

Celebrity Deathmatch

Dynasty League

Bylaws

Fantasy Football Constitution

Last Revised: July 30, 2024

Article I: Governing Body

- I. The commissioner for the 2021 season (and beyond) will be Kevin Davidson (kdavidson0281@gmail.com), with Dan Kerestes (knad0412@gmail.com) acting as co-commissioner.
- II. During the season, the commissioner will be responsible for running the day-to-day operations of the Celebrity Deathmatch Dynasty League and will be required to determine the appropriate course of action by interpreting the terms outlined in the League Constitution, as well as the fantasy football service used (MFL).
- III. The co-commissioner will aid the commissioner in decision-making, day-to-day operations, as well as ensuring each ruling is fair and in the best interest of the entire league.
- IV. Best Interest Clause: Should circumstances, issues, or problems arise for which a remedy is not stated in the rules; the commissioner reserves the right to take whatever action he or she deems necessary in the best interest of the league.

Article II: League Members

- I. There will be thirty-five (35) league members for each season.
- II. All interested members from the previous season have the right to retain their franchise, if they are in good standing with the league and have paid their league fees, prior to the deadline, using LeagueSafe.com.
- III. If a member is no longer interested in playing or removed, a replacement owner will be added by the commissioner. The new league member will retain the inherited team's players and draft picks. A dispersal draft will take place as a result of more than one member being replaced.

Article III: League Setup

- I. League Fees:
 - a. The annual fee for the Celebrity Deathmatch League will be \$50.
 - b. Owners will also be required to pay for the subsequent season. This is done to retain owners from year-to-year and reduce the burden of a possible rebuild a replacement owner may need to make.
 - i. Any owners that leave the league, fail to pay their league fee prior to the deadline, or are removed from the league for any other reason, forfeit this payment.

- ii. In the event the folds, all remaining owners will be issued a refund for the following season that has not been played.
- c. In addition, owners will be required to pay 1/35th of the MFL fee.
 - i. The MFL fee will be obtained for the lowest rate offered. Currently, and at the time this document was drafted, this equates to about \$2 per owner.
- d. During the first season, owners will also be required to pay for 1/35th of the graphics fees for the league theme. This includes a League Banner, Division Headers, Custom Background, and Team Banners. This equates to roughly \$6 per owner.
 - i. In the event an owner wants to change their team name they will be required to pay for their new Team Banner. The current rate for this is \$3.
- e. League fees will be due by May 1 of each year.
 - i. Extensions may be granted at the discretion of the commissioner.
 - ii. Failure to pay by the deadline or work something out with the commissioner will result in removal from the league.
- f. League Fees will be collected on LeagueSafe.com

II. Rosters:

1 QB
 2 RB
 4 WR
 2 TE
 1 W/R/T Flex
 1 W/R Flex
 1 Q/W/R/T Flex
 18 Bench
 3 IR
 “Unlimited” Taxi**

* Rosters may only one copy of an individual player
 ** up to 50 per MFL Limits, may change per MFL Limits

III. Startup Draft:

- a. There will be one 30 round Startup Draft consisting of all 35 teams and 3 player copies.
 - i. Teams may draft only one copy of an individual player.
- b. The Startup Draft will be an email (slow draft) format, through MFL.
- c. The date for the Startup Draft will be set after every team in the league has paid their league Fees.

IV. Scoring:

Reception/Rushing Yds:	1 pt/10 yds
Reception/Rushing TDs (by position):	
• QB/RB/WR	6 pts/TD
• TE	8 pts/TD
Receptions:	
• QB/RB/WR	1 pt/reception
• TE	2 pts/reception
Fumble Lost:	-2 pts/fumble lost
Passing TDs:	6 pts/TD
Interceptions:	-2 pts/Int
Pass Yards:	1 pt/20 passing yards
2-Point Conversions (pass/rush/rec):	2 pt/2-pt conversion

V. Taxi Squad

- a. During the Rookie Draft rosters will increase by one spot. This is to allow you to draft rookies and then place them on your Taxi Squad. This is the only time a player can be placed on a Taxi Squad other than following a trade.
 - i. Only drafted rookies during the Rookie Draft may be placed on the Taxi Squad.
 1. Teams have 24-hours from the conclusion of the Rookie Draft to ensure all player's they would like on the Taxi Squad are placed accordingly.
 - ii. Players may remain on the Taxi Squad for up to two (2) full seasons.
 - iii. An owner may have as many players they like on the Taxi Squad, within the constraints of MFL (currently 50 max.)
 - iv. Once a player is removed from a Taxi Squad they may no longer be placed back on there (for any team).
 - v. Taxi Squad rights are transferable, meaning players that are on a Taxi Squad at the time of a trade may be immediately placed on the Taxi Squad of the new owner.
 1. The new owner will have 24 hours from the completion of a trade to do so.
 2. If an owner had to drop a player to make room for a player that's being placed on the Taxi Squad, but would like to keep the dropped player on their roster, that owner may notify the

commissioner and the league immediately following the trade and the commissioner will add the player back to that team's roster.

- VI. Divisions:
 - a. The league will be composed of 5 divisions.
 - b. For the first season of the league, and each year following the Tag Team Deathmatch tournament, divisions will be randomly selected following the startup/rookie draft.

Article IV: Amendments

- I. All amendments regarding scoring or roster requirements must receive approval by more than 80% of the league.
- II. All other amendments proposed by league members must receive approval by democratic vote (majority).
- III. Any amendment that is approved during a season will not be made applicable to the current season unless explicitly stated as such and will be applied to the following season.
- IV. Any amendment that is approved during the "off-season" will apply to the upcoming season, unless explicitly stated otherwise.
- V. Amendments will be announced and made available for public viewing as a one-up revision document (stored on Google Drive)

Article V: Rookie Draft

- I. The league will hold a rookie draft in an email (slow draft) format, through MFL.
- II. The draft will begin 1 week after the NFL Draft has been completed.
- III. The format will be "linear"
- IV. Draft order will be determined by the below setup utilizing reverse potential points.
 - a. All non-playoff teams get picks 1-23.
 - b. Teams knocked out in the 1st round of playoffs get picks 24-27.
 - c. 8th place gets pick 28.
 - d. 7th place gets pick 29.
 - e. 6th place gets pick 30.
 - f. 5th place gets pick 31.
 - g. 4th place gets pick 32.
 - h. 3rd place gets pick 33.
 - i. 2nd place gets pick 34.

- j. 1st place gets pick 35.
- V. The draft clock will be 6 hours per pick.
 - a. Extensions can be granted at the discretion of the commissioner.
 - b. The clock will be paused from 12:00 AM EST – 8:00 AM EST
- VI. The draft can be paused up to 24 hours at any time for the following reasons:
 - a. Internet connectivity issues
 - b. Inclement weather
 - c. Emergencies
- VII. Teams may draft only one copy of an individual player.

Article VI: Waivers, Free Agency and Off-season

- I. Free Agency will continuously be open from the NFL Super Bowl until the current year's Fantasy Super Bowl, except for the Rookie Draft.
 - a. During the Rookie Draft Free Agency will be locked.
 - i. Following the conclusion of the Rookie Draft, waivers will be processed 2 days afterwards at approximately 8:00 AM EST.
 - b. Following the Fantasy Super Bowl until the NFL Super Bowl Free Agency will be locked.
 - i. Following the conclusion of the NFL Super Bowl, waivers will be processed 2 days afterwards at approximately 8:00 AM EST.
- II. The Celebrity Deathmatch Dynasty League will operate under a weekly waiver system.
 - a. The waivers will go through weekly at approximately 8:00 AM EST (Wednesday).
 - b. There is a 24 hour waiver period for all players dropped.
 - c. \$200 waiver budget for the fantasy season. The \$200 will be allocated when off-season free agency opens, following the NFL Super Bowl.
 - i. Minimum \$0 bid (if no one else makes a higher bid, you get the player for free).
 - ii. Maximum \$200 bid (entire budget).
 - iii. If the bid is tied, the tiebreaker is determined by MFL default settings.
 - iv. There is no limit to the number of waiver acquisitions

Article VII: Trades

- I. Trades will open up immediately upon the conclusion of the Super Bowl of the league and will remain open until the trade deadline (End of week 14).

- II. Inter-divisional trades are permitted.
- III. You cannot own more than one copy of an individual player on your team.
- IV. Trades will not have a review period (effective immediately when accepted) and will be conducted under the integrity system.
- V. If collusion is suspected (a trade where only one team benefits from said trade) *any* member can request a trade review.
 - a. If collusion is determined via evidence - all offenders will be removed from the league and lose their league fees for the current and future year
- VI. A single lopsided trade will not be grounds for trade review.
- VII. Future rookie picks can be traded for up to 2 years into the future, as long as you have paid through that season.
- VIII. Players and picks cannot be traded for FAAB cash.
- IX. There is no limit on the number of trades that can be performed.
- X. All trades are final. No excuses will be considered for accepting a trade (even if accidental) to hopefully reverse the trade. That means, take your time to read the trade sent and ensure correctness and understanding prior to accepting. The only exception to this is if the other owner(s) involved in the trade allows the “trade-back”.

Article VIII: Regular Season

- I. The regular season will consist of 13 weeks of double headers.
- II. You will play all teams within your division twice and all teams within two other divisions once.
- III. Within a two year period you will play all teams from all other divisions once.
- IV. The head-to-head matchup schedule will be randomized.
- V. Each team is expected to field a valid lineup (no bye week players, no players on IR from any week prior). See the Article on Bans for further information.
- VI. In the event of a computer or phone failure, the league member must contact the commissioner via email or phone to request a roster substitution. The substitution must be made prior to each player locking. In the event of a request made before a lock, but the commissioner cannot address it before it locks, the commissioner will inform the member’s opponent of the situation, and retroactively set the roster.
- VII. The only time an empty starting roster spot is permitted is when an individual has no possible player available to play from their roster (i.e. Injuries, bye weeks, etc.)
- VIII. Lineups lock individually at scheduled game time.
- IX. Weekly head-to-head matchups will be determined by starters points scored.
- X. The Celebrity Deathmatch league will utilize Victory Points (VP) for standings.
- XI. You will receive 1 VP for every head-to-head matchup win.

- XII. You will receive an additional VP each week for scoring within the top 50% of the league. The top 50% will be calculated based on MFL settings.

Article IX: Playoffs

- I. The playoffs will consist of 12 teams.
 - a. The top team from each division (5) in terms of Victory Points.
 - b. The 7 highest scoring teams in terms of Victory Point of the remaining teams.
- II. Playoffs will consist of head-to-head matchups from NFL week 15-16, then a 2v2 championship in week 17.
- III. Teams will be seeded based on Victory Points.
- IV. The top 4 seeded teams will get a round 1 bye.
- V. Playoff tiebreakers will be as follows:
 - a. Wins
 - b. Total Points Forced

Article X: Playoff Payouts

- I. Payout Structure
 - a. Top scoring championship winner - \$450
 - b. Bottom scoring championship winner - \$350
 - c. Top scoring championship loser- \$275
 - d. Bottom scoring championship loser - \$200
 - e. 5th - \$150
 - f. 6th - \$100
 - g. 7th - \$75
 - h. 8th - \$50
 - i. Highest scoring team in championship game. - \$100
- II. The league payouts will go out in a timely fashion.
- III. League payouts will be made via LeagueSafe or another third-party service.

Article XI: Keepers

- I. Players can be kept for a lifetime in a dynasty league.

Kevin Davidson
Commissioner