

The Outlaws Xtreme League

(16 Team Auction Dynasty League)

I. League Layout and Overview

- 16 Team Head to Head Dynasty Fantasy Football League using Myfantasyleague.com
- Auction Style Draft that will be conducted on Sunday September 4th, 2011 @ 2:00 pm ct. using ESPN for the Auction draft only.
- Player Contracts & Salary Cap; Auction Values used for Salary
- 9 Starting Players, 8 bench players, 2 injury reserve and 2 Taxi squad (Player Development) spots
- Free Agent system based on Blind Bidding system, then first come first serve
- League is ran by the Commissioner
- \$200 Prize League with 100% payout
- \$100 Deposit to be paid towards next season league (Do this for your first 3 seasons. The 4th year you only pay \$100 towards your league fees). If you quit and find a person who will pay the \$200 league fee, AND their \$100 deposit, you will be refunded your \$100. However if you quit, and don't find a replacement your deposit will not be refunded. *This is to prevent owners who have a bad 1st season from quitting, this is a dynasty league!*
- Payment Schedule; \$200 due by August 28th, \$100 due by September 24th (This includes the \$100 deposit for next season)
- The league uses League Safe (<http://www.leaguesafe.com/>) to collect entry fees. Payout winnings, and securely maintain all league funds.
- No league transaction fees

II. Owners/Teams

There shall be 16 Teams in the league. Teams may have multiple owners, but for the purposes of voting on league issues, each franchise is considered equal to all other franchises. Each owner is required to meet the basic guidelines of ownership in this

league:

- Attendance at the league draft
- Required to meet all submission Deadlines on time
- Required to pay league fees by the agreed upon due date
- Required to adhere to the rules of the league
- Required to participate in all League wide Constitutional amendment votes
- Required to maintain a team and keep up-to-date with a starting lineup

Failure to comply with the above basic guidelines of ownership will result in possible expulsion from the league, without a refund of league fees.

III. Rosters

Every team will have an active Roster containing 17 players. At minimum each team roster will consist of the following:

- 1 Quarterback
- 1 Running Back
- 2 Wide Receivers
- 1 Tight End
- 1 Place Kicker
- 1 Defensive Team/Special Team Units

All Teams Starting Lineups will consist of the following:

- 1 Quarterback
- 1 Running Back
- 2 Wide Receivers
- 1 Flex RB/WR
- 1 Flex RB/WR/TE
- 1 Tight End
- 1 Place Kicker
- 1 Defensive Team/Special Team Unit

All Teams will have 8 bench spots which are distributed to whatever positions the Owner chooses.

Each team will have 2 injured reserve spots to use. These IR spots can only be used if the player is inactive for the remainder of the regular season. It doesn't matter if the player is hurt in training camp or week 7, the player must be placed on IR by his NFL team. Once a player is put on IR that player must remain on the IR for the remainder of the season. You are allowed to cut or trade such player. If you trade/cut a player on the IR that player is inactive no matter what team he is on. You cannot trade for IR spots. When a player is on IR you are allowed to pick up a player off the waiver wire to replace such player on

your roster.

The purpose of IR is to protect and help owners that have players on IR with season ending injuries. Also as stated in the rules IR players don't count against the salary cap

Teams will also have two spots designated for Taxi Squad players, who do count against the cap. Taxi Squad players will be discussed in detail farther down.

Each team must have their starting lineups submitted on the website by 12pm ct on Sunday and have players submitted prior to their actual NFL game if they play prior to Sunday. If the owner is having difficulties they are required to contact and submit their lineups to the commissioner with the same deadline rules.

IV. Standings/Playoffs

There are four, 4-team division, and Two Divisions per conference. The divisions will be determined as the league is being formed before the draft. These divisions will never be changed.

Teams will play a 14 week Head to Head schedule. Each team will play its division opponents twice, once at the beginning of the season, and again at the end of the season. In the middle of the season each team will play the other teams in their conference once and all four teams in one of the non conference division once.

Wins and losses are the #1 determination of record for this league. Ties in the division standings are broken by A) Head to Head Match up B) Divisional Winning % C) Conference Winning % D) Points Scored. Ties in the conference are broken by Head to Head.

At the conclusion of week 14, 8 playoff teams are determined. The seeds will look like this.

Week 15 {#1 OFC Conference Winner vs. #4 OFC 2nd Wild Card Team}

{#2 OFC Division Winner vs. #3 1st OFC Wild Card Team}

The CFC will be structured the exact same

Week 16 OFC and CFC Championship Game

Week 17 Fantasy Bowl

Wild Card team – If multiple teams are tied for the wild card spots, divisional ties are first broken followed by ties in the conference.

Example:

OFC West has two teams (Team A and Team B) tied for the wild card at 9-5, and the OFC East also has a team at 9-5 (Team C) who also did not win its division. Assume

Team C beat Team A during the regular season but lost to Team B)

If Team A beats Team B in the divisional tiebreaker, Team C would be the first wildcard team (Since Team C owns the head to head matchup) and Team A would get the 2nd wildcard spot.

If Team B beats Team A in the divisional tiebreaker, Team B would be the first wildcard team (Since Team B owns the tiebreaker with Team C) and Team C would get the 2nd wildcard spot since they own the tiebreaker against Team A.

Now, if both Team A and Team B won their head to head matchups during the regular season against Team C, then Team A and B would both be wildcard teams.

Also for the 8 teams who do not make the playoffs we will have an 8 team tournament seeded by their record and conference.

V. Scoring

This league uses an actual decimal system for scoring. Ties are counted as ties during the regular season. If there is a tie in the post season, the team with the highest starting scoring player that week will move on, if it's still a tie we move to the second and keep going until the tie is broken. The following is the scoring system for this league:

QB/RB/WR/TE/K

- Passing TD's = 6 points each
- Passing Yards = .05 points per yard
- Passing Int's Thrown = -3 points each
- Times sacked = -1 point each
- Passing 2 Pointers = 2 points each
- Rushing TD's = 6 points each
- Rushing Yards = .1 points per yard
- Rushing 2 Pointers = 2 points each
- Receiving TD's = 6 points each
- Receiving Yards = .1 points per yard
- Receiving 2 Pointers = 2 points each

- Length of FG Made 0-30 = 1 points each
- Length of FG Made 31-37 = 2 points each
- Length of FG Made 38-43 = 3 points each
- Length of FG Made 44-50 = 4 points each
- Length of FG Made 51-55 = 5 points each
- Length of FG Made 56+ = 6 points each
- Field goals Missed 0-30 = -4 Points each
- Field goals Missed 31-37 = -3 Points each

- Field goals Missed 38-43 = -2 Points each
- Field goals Missed 44-50 = -1 Points each
- Field goals Missed 51+ = 0 Points each
- Extra Points = 1 point each
- Extra Points missed = -3 Points each
- Number of Punts returned for TD = 6 points each
- Number of Kickoffs returned for TD = 6 points each
- Fumbles lost to opponent = -2 points each
- Receptions for WR TE ONLY = 1 point each
- Receptions for RB ONLY = .5 points each

Note* It is possible for offensive of players to have negative points

Defensive Team/Special Teams Unit

- Any Defensive TD = 6 points each
- Any Defensive Turnover or Block = 2 points each
- Safety = 4 points each
- QB Sack = 1 point each
- 0 Total Points Allowed = 2 points
- 1-3 Special Teams + Offensive points allowed = 0 points
- 4-9 Special Teams + Offensive points allowed = -2 point
- 10-16 Special Teams + Offensive points allowed = -2 points
- 17-23 Special Teams + Offensive points allowed = -3 points
- 24-30 Special Teams + Offensive points allowed = -4 points
- 31-37 Special Teams + Offensive points allowed = -5 points
- 38-44 Special Teams + Offensive points allowed = -6 points
- 45+ Total Points Allowed = -7 points
- Less than 100 yards Allowed = 2 points
- 100-149 Total net yards allowed = 0 points
- 150-199 Total net yards allowed = -2 points
- 200-249 Total net yards allowed = -2 points
- 250-299 Total net yards allowed = -3 points
- 300-349 Total net yards allowed = -4 points
- 350-399 Total net yards allowed = -5 points
- 400-449 Total net yards allowed = -6 points
- 450-499 Total net yards allowed = -7 points
- 500-549 Total net yards allowed = -8 points
- 550 + Total net yards allowed = -9 points

All Statistics will be determined by the league software (myfantasyleague) and are Final.

VI. Salary Cap

OXL will be using a hard salary cap for the league. The salary for the League will be \$500. At no time for any reason can a team exceed this \$500 salary cap. Player Salaries will be determined by the bid they were won for during the auction. Example Vincent Jackson goes to 'Team D' during the auction for \$60. This means that Jackson's salary will be \$60 and 'Team D' will have salary cap space of \$440 left for the rest of his players. Players who are acquired during the season via Blind Bidding Waivers (discussed in detail farther down) will have the salary of the winning bid. Also a player released who was drafted via the auction, then released, and was reacquired by a DIFFERENT franchise will have a new salary. Example Jackson gets upset and stops playing this season so in week 4 "Team D" cuts him. Then in week 7 Jackson decides to play again. 'Team G' acquires Jackson via Blind bidding for \$25, Jackson now has a new salary of \$25 and counts \$25 against "Team G's" salary cap. All players who are claimed off of first come first serve claimers will have a default salary of \$1 So if in week 4 after 'Team D' cuts Jackson 'Team A' decided to take a chance on him and sign him during First come first serve waivers, Jackson will now have a salary of \$1 for that season. The only way a teams Salary Cap limit will change is if they have Cap Penalties for releasing players early. All Cap penalties will take effect during the next Fantasy season (Discussed in the next paragraph), *unless the cap penalties will put a team over the salary cap* (Also illustrated below)

VII. Contracts

OXL will have contract terms for all players. The contract system will work like this... At the end of the fantasy auction owners will have a few days to submit their players with contract terms for each player to the commissioner. Owners will have contracts that total up to no more than 40 yrs and no less than 17(1yr for all players). At no time can the owner exceed this limit. Contracts will range from 1 year min to 5 years max. If a player has a contract for 1 yr, that player will automatically be released at the end of the season and back into the Free Agency Pool. If an owner gives a player a contract with 3 years, that owner will have rights to that player for the next 3 years at their auction price. Example 'Team F' Drafts Tony Romo for \$40 and gives him a contract of 4 years. This means that for the next 4 fantasy seasons Romo will be on "Team F's" roster and will count \$40 against the cap each year. There are Salary Cap Penalties for cutting a player before his contract ends. The only exception is that you are allowed to cut players DURING the season that has 1 yr left on their contract with no penalty.... If a Team cuts a player with multiple years left on their contract, that team will be penalized \$X (See cap penalty chart) against their cap for each contract year over one. *Also a player will receive a penalty for every year left on the contract for a player who is cut after the conclusion on the season and BEFORE the fantasy auction.* Any player picked up thru waivers has a default contract of 1 yr.

Cap Penalty Chart:

If the player has a salary between:

\$1 and \$20 the penalty is \$10 per year
 \$21 and \$40 the penalty is \$15 per year
 \$41 and \$70 the penalty is \$20 per year
 \$71 and \$100 the penalty is \$25 per year
 \$101 and \$140 the penalty is \$30 per year
 \$141 and \$180 the penalty is \$35 per year
 \$181 + the penalty is \$40 per year

Example:

After the fantasy Auction this was Team A's roster

POS	PLAYER	SALARY	CONTRACT LENGTH
QB	J. Campbell	\$15	1
QB	C. Henne	\$11	2
RB	F. Gore	\$120	4
RB	S. Jackson	\$103	3
RB	R. Brown	\$9	1
RB	F. Jones	\$66	5
RB	D. Murray	\$2	1
WR	H. Ward	\$61	1
WR	D. Bowe	\$65	3
WR	G. Little	\$1	4
WR	S. Smith	\$11	1
WR	D. Branch	\$7	1
TE	T. Gonzalez	\$9	1
TE	T. Heap	\$1	2
K	M. Crosby	\$3	1
DEF	Falcons D	\$1	1
DEF	Cowboys D	\$1	2
TOTAL		\$486	34
	Cap Room	\$14	6 Years Under The Cap

Let's assume that during the season S. Smith, and T. Heap was cut. Then after the season concluded S. Jackson retired so the owner decided to cut him also. That means that next season Team A will have \$70 in cap penalties (\$10 for Heap and \$60 for Lewis) Before the Auction their team will look like this

POS	PLAYER	SALARY	CONTRACT LENGTH
QB	C. Henne	\$11	1
RB	F. Gore	\$120	3
RB	F. Jones	\$66	4
WR	D. Bowe	\$65	2
WR	G. Little	\$1	3

DEF	Cowboys D	\$1	1
	CAP PENALTY	\$70	
TOTAL		\$334	14
	CAP ROOM	\$166	26 Years Under the Cap

This means that during the draft next year Team A will have to pick up 11 FA with \$166. After the draft is over Team A can then cut Henne, Cowboys Def, or anyone else with one year left on their contract without receiving a Cap penalty.

If a team's cap penalties put them over the salary cap, the maximum cap penalty will be applied to the current season while allowing the team to field the roster requirements. Any leftover penalty will be applied to the following season.

Example:

After the conclusion of the season this was Team C's Roster

POS	PLAYER	SALARY	CONTRACT LENGTH
QB	A. Rodgers	\$55	3
RB	R. Mendenhall	\$205	4
RB	D. Williams	\$97	2
WR	A. Collie	\$31	1
WR	D. Hester	\$8	1
TE	A. Gates	\$44	3
DEF	Eagles D	\$4	2
	CAP PENALTY	\$70	
TOTAL		\$514	
	Over Cap	\$14	
10 Players Needed To Fill Roster		\$10	
Cap Penalty Deferred to Next Season		\$24	
Cap Penalty This Season		\$46	

VIII. Taxi Squad

A Taxi Squad is the same thing as a practice squad. It is for players you believe are going to turn into studs or great fantasy players with time. Players eligible to be drafted or placed on the Taxi Squad are players who has less than 3 years of experience in the NFL (This includes rookies, 2nd year, and 3rd year players). Once placed on the TS, players may remain on that team's squad for two consecutive years.

Each Team can only have two players on their TS. After the Inaugural Auction is over there will be a quick 2 round snake draft for TS players (The order will be selected at random). If you want a Player all you have to do is draft him when it is your turn. You can pass if you do not want to draft a TS player. Any player drafted to the TS must have a contract that is at minimum 3 years long, and their salary will be only \$1.

Players acquired via auction will also be eligible to be placed on the TS. The player must be demoted to the TS before the opening game of the NFL regular season. The player must also have a contract that is at minimum 3 years long.

Players on the TS maybe promoted to the active roster at any time during the season. Once that player is promoted to the active roster he is ineligible to be placed back on a Taxi Squad. TS players' maybe traded to another team's active roster at anytime during the season before the trade deadline.

In future seasons the Taxi Squad draft will be determined by league record. The draft will go from worst to first (tie breakers broken by points scored) for both of the two rounds.

IX. Auction Draft

In year 1 of the league, each team starts out with a salary cap of \$500 to use in the league auction & for waivers. In the following years Teams Cap Space will determine the maximum amount they can spend during the auction. During year one each team must auction 17 players in the auction, no more, no less, no exceptions. The lowest value that a player can have is \$1. In the following years teams must auction the number of players that will bring their team roster size to 17 players. A total of 272 players will be auctioned. All players must be present for the inaugural auction.

X. Free Agency

Beginning after week 1 through the end of the regular season, free agents in the free agent pool may be signed, without limit, in the following manner:

Each team will use a blind-bidding free agent system run by the league software to put in bids on players. The league software will process these waivers at 11 pm ct on Tuesdays. Following the first blind-bidding waivers a second wave will start, and the league software will process these waivers at 11 pm ct on Wednesdays. Free agents will then be available on a first come first serve basis from 11:30 pm ct Wednesday until Sunday 12 pm CT. All Players must go thru a blind-bidding waiver session before being eligible to be picked up during first come first serve waivers. Teams cannot make transactions that would put their team over the \$500 salary cap. In the event of a tie the system will determine the winner based on a "worst to first" manner. The calendar on the leagues website maybe used to view all important league dates and deadlines.

Also, after releasing a player a team must wait one blind-bidding wave before they can bid on that player again. This is to keep teams with expensive players from releasing and reacquiring their players at a lower salary. (Example Waco Dogs Release A. Foster \$220 salary with 1yr contract on Saturday, then the following week he bids \$105 dollars because it's the maximum cap any other team would have available)

XI. Trades

Regular season trades may be made at any time from the conclusion of the draft until kickoff of Week 11. Trades will again be allowable after the conclusion of the leagues Auction draft

Teams are not allowed to make trades involving future considerations, players-to-be-named later, salary dollars, or that would put them over the salary Cap limit.

All trades are subject to review by the commissioner. If the commissioner deems a trade unacceptable to maintain league integrity, he will veto the trade and the players involved will return to their respective teams. ***The only trades subject to veto are those trades where there are valid reasons to suspect collusion and those that violate league rules. A bad trade will not be reviewed or vetoed if both parties traded in good faith.***

XII. League Fee/Prizes

The cost of the OXL is \$200 per team. This must be paid to league safe by the due dates. If an owner is removed from the league, or decides to quit the league, the commissioner is responsible for deciding the best fate for the franchise.

The league prizes will be paid out as follows:

League Champion:		\$1,050
League Runner-Up:		\$250
League 2nd Runner-Up (3rd place):		\$25
Toilet Bowl Champ:		\$10
2 regular season conference champs:	\$500 each	\$1,000
2 Division Winners (That did not win conference):	\$200 each	\$400
Most Total Points Weeks 1-16 (OFC)		\$50
Most Total Points Weeks 1-16 (CFC)		\$50
Confidence Pool		\$25
Team with the highest score each week receives \$20		
\$20*17 Weeks = \$340 Total dollars		\$340
Total		\$3,200

In addition to the cash prize, the league champion will receive a fantasy football trophy to keep.

All cash prizes will be paid out by league safe after the conclusion of the season and once 51% of the league approves the payouts setup by the commissioner on league safe. The trophy will be mailed to the winner at the conclusion on the season from the commish.

XIII. Responsibility and Governance

The commissioner is empowered to interpret the rules.

An illegal player move made by a league member will be nullified. For an illegal draft pick, the player will be immediately released back into the free agent pool. For an illegal roster move the transaction will be nullified.

Approval for participation in the OXL will be determined by the commissioner. Three recorded complaints received by the commissioner against any participant, for rule violations, or behavior not in the best interest of the league, will be grounds for termination from the league either immediately or at the conclusion of the season. No fees reimbursement will be required for expulsion from the league.

Any issue not covered by this constitution will be determined by the commissioner in the best interest of the league. Every February, owners will be given the chance to suggest proposals for new amendments. After discussions, the commissioner will review and determine which proposals are compatible with the league, and should be instituted. If the proposal is instituted, the changes will then appear in the "Amendments" section of the league constitution. This would then conclude the policy changes for the year. This constitution was put in place by the league commissioner in August of 2011.