

**KEEPER CORRUPTION LEAGUE:
BYLAWS (2025 EDITION)**

Article I: Important Dates

1. Payment Deadline: May 1
 - a. Each team owner must make their payment for the upcoming season prior to the above listed deadline. If payment has not been received by the deadline, commissioners reserve the right to lock the lineup of the offending owner. If there is no payment within a reasonable time after the deadline, the commissioners may declare the team abandoned
 - b. Trades made by a team after the previous season but before they have paid the buy-in for the upcoming season will be reversed as well as any trades made after that contain assets from the original invalid trade. Owners should make sure trades are made from teams who have paid for the upcoming season
2. Annual Draft: First Weekend of August
 - a. The annual draft will be held after all league members have renewed for the upcoming season and after all orphan teams have been sold. If there are orphan teams at the time of the draft, the draft will be delayed until the league is full
3. Keeper Announcement Deadline: One Week Before August Draft

Article II: Fees and Payouts

1. Season Buy-In
 - a. The buy-in of \$25 must be paid to the commissioners before the aforementioned payment deadline of May 1st
 - b. Trading of a future pick requires payment of that future year. If a team does not pay the commissioners the buy-in of \$25 for the trading of a future pick within seven days of the formal trade, the trade will be reversed
2. Winnings Allocation
 - a. Second place receives their season buy-in back
 - b. First place receives rest of the pot

Article III: Standard Scoring System

1. Basic Scoring Rules

Passing TD	4 points
Passing Yards	0.04 for 1 yard (1 point every 25 yards)
Passing 2-Point Conversion	2 points
Interception	-2 points

Receiving TD	6 points
Receiving Yards	0.10 for 1 yard (1 point every 10 yards)
Receptions	0.50 points
Receiving 2-Point Conversion	2 points
Rushing Yards	0.01 for 1 yard (1 point every 10 yards)
Rushing TD	6 points
Rushing 2-Point Conversion	2 points
Fumble Lost	-2 points
FG (0-39 yards)	3 points
FG (40-49 yards)	4 points
FG (50-59 yards)	5 points
FG (60+ yards)	6 points
PAT Made	1 points
PAT/FG Missed	-2 points
Defense TD	6 points
Points Allowed 0	10 points
Points Allowed 1-6	7 points
Points Allowed 7-13	4 points
Points Allowed 14-20	1 point
Points Allowed 28-34	-1 point
Points Allowed 35+	-4 points
Sacks	1 points
Interceptions	2 points
Fumble Recovery	2 points
Safety	2 points

Forced Fumble	1 point
Blocked Kick	2 points

Article IV: Rosters

1. Starting Lineup Requirements (10 starters)
 - a. 1 Quarterback
 - b. 2 Running Backs
 - c. 2 Wide Receivers
 - d. 1 Tight End
 - e. 2 Flex Players (RB/WR/TE)
 - f. 1 Kicker
 - g. 1 Defense
2. Bench Spots
 - a. Each team has 5 bench slots
3. Weekly Starting Lineup
 - a. Owners must submit a valid starting lineup weekly
 - b. Starting lineups are not allowed to have players on BYE or players who had been listed as OUT with a reasonable amount of time for the team owner to correct the lineup
 - c. Players in an owner's starting lineup will lock at their scheduled kickoff. Players can be added or removed from starting lineups as long as their game has not begun
4. Injured Reserve Rules
 - a. Each team has 1 injured reserve slot
 - b. Players listed as OUT are permitted in injured reserve slots
5. Keepers
 - a. One week prior to the annual draft, each team owner must publicly notify the league as to which Keepers will be remaining on their roster, with a maximum of three players kept per team

Article V: Keepers

1. Basic Keeper Rules
 - a. Each season, a team owner may designate up to three players from their roster as Keepers. There is no minimum number of Keepers required to be kept each season
 - b. No owner is permitted to be a contract a player as a Keeper for longer than three consecutive seasons
 - c. The cost associated with Keeping a player are:
 - i. Year 1 kept: round drafted +1

- ii. Year 2 kept: round drafted +2
- iii. Year 3 kept: round drafted +4
- iv. Year 4 kept: Keeper contract expires and back to draft pool
- v. e.g., an owner drafts Bucky Irving in the 12th round in the 2024 draft. They may keep Irving for an 11th round pick in 2025, a 10th round pick in 2026, an 8th round pick in 2027. In 2028, Irving's Keeper contract expires and he must re-enter the draft pool
- d. Once a player is fully back in the draft pool, either from the player not being kept or the Keeper contract expiring, that player's eligibility resets
 - i. e.g., In 2027, Brock Bowers remains a Keeper for his final contract season as a 3rd round pick. When he returns to the draft pool for the 2028 draft, he is drafted in round 6. Bowers can now be kept for an additional three years starting with a 5th round pick in 2029
- e. No player that is drafted in the 1st round of the prior draft may be kept
 - i. Players who become a first round pick by being contracted as a Keeper multiple seasons may be taken in the first round; however, that player cannot be kept the subsequent season because the player would then have been taken in the 1st round
- f. A player's ability to be kept is based on the prior draft. This persists through trades or drops/adds
 - i. e.g., team owner B drafts Bo Nix in the 6th round in 2024. After an injury in 2025, owner B drops Nix to the waivers. Team owner C acquires Nix. If owner C wishes to declare Nix as a Keeper for the upcoming draft, Nix would count as a 5th round draft pick even though he was dropped to waivers
 - ii. e.g., team owner D drafts Joe Flacco in the 12th round. If Flacco is traded to team owner E later in the season, he will be counted as an 11th round pick should E choose to make Flacco a Keeper
- g. Should a player have multiple players worth the same pick, they must assess one player at a higher draft value
 - i. e.g., Team owner F has D'Andre Swift who will count as his 5th round pick. Owner F also acquires via trade Cooper Kupp who also counts as a 5th round pick from his prior owner. Should owner F wish to keep both players, he will be assessed both a 4th and 5th round pick
 - ii. Should a team owner have multiple Keepers assessed as a first round pick, the team owner must drop a Keeper (as they do not have a "0th" round pick)
 - 1. e.g., Team owner G has Josh Allen from a prior season assessed as a first round pick. During the season, Team G

trades a 1st round pick for Amon-ra St. Brown and a 14th round pick. St. Brown is also assessed as a 1st round pick. Team G cannot keep both Allen and St. Brown

- h. Players who go undrafted and are acquired on waivers may be kept for a 10th round draft pick
- 2. Commissioners will keep track of and make public a shared document detailing existing Keepers for each team along with their draft cost and contract years remaining. This document will be updated at reasonable intervals and will begin following the announcement of Keepers by team owners prior to the 2026 draft

Article VI: Trading

1. Basic Trading Rules

- a. All trades will be automatically processed
- b. Trading FAAB is allowed
- c. Trading of draft picks is allowed; however, trades must include the same number of draft picks of that year to ensure every team is able to fill a complete roster at the time of the draft. Otherwise, some teams would not be able to fill a roster at the draft while others would have far too little players
 - i. e.g., If team owner H wishes to trade Saquon Barkley to team owner J in exchange for a 2025 1st round pick, team owner H must also include a 2025 draft pick as part of the trade (even if it is a 2025 pick for Round 15)
- d. No trade is official until it is processed on Sleeper. No handshake trades or text message promises will be upheld
- e. Conditional trades are not allowed. This means things like trading away a player only once a team has secured a playoff spot. All trades must be assets currently available to a team
- f. A team or team may have their trade rights removed for various reasons. This may include collusion, attempts to collude, if the owner has expressed clear desire to leave the league, if the owner is being forcibly removed from the league, or other various reasons

2. Trade Deadline

- a. Trading will be allowed for a team once owners have paid for the league for that season and up until the trade deadline
- b. The final trade deadline is the kickoff to week 11 (first Thursday game)

3. Protesting Trades/Reversals

- a. If an owner believes there is collusion involving a trade or a trade is too far unbalanced, the owner may alert the commissioners. If possible, the

owner should provide evidence as to why they think the trade is collusive or may be grossly unbalanced

- b. Once the commissioners receive a number of protests from more than half of the league's owners, they will begin the process of investigating collusion
 - c. If the trade is protested as being one-sided, the trade will be tested using the average of two trade calculators: fatasycalc and rototrade. If one sides comes up as receiving more than 2.5x the value of the other side based on the trade analyzers, it will be reversed
4. Trading Future Picks
- a. Future draft picks can be traded up to three years in advance; however, team owners must pay for the year in which that pick resides in order to trade that pick
 - i. Buy-ins for future picks must be made within seven days of the trade or the trade will be reversed
 - ii. Similar to the above, trading a future draft pick requires trading the same number of draft picks for the given year
 1. e.g., if owner K wishes to trade away a 2026 1st round pick to owner L, owner L must also include a 2026 draft pick of any value in the trade
 - b. If an owner indicates they are leaving the league, future picks are not allowed to be traded as any trade with them will have been made in bad faith

Article VII: Waivers/Free Agents

1. Free Agent Blind Bidding Waivers
 - a. All teams have a Free Agent Acquisition Budget (FAAB)
 - b. Each manager begins the season with \$100 FAAB to place blind bets on waived players.
 - c. A minimum bid of \$0 is required, and all bid amounts must be in \$1 increments
 - d. The team owner with the highest bid will acquire the player, and for the exact dollar amount that was bid. Because this is blind bidding, other team owners will not be able to see your bid amount or for what player until waiver claims are processed
 - e. In the event two owners bid the same amount on a player, the tie breaker will be based on waiver priority
2. In-Season Acquisitions
 - a. Beginning in Week 1, in waivers will run weekly on Wednesday at 3am

- b. Once a players' game kicks off, they will be ineligible for acquisition until the following waiver run
 - c. A player who is dropped may be picked up immediately if the drop does not take place between the kickoff of that player's game and that week's waiver run
3. Keeping Free Agents
- a. Any player acquired from the waivers that a team owner wishes to keep for a subsequent season will be assessed as a 10th round draft pick

Article VIII: Schedule

- 1. Schedule
 - a. Schedule will be randomized each year. The regular season begins on Week 1 of the NFL season and will end upon the conclusion of Week 15
- 2. Standings
 - a. Standings order will be set this way:
 - i. Winnings Percentage (win-loss record)
 - ii. Total Points Scored

Article IX: Playoffs

- 1. Top Two Seeds (Byes)
 - a. Six teams qualify for the playoffs as follows: the top two records will get byes and four wild card teams. In the event of a tie, the spots will be determined by the following tiebreaker criteria:
 - i. Total Points Scored (most wins the tiebreaker)
 - ii. Reverse Order of Opponent Total Points Scored (points against)
- 2. Four Wild Card Teams
 - a. The four wildcard spots will be decided by record. In the event of a tie for the wild card spot, the wild card spots will be determined by:
 - i. Total points scored (most wins tiebreaker)
 - ii. Reverse Order of Opponent Total Points Scored (points against)
- 3. Bracket Setup
 - a. The top two seeds receive a bye in the first week of playoffs, while the #3 seed plays the #6 seed, and the #4 seed plays the #5 seed
- 4. Playoff Game Tiebreaker
 - a. In the event of a tie score in a playoff game, the following tie-breaking criteria will be used:
 - i. Total Points Scored in Regular Season
- 5. Advancement

- a. Once the winners have been determined for the opening round of the playoffs, the #1 seed will face the winner of the #4 and #5 seed game, and the #2 seed will face the winner of the #3 and #6 seed game
- b. The winners of those matchups will then compete in the championship game held the following week
- c. The losers of the semifinal matchups will compete in the consolation game for third place (also in the final week of the playoffs)

Article X: Annual Draft

1. Timer
 - a. 2 minutes per pick
2. Draft Order
 - a. The draft order will be randomly determined immediately following the deadline for team owners to submit their Keepers for that year's draft
3. Draft Rules
 - a. The annual draft is a snake-style draft, meaning the draft order will be reversed for each round
 - b. Trades are allowed before and during the rookie draft
 - c. If a team owner does not make a pick before the timer expires, the system will automatically pick a player for the team owner based on the highest-ranked player on the owner's queue or best available player based on ADP
 - i. Picks made by the system due to a timer expire in will almost never be reversed

Article XI: Team Owner Rules

1. No team owner may have stake in, manage, or have control of more than one team in the same league
2. If a team owner abandons their team, that team owner gives up the claim to all prize winnings, forfeits the current season buy-in, and future buy-ins paid
3. If a team owner is caught cheating by collusion, attempted collusion, tanking, or any other means, commissioners reserve the right to remove that team owner, without refund, from their team
4. Team owners are expected to respond to trade offers in a reasonable timeframe
5. Co-owners are not allowed for the purposes of paying the annual buy-in or receiving payouts. In other words, one team owner must pay the entire season buy-in, and only that team owner that paid will be entitled to any winnings
6. In the unlikely event a team owner is incapacitated during the fantasy season, the commissioners will assume control of the team and adjust lineups based on the current ADP rankings

Article XII: NFL Season Game/Schedule Issue Rules

1. If a game is canceled or postponed, that game will not accrue stats in the original week it was scheduled. The only exception is if it is postponed within the same NFL week
2. If the NFL season is cut short before the fantasy playoffs, payments for teams will be pushed to the following year. For example, a 2020 payment would become a 2021 payment if the 2020 season is cancelled
3. If the NFL season is cut short during the fantasy playoffs, Winning Percentage at the time the season is cut short will be used to decide the places of the teams with Total Points as the tiebreaker

Article XIII: Illegal Starting Lineups/Tanking

1. Bye week players cannot be in starting lineups. If you have no replacements available on your roster, you must pick up a replacement
2. Injured players cannot be in starting lineups. If you have no replacements available on your roster, you must pick up a replacement
 - a. The only exception is if the injury designation occurs after weekly waivers have run or if the player was not downgraded within a reasonable time before the start of their game

Article XIV: Collusion

1. Player renting is collusion. This means two teams working together at the detriment of one other team. This can be trading away a player for a single game or series of games then trading the same player back.
2. Offering anything (money, food, goods or services, draft picks that aren't accessible yet, or any benefits of ANY kind) outside the actual specific league exchange for assets within the league constitutes as collusion. Such trades will be reversed and owners may be removed from the league without refund
3. Attempting to collude with another owner that is not followed through because it is reported, is not allowed. The attempt or indication of a willingness to collude is considered collusion and may result in removal from a league without refund
4. Behavior of regularly adding and dropping players between two teams may be considered collusion
5. Behavior of regularly adding and dropping the same players within a week
6. Behavior of routinely having most or all trade with another team be generally favored towards one team may be considered collusion

Article XV: Rule Changes

1. Rule changes can be proposed by any team owner. Rule changes will most likely be voted on during the off-season and must have a majority to pass. Rule change discussions can happen at any time
2. A rule change will only occur during the fantasy season if there is a blatant loophole that needs closing or something is not worded correctly for the intent of the rule

Article XVI: Best Interest Clause

1. Should circumstances, issues, or problems arise for which a remedy is not stated in the rules, the commissioners reserve the right to take whatever actions they deem necessary within reason
2. The commissioners may be replaced by a unanimous vote by the league