

The Blue Chip Brotherhood 2012 Dynasty League

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I would like to officially invite you to sign up with my new dynasty league that will be forming this year. I'm currently in the process of writing the by-laws, and getting the foundation in place. There are a lot of dynasty leagues out there, and with hundreds of different rules. The unique thing about running a dynasty format, is that you can tailor it to your needs.

The set up can be as simple as drafting a team, and carrying over your roster from year-to-year. On the flip side, there are other options that can be added to create a "real" GM experience, such as: Salary Caps, Contracts, Taxi Squads, Franchise Tags, Tendering Offers, Cap Penalties, and even Hold Out negotiations.

When you begin a dynasty, it's very important to know if it's going to be salary cap, or not. Once you start (with out salary cap), there's no turning back. So to keep things simple, I **will not** be adding a salary caps, contracts, franchise tags, tendering, or hold outs to this league.

However, I will be implementing a Taxi Squad. Taxi squads are a group of (rookie) players that you draft every year, and put on a practice squad to monitor their performance, and decide later to activate to the starting roster, or not. I will explain this option in more detail under "Taxi Squad" category.

I'm going to list here a brief picture of what this league is going to be about, and then you can decide for yourself if it's right for you. I will explain the league fee, roster requirements, scoring, and a description of calendar events throughout the fantasy season. The league will consist of 16 General Managers, and the initial draft will be extensive. Owners will be required to carry a 53 man roster (replicating the NFL), every year. Rosters may vary through out the off season due to player management.

Now before you go, "Holy Crap Commish, that's an insane amount of players!" It really isn't as bad as you think. Remember, you will not be assigning salaries, or contracts. You don't have to worry about franchising players, or keeping track of cap penalties. All you have to do is, manage your roster. There really isn't anything you're doing different from a regular re-draft league, that you're doing here. You do have more players to manage, and that's it. I don't have to go into Fantasy Football 101, you already know that. You are a seasoned veteran to the hobby, and that's why you're getting the invite. The difference is this: Tracking player movement during the off season, monitoring the rookie prospects, and becoming familiar with "Individual Defensive Players", or IDP.

IDP brings so much more to the game, than you realize. I know your thinking: "Man I can barely keep up with offensive players, let alone defense." But the fact is, it's not bad at all. The fact is, once you go IDP, you will wonder why you didn't do it years ago. It makes watching football on Sunday's, Mondays, Thursdays, and Saturdays, that much more exciting. Sure you

can draft a team defense, and watch them play each week. But you could start your IDP players, and watch them turn out in a multitude of games.

Theres a good artical about IDP basics here:

<http://www.thehuddle.com/x6/articles/hb-dt-idpleagues.php>

I think most of you know my fantasy football background, and know how I run things. I try to make things work. I always want to make my leagues better. Improving and giving owners true owner experience is what its about (for me). You know how my leagues in the past have turned out, and how they were successful. I'm confident in what I bring to the table, and always see things through to the end.

I hope that I get all GM's to make the decision to sign with the Blue Chip Brotherhood, and have the craving for building a team from ground roots. You are being chosen based on your past history of fantasy football, and that you have shown the commitment, and dedication to other leagues, of sticking with it. There are millions of fantasy football players, but I'm not looking for the average 'Joe'! This is about wanting more! If you want more out of fantasy football, then thats exactly why your reading this. If by chance I cannot get all 16 of the pre-selected GM's, I will turn to the internet (FootballGuys.com) to fill in the vacancies. Now lets get a glimpse of whats to be offered here:

- \$30.00 League Fee
- 53 Man Rosters
- Injured Reserve
- Taxi Squads
- IDP (Individual Defensive Players)
- Auction Waiver Wire
- Rookie Draft
- Free Agent Draft
- IDP Draft (under review)
- Player Cap
- Multiple Draft Pick Trading

Now to touch on a few of the options listed above, lets start with the league fee.

1. \$30.00 League Fee*

The league fee is the lowest of all time. To be a part of a league like this, your getting alot of bang for your buck. There is very little overhead (price of the the software). I will be using a site called <http://www.leaguesafe.com/>

Its convenient, fast, and safe guards all your funds in one central location. The Bowling Green league I was in (64 teams) last year, used their services, and its secure. Here is how the fee will be broken down:

- \$300 to the champion
- \$100 to 2nd Place
- \$70 to <http://myfantasyleague.com/>

*Now the league fee is subject to change, only with a majority decision to raise it. If you guys feel that you can afford more, then we can make it happen. But until that happens, we will go with the thirty dollars. Before the season begins, I will put a poll up, asking if you guys want to raise the fee.

2. 53 Man Rosters

The rosters are extensive, but I am incorporating individual defensive players. The point breakdown for defensive players will look something like this: (Tackles 1.5pts, FF .5pts, FR 5pts, INT's 5pts, QB Sack 5pts, Safeties 4pts, Tackle Assist .5pts, Fumble Recovery for TD 6pts, Pass Defensed 2pts) Offensive starter points will have the traditional look and feel. To give you an idea of what a starting line up (20 starters) will look like:

- 1 Coach
- 1-2 QB's
- 2-3 RB's
- 3-4 WR's
- 1 TE
- 1-K
- 2-3 **DL** (Defensive Lineman , example: Tackles, Defensive Ends)
- 3-4 **LB's** (example: Middle Linebackers, Left/Right Linebackers)
- 3-4 **DB's** (Defensive Backs example: CB's and Safeties)
- 1 Team Defense

So if you do the math, that leaves 33 players left on your roster that are not in a starting capacity. You have an additional 8 men that are to sit on your Taxi Squad every year. That now leaves you with 25 additional spots to fill your roster. When I set this up, you can fill the rest of your roster spots as you wish. But you will have to maintain the 53 man roster at all times during the regular season, and playoffs. Penalties will be put in place at a later time, if there is an error found in your personnel movements. Once we reach the off-season, General Managers will then have to make some tuff decisions based on their rosters. You will be required to make a roster cut, to get your personnel down to 43. This allows you to cut the dead weight, and bring in more quality players at your desired positions. The NFL works similar to this, that they build their teams through Free Agency first, then fill the other needs through the rookie draft. They too, have to maintain a player cap.

3. Taxi Squads

Taxi squads give you the room to add players via the draft, and give you flexibility to maneuver players in, and out of your active roster. There is a caveat to the Taxi Squad. At a predetermined

time (not yet set) by myself, other owners will have access to your players listed on your taxi squad. If an owners likes a player on someone elses Taxi Squad, they would notify myself (Commissioner) and I would in turn notify the owner who owns the player of interest. I would then give him the option to either activate the player to their starting roster, or relinquish the player to the owner seeking interest. In this scenerio, owners are forced to move these players in, or out. You can not hoard players on your practice squad with this stipulation put in place.

The other thing to note about these Taxi Squad players is, only Rookies are allowed on your Taxi Squad. Once a player from your Taxi Squad has been activated, he is no longer authorized back to the Taxi Squad.

4. IDP's

Some of you cringe when the word "IDP" comes up. You've heard the expression "Dont knock it til' you try it", or "Dont judge a book by its cover"! Thats exactly the right expression for individual defensive players. You have to step out, and take a chance. I can promise you this, once you experience the added value of IDP, you will not go back to traditional thinking.

IDP will be a part of this league, and will give you more weapons to use each Sunday. Darrel Revis, Ray Lewis, Dwight Freeney, and Justin Tuck (just to name a few). Fumble recoveries, interceptions returned for touch downs, and sacks! It adds so much more. Don't forget, you will still have to draft a "Team Defense", so its not going away. But these players can give you that edge. If you have a weak offense, build a strong defense. Defense wins championships, right? I've listed some of the point values under '53 Man Rosters'. Just for an example, lets say you have Brian Urlacher. Urlacher has a great game against his rival Green Bay, with 1 sacks, a forced fumble and an interception for a touchdown! On top of all that, he had 10 solo tackles. What was Urlachers outcome? Thats a 26.5pt day, not to mention points for assisted tackles and yardage gained on the interception. You could literally be looking at over 30pts for #54, and the Bears are back in the hunt. You see, thats added value that we are missing out on. Its time to shake things up guys, and shift gears towards a more entertaining fantasy football experience.

I mentioned earlier, that our league will have a list of calendar events through out the year. Here are some up coming events that will be taking place:

- (April 25, 2012) Letter of Intent is due to commissioner stating your intentions of signing with this league. You can email, or call me. I'll list my number, and email address.
- (April 26, 2012) The actual NFL Draft commences.
- (June 1, 2012) Rookie Draft
- (July 9, 2012) Free Agent Draft*
- (August 1, 2012) IDP Draft

Dates are subject to change. Some dates are not listed here, and can be found on the league website.

Let me shed a little light on these drafts. I'm focusing on getting the Rookie, Free Agent, and IDP drafts all separate from one another. But, if this is not the case later, you will be looking at drafting all of them at once. If by chance this has to occur, the draft dates will obviously change, and you will be notified. All drafts will be a "SLOW EMAIL" type draft, with a pre-selected timer between picks. Once I get all owners on board, I will go into further detail with how the draft will run. Basically, you'll be notified that it's your turn to pick, and you will be on a 12 hour timer (hypothetically speaking). Every night, I will have the draft shut down between 12am-7am, and then it would recommence. This gives owners time to research between picks, or allow for time. If your busy (families), what have you, you still have time to make a selection.

This is it in a nutshell! You've been chosen to compete here @Blue Chip Brotherhood Dynasty. I will be patiently awaiting your letter of intent. You have until April 25 to make your decision. I will fill vacancies, once the deadline passes. This will be the only time I contact you regarding your membership. It will be an exciting year, and you will not be disappointed that you chose to try something new! Here's is for being proactive: <http://www.kffl.com/article.php/72775/>

Thank you,

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