

EMPIRE / DYNASTY / DEVY / SF / 2TE / \$100 BUY-IN (\$50 FOR 2020) / LEAGUESAFE

Dues:

\$100 for startup -- \$50 for 2019, \$50 for 2020 (all paid through LeagueSafe)

\$50 for every year after (which will pay for the following year)

Payouts:

Annual pot: \$600

Playoffs:

- 1) 1st = \$200
- 2) 2nd = \$100
- 3) 3rd = \$50

Regular Season:

- 1) Best Record = \$35 (If best record is tied, most points breaks the tie)
- 2) Most Points = \$35
- 3) Weeks 1-13 Most Points = \$10/week's winner

Empire Pot:

The remaining funds from the \$600 annual pot (\$50 per year) will be rolled over to the Empire Pot. The only instance in which the Empire Pot is collected by a season champion occurs when one owner of the same franchise in this league wins the championship in consecutive years. **Once a single owner of a single team wins consecutive championships, THERE WILL BE A FORCED REDRAFT. Once the redraft occurs, there will be keeper allotments for the following redraft. Details below in the bylaws. The earliest the first Empire Pot can be won will be in year three of this league (2021 season), meaning, if a team wins back-to-back in 2019 and 2020, the Empire Pot will not be awarded, and no forced redraft will occur. If the same owner "three-peats", then the owner will collect the \$150 rolled over in the Empire Pot.**

FORCED Empire Redraft and Keeper Rules:

All teams can retain up to 4 players **IF A FORCED EMPIRED REDRAFT OCCURS:**

- 2: if both players are current NFL players;**
- 3: if 1 NFL player and 2 devys (not eligible to be drafted in the upcoming NFL draft);**
- 4: if all are devys (not eligible to be drafted in the upcoming NFL draft)**

Any devy player kept counts against that team's devy allotments, as outlined below in the bylaws. **The deadline for announcing keepers will be March 1st of each season. The redraft draft order will be randomized via Sleeper App after keeper selections have been made.**

Roster Allocation:

Total Active Roster Slots: 33

Starters: 11 (1 QB, 2 RB, 3 WR, 2 TE, 2 FLEX, 1 SF)

Bench: 22

Taxi Squad: 5 (Only available for current year's rookies, drafted or UDFA)

IR Slots: 3

Devy Squad: **4 MAX PER TEAM** (Once a player on a devy squad is drafted in the NFL and/or is signed as an undrafted free agent, this player **MUST** be moved either to your active roster, taxi squad, IR slot, or must be cut or traded; also, the initial devy draft is only 2 rounds - 24 players, as outlined below in the bylaws)

Scoring:

Passing:

- 1) 0.04 points/yard
- 2) 6 points/TD
- 3) -2 points/INT
- 4) 2 points/2-pt conversion

Rushing/Receiving:

- 1) 0.1 point/yard
- 2) 6 points/TD
- 3) 0.5 points/reception
- 4) 2 points/2-pt conversion
- 5) 0.25 points/reception BONUS for TE (Inclusive of TE's played in FLEX spots)

Miscellaneous:

- 1) -1 point/fumble
- 2) -1 point/fumble lost
- 3) 6 points/return TD

2019 Startup Drafts:

There will be two drafts to start up the league: **1) Veterans Draft, in which the inaugural rookie and devy draft picks can be obtained; 2a) Rookie draft, in which incoming NFL rookies (drafted or UDFA) can be selected; 2b) Devy draft, in which any amateur athlete can be drafted. The combined rookie/devy draft will be one supplemental, 6-round draft upon completion of the initial Veterans Draft. The commissioner will allocate the first FOUR ROUNDS as the rookie draft, then the FINAL TWO ROUNDS as the devy draft, all according to the draft positions selected in the initial Veterans Draft.** All drafts from startup to future drafts will be slow, 8-hour time limit per pick drafts, unless voted on otherwise in the future.

*******1) Startup Veterans Draft:** Any previously signed and/or currently signed NFL player (inclusive of NFL practice squads) can be selected in this draft. This draft will also include the right to draft positions

for the rookie **AND** devy drafts (e.g. -- if a team wishes to draft a position for the rookie and/or devy draft, they must use a pick in the initial startup veterans draft to obtain it). **The Startup Veterans Draft will consist of 38 rounds. The actual draft board will show 46 rounds, but the commissioner will manually terminate the draft after pick 38.12 is made.** If you cannot field a valid 33-man ACTIVE roster after utilizing the IR and/or Taxi Squad slots, you must drop someone/some players that you drafted, if your drafted rookies don't all fit onto the taxi squad.

Since the Sleeper App does not allow drafting of non-players, **all owners will select a KICKER (FIRST) OR A DEFENSE (SECOND) IN LIEU OF A ROOKIE AND/OR DEVY DRAFT PICK. THE DRAFTING OWNER MUST DECLARE IN LEAGUE CHAT IF THE PICK THEY SELECT IS A ROOKIE PICK (ROUNDS 1-4 IN THE FOLLOWING SUPPLEMENTAL DRAFT) OR A DEVY PICK (ROUNDS 5-6)** Following the initial veterans draft, the commissioner will then communicate in league chat when the spreadsheet containing the rookie and devy drafts are both updated. **All drafted "placeholder picks" (kickers and defenses) will be dropped by the owner and/or commissioner prior to the following Rookie/Devy Draft ASAP.**

2a) Startup Rookie Draft: The Startup Rookie Draft will start at an agreed upon time after the startup veterans draft has completed, and all placeholder picks have been dropped. This draft will again be a slow draft, and consist of 4 rounds where the draft positions were drafted in the startup veterans draft. The players eligible in this draft are all new NFL eligible players (drafted NFL rookies and undrafted free agents).

2b) Startup Devy Draft: The Startup Devy Draft will start once round 4 has been completed in the rookie draft. This draft will consist of 2 rounds where the draft positions were drafted in the startup veterans draft. The players eligible in this draft are all non-NFL eligible college, high school, jr. high, non-NFL professional, and/or amateur athlete that has never signed a contract with an NFL team as a player.

All owners must notify the commissioner in league chat while on the clock that they will be drafting a devy player along with the name of said player. The commissioner will update all devy squads on a google sheet.

Future Drafts:

All future years (2020 and beyond) will consist of **only a combined, 6-round rookie/devy draft (separated into the rookie draft, first 4 rounds, and the devy draft, which will consist of the last 2 rounds)**. The draft order will be determined by regular season standings and playoff results. The bottom six teams will always be in reverse order of the regular standings. The six teams that qualify for the playoffs will be as follows: champion gets pick 12, runner-up gets 11, 3rd gets 10, 4th gets 9, and 5th/6th are determined by reverse order in the regular season standings. **Since the rookie and devy drafts are**

within the same draft, future 5th and 6th round picks will be considered 1st and 2nd round picks for the devy draft.

Devy Rules:

In all future devy drafts, any player currently on a devy squad will not be available for other teams to draft. All devy players can remain on the devy squad until he is drafted into the NFL or signed as an undrafted free agent. There are no waiver claims for devy players...ever. They can only be drafted in the devy drafts.

All devy players will be kept up on a Google Sheets that the commissioner will invite all owners to view. The commissioner will be updating adds, drops, trades, and roster moves on the form to correlate with the Sleeper App.

Trades:

All trades will be completed instantly without commissioner approval needed. The commissioner reserves the right to veto any trade that the league, with a supermajority vote (67% of the league – 8 owners), deems harmful to the integrity of the league.

The trade deadline will be before the start of Thursday's game in week 12.

Future picks and/or devy players can only be traded if paid at least 50% (\$25) through the year of the pick or projected earliest draft year for devy players.

Waivers:

Waivers will be based on a \$1000 annual budget (FAAB) to pick up unowned non-devy players. The waiver wire will be set on a daily rolling basis to avoid a free-for-all free agent market for now, until Sleeper adds an option to block free agency. Waivers will be blocked after the Super Bowl until the new FFB Season begins (after the league's rookie/devy draft).

Miscellaneous:

1) All owners are required to fill out valid weekly lineups. No players on bye will be allowed to be in your starting lineup. If an owner is found to have a starting lineup with players either on IR or on bye

more than once, that owner will be penalized with his/her latest draft pick. Each subsequent violation will result in the next lowest draft pick. If the owner doesn't possess draft picks for the following year, he/she will lose the comparable picks in year after.

- 2) If collusion is evident, the commissioner reserves the right to remove the parties involved from the league.
- 3) If an owner of a team plans on leaving the league, any dues paid forward are not refundable. Also, please give notice **no later than March 1st every year** if you plan on leaving.
- 4) All votes that affect the league's rules/regulations including, but not limited to league size, roster size, waiver methods, etc. must be voted on by the supermajority. Supermajority is defined by a $\frac{2}{3}$ vote (e.g. -- 12-man league = 8) of the, at the time, current "active" owners in the league.
- 5) Anti-tanking: If an owner shows a consistent tendency for a franchise owner to trade current value for future value, the commissioner reserves the right to veto the trade, barring a supermajority vote amongst franchise owners. In addition, **once a trade for future value is made, you must promote ALL "Taxi Squad" members who are out-scoring current active rosters. The commissioner reserves the right to overturn trades if an owner attempts to circumvent these rules.**