Grand Esquire** keeps a sharp eye on all trades to ensure fair play. Here's the lowdown:

- **Immediate Consideration:** Trades are a go as soon as they're proposed. The only reason the Grand Esquire will throw the flag is if collusion is suspected or if the trade breaks roster rules. We don't deal with sneaky tactics or shady deals—try it, and you're out faster than a punk rocker at a posh dinner party.

- **Valid Rosters:** All trades must lead to a valid roster. If not, they're toast. Keep your lineup tight, or face the fallout.

## Trade Deadline

- The trade deadline hits **Week 12** of the season. Once it's here, all trading grinds to a halt. So hustle and make your moves before the clock runs out.

## Eligible Trade Assets

- **Players and FAAB:** Coaches can swap players and FAAB cash to shake things up and climb the ranks.
- **Draft Pick Trading Authorized:** Unlike the old regime, draft picks are now in the mix! Trade 'em smart, and you could build a dynasty—or crash and burn.

## Ineligible Trade Assets

This is **We Are 138**, and we play by our own set of rules. In this league, it's all about the game, not backdoor deals. Here's what's off-limits:

- **No Physical Exchanges:** Keep it all on the **Sleeper app**, where the game unfolds. Anything outside of that—money, Bitcoin, favors, cashier's checks—breaks our Code of Conduct and gets you booted faster than a poser at a punk show.
- **Straight-Up Punk:** We're here to rock the league, not hustle side deals. Stick to the rules, or you're out. No exceptions, no excuses. Play it fair or hit the road.

## Scoring Settings: Chaos and Glory

**Listen up, punks!** This is the wild, no-holds-barred world of **We Are 138**, where every yard counts and every play could make or break your team. These scoring settings are not your run-of-the-mill rules. Read 'em carefully and get ready to strategize like a true rebel.

## Key Highlights

- **Quarterbacks:** These field generals are rewarded for **first downs**, **completed passes**, and **big plays**. But don't get too comfortable, because they're also penalized for **sacks** and **incomplete passes**. No room for weak arms or hesitation here!
- **Running Backs:** Our ground warriors gain extra points for **first downs**, **rushing attempts**, **receptions**, and making those **explosive big plays**. They're the backbone of your offense, charging forward like a stampede of punk rock fury.
- **Wide Receivers:** The rock stars of your team earn their keep with **highlight-reel plays** and **first downs**. They've got to make every catch count and turn every play into a show-stopping performance.
- **Weekly Median Battle:** Don't forget, every week you're battling not just your opponent but the league median score. Score above the median for an extra win!

**Bottom line:** Make every move with intention, keep your eyes on the prize, and remember—only the strong survive in this league of misfits.

## Passing

| Category                  | Points                                  |
|---------------------------|-----------------------------------------|
| Passing Yards             | 1 point every 25 yards (+0.04 per yard) |
| Passing TD                | 4                                       |
| Passing 1st Down          | 0.25                                    |
| 2-Pt Conversion           | 2                                       |
| Pass Intercepted          | -1                                      |
| Pick 6 Thrown             | -2                                      |
| Pass Completed            | 0.25                                    |
| Incomplete Pass           | -0.25                                   |
| Pass Attempts             | 0                                       |
| QB Sacked                 | -0.5                                    |
| 40+ Yard Completion Bonus | 0.5                                     |
| 40+ Yard Pass TD Bonus    | 0.5                                     |
| 50+ Yard Pass TD Bonus    | 1                                       |

## Rushing

| Category               | Points                                  |
|------------------------|-----------------------------------------|
| Rushing Yards          | 1 point every 10 yards (+0.10 per yard) |
| Rushing TD             | 6                                       |
| Rushing 1st Down       | 0.25                                    |
| 2-Pt Conversion        | 2                                       |
| Rush Attempts          | 0.25                                    |
| 40+ Yard Rush Bonus    | 0.5                                     |
| 40+ Yard Rush TD Bonus | 0.5                                     |

|                        |   |
|------------------------|---|
| 50+ Yard Rush TD Bonus | 1 |
|------------------------|---|

## Receiving

| Category                    | Points                                     |
|-----------------------------|--------------------------------------------|
| Reception                   | 1                                          |
| Receiving Yards             | 1 point every 10 yards<br>(+0.10 per yard) |
| Receiving TD                | 6                                          |
| Receiving 1st Down          | 0.25                                       |
| 2-Pt Conversion             | 2                                          |
| 0-4 Yard Reception Bonus    | 0                                          |
| 5-9 Yard Reception Bonus    | 0                                          |
| 10-19 Yard Reception Bonus  | 0                                          |
| 20-29 Yard Reception Bonus  | 0                                          |
| 30-39 Yard Reception Bonus  | 0                                          |
| 40+ Yard Reception Bonus    | 0.25                                       |
| 40+ Yard Reception TD Bonus | 0.5                                        |
| 50+ Yard Reception TD Bonus | 0.75                                       |
| Reception Bonus - RB        | 0.5                                        |

## Miscellaneous

| Category           | Points |
|--------------------|--------|
| Fumble             | 0      |
| Fumble Lost        | -2     |
| Fumble Recovery TD | 6      |

Use this guide to craft your strategy and dominate the league. Remember, in **We Are 138**, it's all about making bold moves and living on the edge! If you've got the guts, this is where you'll prove it. Rock on! 🎸

# Draft: The Beginning of Chaos

Welcome to the **We Are 138** draft, where the real games begin! This is where you build your crew of misfits, outcasts, and rebels ready to rock the field. **Pay attention**, because this is how it all goes down:

## Draft Order

- **First Year Draft Order:** For the inaugural year of our league, the draft order is set **randomly** once all coaches have paid up through the Sleeper App. Pay your dues, or miss out on your shot at glory. No payment, no draft—simple as that!
- **Subsequent Years:** In every following year, the draft order is based on your final standings. **First place drafts first**, and so on, rewarding those who conquered the chaos.
- **Coach Dropouts:** If any coaches decide to quit, their teams will be placed at the bottom of the pecking order. No room for quitters in this league of rebels!

## Draft Structure

- **Annual Redraft:** Every year, we wipe the slate clean and start fresh. No keepers, no baggage—just a chance to build your punk rock dynasty from scratch.
- **18 Rounds of Madness:** The draft will consist of 18 rounds, giving you ample opportunity to craft your squad of legends and outlaws.
- **Slow Draft:** We're taking it slow and steady with an **8-hour per pick** time limit. This gives you plenty of time to plot, plan, and pick your team without losing the punk rock edge.
- **Draft Date:** The draft date and time will be set, so make sure you're ready to rock when the clock starts. **[Draft Date: \_\_\_\_\_]**

## Draft Order Rules

- **First Year Randomization:** The first year kicks off with a random draft order. Once that's set, the madness begins.
- **Playoff Winner's Privilege:** After the first year, draft order follows the final standings. The top teams draft first, earning their place by dominating the competition.
- **First Come, First Served:** When it's your turn to pick, don't hesitate. The punk rock spirit demands decisiveness and bold moves. Make your selections count and get ready to take on the league.

Gear up, get ready, and let the drafting chaos begin! Remember, in **We Are 138**, fortune favors the bold and the prepared. Draft wisely, and may your team rock the field! 🎸

# League Communications

## Membership Oath

**Attention, punks!** As members of **We Are 138**, you pledge to stay active and communicate with your fellow misfits, even if you have to grit your teeth and bear it. The **Sleeper app** is our official megaphone for all league communications—no exceptions.

- **Chatter and Banter:** Use the app to send messages, talk smack, and let your opponent know they made a colossal blunder by accepting your blatantly one-sided trade offer. Keep the banter alive and keep the league buzzing.
- **Roast the Silent:** If a coach refuses to communicate, the rest of you are free to roast them with the best memes the internet can conjure. Silence is for the weak, and we don't tolerate it here!

## Team Abandonment / Integrity Rule

The **Grand Esquire** holds the power to exile any coach who steps out of line or violates the sacred principles of our fast-paced, competitive, and fair environment.

- **Stay Active or Perish:** To remain in the Grand Esquire's good graces and keep this league balanced, every coach must stay active and maintain a fierce roster throughout the season. Prolonged inactivity is team neglect, and neglect gets you kicked to the curb. If you can't keep up, you're out.
- **Deadbeats Beware:** If a team is abandoned, the Grand Esquire can seize control of your squad, marking you as a deadbeat. No trades or FAAB pickups will occur unless absolutely necessary to fill a starting roster.
- **Two Weeks of Silence:** Coaches with no league activity for two weeks and who ignore communications will be publicly shamed for abandoning the league. If no competent replacement can be found, the Grand Esquire will rule over your team for the season.
- **Playoff Forfeiture:** If an abandoned team somehow stumbles into the playoffs, their spot is forfeited, and the next best finisher takes their place.
- **High-Value Players:** Never drop high-value players without a valid reason. Dropping elite players could cause chaos and unfair advantages. The Grand Esquire has the power to return such players to their original rosters if it's in the best interest of the league.

## Amendments & Grievances

- **Rule Changes:** All changes to the rulebook will be discussed with league coaches. Everyone is encouraged to bring ideas to the table, but the Grand Esquire makes the final call on all changes.

- **Grievances:** Bring all complaints straight to the Grand Esquire, who will deliberate and make an irrevocable decision. Once the gavel falls, the ruling stands.

---

In **We Are 138**, communication, activity, and fairness are paramount. Stay loud, stay active, and keep the league rocking! 🎸