

# Super League of Awesome Constitution

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# Article I - Buy in and Pay out

1. Buy in for each team shall be \$25.
  - a. The buy in will be split for the following purposes:
    - i. \$20 will go to winning pot
    - ii. \$5 will go to league operations
  - b. The payout of the winnings after the League Championship:
    - i. 3rd Place \$20
    - ii. 2nd place 30% of remaining pot
    - iii. 1st place 70% of remaining pot
2. The buy in shall be paid to [superleagueofawesomeness@hotmail.com](mailto:superleagueofawesomeness@hotmail.com) via PayPal or another manner arranged by the team owner and the commissioner.
3. The buy in shall be paid by the start of week 2 of the NFL season. Failure to pay by that time will result in an automatic loss for that week until the dues are paid.

# Article II - Roster and Salary Cap

1. Each roster shall consist of a maximum of 15 players.
2. Teams are allowed to have fewer than 15 players on their roster.
3. Each team is allotted a hard cap of \$200 to construct their team.
4. Each player's minimum salary is \$1 and must be represented in even dollar amounts (i.e. a player cannot have a salary of \$1.50).
5. Teams can keep any number of players from year to year with a salary increase of \$8.
6. Each year an auction draft shall be convened to acquire any players who are not kept from the previous year.
7. The price paid for the player at auction becomes that player's salary.
8. Each team is allotted 1 injured reserve spot that does not count against the 15 player maximum.
  - a. Players on injured reserve cannot be placed in a starting lineup, and their salary does not count against the \$200 hard cap.
  - b. However, their salary will count against the hard cap when the player is returned to the active roster.
9. Players are eligible for the injured reserve slot only if they are designated on IR by their NFL team.
  - a. Players that are suspended, holding out, or on the Commissioner's Exempt list are not eligible to be placed in the injured reserve slot.
  - b. Once players are returned to an active NFL roster, they must be moved to their team's active roster during the same week.
  - c. Players designated for return (IR-R) remain eligible for the injured reserve slot until they are activated by their NFL teams.
10. Teams are not allowed to trade salary cap space.

## Article III - Lineup

1. Starting lineup shall consist of no more than
  - a. 1 Quarterback
  - b. 2 Running backs
  - c. 2 Wide Receiver
  - d. 1 Tight End
  - e. 1 Flex position, that can be a running back, wide receiver, or tight end
  - f. 1 Defense
  - g. 1 Kicker
  - h. 1 tie breaker who shall not be a Quarterback
2. Teams may submit incomplete starting lineups or include injured players in lineups
3. Teams with an ineligible player in their injured reserve spot can not submit a starting lineup
4. Teams that submit a Quarterback as a tie breaker will lose any ties.

## Article IV - Transactions

1. Upon drop, a player will be locked for 1 day
2. All locked players are open to blind bidding.
  - a. Blind Bidding will process overnight on a daily occurrence and will award the player to the team with the highest bid. This bid becomes the player's salary.
  - b. Blind bidding ties shall be broken in the following order
    - i. Lower Overall Winning Percentage
    - ii. Worse head to head Record
    - iii. Lower Total Points Scored
    - iv. Higher Total Points Against
3. All non-locked players are open on a First Come, First Serve basis
4. Trades shall be completed upon submission and acceptance in the league interface.
5. Teams whose season has ended are not allowed to perform any free agent transactions until the draft has been held at the beginning of the following year.
6. Teams are allowed to perform trades at any time, regardless of if they have entered the offseason or not.
7. Transactions completed in the league interface are considered final.
8. Keepers shall be designated in the user interface or communicated to the commissioner via text or email before the deadline set by the commissioner.
  - a. Unless an injury has occurred, keepers can not be dropped between the deadline and the draft.

## Article V - Amendments

1. Any in season changes to the Constitution requires an unanimous vote
2. Any off season changes to the Constitution requires a simple majority

# Article VII - Scoring

## 1. Scoring for each game shall consist of:

QB, RB, WR, TE, PK

All TD = 6

Pass yards = .04 per yard

Rushing/receiving yards = .1 per yard

Interceptions thrown = -2

Rushing 2 pointers = 2

Receiving 2 pointers = 2

Passing 2 pointers = 2

Reception = .5

Fumbles = -1

fumbles lost to opponent = -1

FG 0-39 yards = 3

FG 40 -49 yards =4

FG 50-59 yards = 5

FG 60-99 yards = 6

Missed FG 0-39 = -3

Missed FG 40-49 = -2

Missed 50-99 = -3

Extra points = 1 point

Missed Extra point = -1

Def

QB sacked = 1 point

Punt return yards = .1 per yard

Kickoff Return yards = .1 per yard

Force Fumble = 1 point each

Fumble Recoveries (from Opponent) = 1 point each

Interceptions Caught = 1 point each

Blocked Field Goals = 2 points each

Blocked Punts = 2 points each

Blocked Extra Points = 2 points each

Safeties = 2 points each

Number of Defensive & Special Teams TDs = 6 points each

Opponent Offensive Points Only 0-0 = 10

Opponent Offensive Points Only 1-6 = 7

Opponent Offensive Points Only 7-13 = 4

Opponent Offensive Points Only 14-20 = 1

Opponent Offensive Points Only 21-27 = 0

Opponent Offensive Points Only 28-34 = -1

Opponent Offensive Points Only 35-41 = -4

Opponent Offensive Points Only 42-99 = -7

## Article VI - Commissioner

1. The league shall be organized and run by a Commissioner
2. Any person can be nominated for the role of Commissioner
  - a. The title of Commissioner shall be awarded upon nomination and receiving a majority of votes of the leagues teams.
3. The functions of the Commissioner shall include
  - a. To serve as the Chief Administrative, Dispute Resolution and Financial officer of the league
  - b. To investigate, either upon complaint or upon the Commissioner's own initiative, any act, transaction or practice charged, alleged or suspected not to be in the best interests of the game of fantasy football, with authority to compel the Clubs and Managers therein to respond to such requests as may be necessary to resolve the same, and upon consideration or upon a refusal or failure to comply with such requests, to impose such penalties as are hereinafter provided.
  - c. To determine, after investigation, what preventative, remedial or punitive action is appropriate in the circumstances of the same act, transaction or practice, and to take such action against Clubs, Managers or other individuals, as the case may be.
  - d. To review and approve keeper selections and transactions between Clubs in respect of freedom from collusion or other restricted practices, and for the best interests of fantasy football.
  - e. To make decisions, or to appoint persons to make decisions, in respect of rule interpretations, administrative functions, financial transactions or disciplinary action, as may be necessary.
4. Rulings made by the commissioner can be appealed to the league as a whole by a claimant. 2/3rds vote of all league members, minus any parties involved in the dispute and the commissioner, shall overrule a commissioner ruling.