Race to the Infinity Gauntlet Bylaws

Key

Buy-In & Payout | Waivers/Trades | Rookie Draft/Taxi Squad | Roster Lineup | Playoffs | Other League Concepts

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League Concept Summary

From the popular Averager Movies there are six magical stones who have unbelievable power. If you have all six stones you can have all that power together but we turned it into a fantasy football.

The first owner to collect 5 Infinity Stones and retain them throughout the playoffs, WIN THE LEAGUE, (then giving you six stones) will wield the gauntlet and snap the league. Collect 100% of the accumulated pot and resetting the WHOLE league (rosters,draft picks and stones) with a new start up the next offseason.

The Dynasty World is in trouble following the snap the villain Thanos has caused. Understanding that commitment by the owners in the league is vital to saving the world.

How to acquire a Infinity Stone

There will be many ways an owner can collect an Infinity Stone:

1. **An Infinity Stone will be awarded to the team that accumulates the most points each regular season**
2. An Infinity Stone will be awarded to any team to finish with 2 or fewer losses
3. **An Infinity Stone will be awarded to the league champion each season.**
4. If two teams with Infinity Stones meet in any round of the playoffs, the loser will surrender an Infinity Stone to the winner.**

5. **If an owner with an Infinity stone loses the championship to an owner without an Infinity Stone, the owner will surrender one stone to the winner.**
6. If you score over **225** fantasy points in one week you receive a stone ***(NEW)***
7. **If your season PF comes with 87% of your season max points you get a stone**
8. Midseason - whichever owner is leading in PFs after week **4** will receive a stone ***(NEW)***
9. **If you have 3 of the 4 top scoring positions in one week (QBs,RBs.WRs.TEs) you get a stone - *can only get this once a year per owner.***
10. If you two stone owners meet in the regular season they can battle to steal a stone if both agree.

When successfully completing one of the tasks above, you will be randomly selected for a stone. You can't have more than 6 and you **can't** have the same one twice. The Commish will use a randomizer app to select one for you.

The Infinity Stones Powers

Power Stone- Allows the user to **add 15 points** to their overall score each week. *(Does not count towards overall PF at the end of season) (4 different times in one season)*

Space Stone - Allows you to choose your opponent in a regular season matchups *(4 different times in one season but can only switch to a different owner once in a season)*

Reality Stone - Allows the user to subtract 15 points to their opponent's score each week *(Does not count towards overall PF at the end of season)(4 different times in one season)*

Soul Stone - Gives the wielder the ability to use the Vormir Option.

Time Stone - Allows you to swap one starter with a bench player following that week's match up is over. *(4 Different times in ones season*)

Mind Stone - Allows you to bench an opponent's starter, (*4 different times in one season*) You Bench the player not the position

The Vormir Option

The Vormir Option: Once you have the Soul Stone you may choose to sacrifice one of your players in exchange of your infinity stones. This is for if you lose in the playoffs to another team

with an infinity stone or lose the championship to an owner without a stone. Your top 5 players are protected.

**You can't collect more than six stones at any time. If you have 6 stones during your playoff run and lose to a team without any stones then you must surrender a stone to the victor. (this means a team must win the championship with 6 stones on hand).

Other Important Stone Situations

Taking a Stone from another Hero

- ***If they only have one:*** If they have a stone you already have then it will go to the Wheel to decide based on what you have left available.
- **If they have more than one stone**
  - **You take the stone you don't have already**
  - **If there are multiple stones they have that you don't then it will be a wheel deciding determination**
- **If the loser and the winner have the same stones. There will be a wheel decide for which stone the loser loses & the winner gets**

No trading of any stones you keep the ones you get.

You can't use the stones in the playoffs outside of the Vormir option.

If any owner uses the Time stone then that swapped player's swaps are included in the overall points

You don't lose a Stone if you use it on someone and lose the matchup.

If two space stone players want to swap to the same person then it will be a wheel decision.

Winning the League: The winner needs five stones going into the finals and would snap the league if they win. ***(NEW)***

Buy-In & Payout

League Fee:

- $20.00 Per Season ***(NEW)***
- Leaguesafe is where you send payments

Pay-outs:

- Winner of the season gets double of their league fee back - $40
- The rest is whenever someone can collect all the stones and win the league

Waivers/Trades

Waivers:

- Daily Waivers will occur
- Sundays - In season - Waivers will be open to add players
- $100 FAAB Resets Before and After Season (*Sept 1 it resets*)

Trading:

- MORE trading MORE FUN. If ***you trade a future draft pick***, you must pay the Commish the buy-in for the upcoming year. If you trade a draft pick two years down the road you must pay two year's worth of buy-ins. You can trade up to three years out worth of picks of the current season but must pay the respective amount prior to the trade. There will be a deadline for trading.
- If you trade away draft picks & the league snaps those picks remain with the owner in which you traded them to ***(NEW)***

Trade Deadline: Week 14 ***(NEW)***

Rookie Draft/Taxi Squad

Rookie Draft:

- Rookie drafts will consist of 4 rounds.
- Each Owner will get a pick in each round unless traded.

Draft Order:

- Non Playoff Teams - Max Points
- Playoff Teams - Playoff finish with Max Points

Taxi Squad:

- Will be of 1st and 2nd year players only.
- Deadline is the start of the regular season.
- Currently only 4 spots. (Only Rookies prior to the start of the season are allowed on the taxi squad & they can stay on for two years)

Roster Lineup

IR Spots:

- Will allow 6 IR spots COVID, and OUT

# of Owners: 12 Owners

Roster: 26 in Total (9 Starter & 17 Bench)

QB: 1
RB: 2
WR: 2 ***(NEW)***
TE: 1
FLex: 2 ***(NEW)***
SF: 1
Bench: 17

Playoffs

Playoff Seeding:

- Top 5 by Record - 6th seed by Max Points
- Playoff Reseeding ***(NEW)***
- Loser bracket award 3.13

Playoff Tiebreaker:

- Regular Season PF

Other League Concepts

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3 Auto-sub player

Scoring:

- Passing TDs - 6
- Pick 6: -1
- RB rec: .25
- TE Rec: .50
- PPR
- .25 1st Down Pass,Rush and REc ***(NEW)***

League Median: No

Inactive/Tanking Rules

Fantasy football isn't a full-time job for everyone — and it shouldn't be.
That said, to maintain the integrity and competitiveness of the league, a baseline level of activity is required.

📅 Offseason Expectations

- Check your team **at least once per week** for trades
- Keep trade notifications on (via the Sleeper app is recommended)
- Ensure **league payment is completed on time**, especially before rookie drafts

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🏈 In-Season Expectations

- You must aim to finish **above 60% of Sleeper's weekly results**
    - Falling below this threshold may trigger a **commissioner review for potential tanking**

⚙️ Lineup Rules (Bye Weeks & Injuries)

- You are expected to set a **competitive and active lineup every week**
- You **should not** start:
    - Players on **Bye**
    - Players not on an **active roster**
    - Players listed as **Out** or on **IR**

Bye Weeks

- **No exceptions** — Sleeper allows lineups to be set in advance

Injuries

- Players on **IR should not be in starting lineups**
- Exceptions may apply only if:
    - A player is ruled **Out close to game time**
    - It's a **SNF/MNF game** and no replacement is available
- If a player is ruled out **a day or more in advance**, you are expected to make a quick adjustment

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🚫 Tanking Policy

- **Intentional tanking is not allowed**
- If you're benching clear **star players for backups with little to no role**, that's a violation

- We want to keep the league competitive — there *is* a proper way to rebuild, but this isn't it

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⚖️ Penalties for Rule Violations

Inactive Lineups

- **1st Offense:** Warning + Commissioner adjusts lineup(Highest Projected player prior)
- **2nd Offense:** Final Warning + Commissioner adjusts lineup (Highest Projected player prior)
- **3rd Offense:** Removal from league **or** forfeiture of top player / 1st-round pick

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Rule Changes by Year

2026 Season

- PF/Max Point Achievement will stay at 87%
- Top Team on Achievement will switch from Week 5 to Week 4
- Highest Score Point Achievement will switch from 250 to 225
- Power Stone to stay at 15 points
- Snap - Must have 5 going into finals
- Trade Deadline now week 14
- 6th seed to stay Max Points
- .25 1st down for run/pass/rec
- Vormir Option to stay top 5
- FAAB to reset twice
- League Fee Increase to $20
- Don't pay 2 years in advance
- Continue to a 6 team playoff
- Playoff reseeding
- 1 WR spot will switch to a FLEX Spot
- Allow co-owners
- Trade away draft picks they don't come back after a reset

2025 Season:

- Power/Reality Stone 15 points now and 4 times
- Can't use time/reality stone on any one just opponent
- Waiver open Sunday (inseason)
- FAAB stays as is
- 87% for the accuracy for a stone

2024 Season:

- YOu can only switch to one person in the season with the Space Stone now
- Space Stone usage stays at 4
- Don't lose a stone when you use a stone
- 5 Points for the Power stone still
- Vormir Option now only requires having the Soul Stone
- WInner needs five going into the finals and would snap the league if they win
- If you have six stones in the playoffs you can take a player from someone instead of a stone
- If two stone holders face off they can challenge up their stones
- Loser Bracket in 2024
- Trade Deadline week 13
- Power Stone won't count towards points
- Time Stone - the Swap for the bench player will count towards overall points.

2023 Season:

- No playoff Reseeding
- NO Loser Bracket Winner
- PLayoff Tiebreaker - Regular season PF
- NO League Median
- 250 rule does not move down
- Weekly Award does not count in playoffs
- Loser Match up following a playoff loss won't follow the rule to lose another stone.

Commish Stuff

Important Information for the Offseason

Draft Day Information

- 8 Hour Clock - Turns off at 11 pm and on at 8 am (est)
    - Ill try to @ you at 8 hours, 4 hours, 2 hours 1 hour and 10 mins then your pick gets AUTOed
- If you trade away any future picks - please send over league fee for that year ASAP under the caption RTIG (YEAR)
- Please try to not make a mistake and click the wrong player
- If you can @ the next player in order to keep the draft moving

Season

Important Information for the 2026 Season

First off, enjoy the summer.

- If you trade any future payments, please add it to 2026 Link on leaguesafe - $20 league fee
- Trade Deadline is Week 14
- **Draft Order** - is by Max Points - non playoff teams
- Max Points w/playoff finish - playoff teams
- **Playoffs :** Top 5 by record and 6th Seed Max Points
- There is **Loser Bracket Winner** (gets the 3.13)
- Double the league fee to the winner
- Waivers will reset on Sept 1st
- .25 1st downs for run/pass/rec
- Please review the bylaws for ALL rules
- Don’t ask unless you need clarification of a stone or how to get a stone.