

Oklahoma Dynasty Football League

[Part 1: The Basics](#)

[Part 2: Roster Moves](#)

[Scoring](#)

[Playoff Seeding](#)

[Part 3: Keeper Rules, Contracts, Etc.](#)

[A. Contract Length](#)

[B. Extensions](#)

[C. Keepers And Salary Increases](#)

[C. Annual Rookie Draft](#)

[D. Annual Free Agent Veteran Auction Draft](#)

[E. Player Holdouts](#)

[F. Transition Tags](#)

[G. Retirement](#)

[H. League Calendar \(dates are approximate\)](#)

[Player Suspensions](#)

[Part 4: Rule Enforcement](#)

Part 1: The Basics

- 10 Teams
- Maximum Active Roster Size: 26
- Starting Lineups:
 - 1 QB
 - 1 QB / WR Flex
 - 2 RB
 - 2 WR
 - 1 RB / WR / TE Flex
 - 1 TE
 - 1 DEF
- Season:
 - If we have 10 teams:

- 13 regular-season games
 - 3 playoff games
 - Week 17 doesn't count
 - If we have 8 teams:
 - 14 regular season games
 - 2 playoff games
 - Week 17 doesn't count
- Playoffs: The top 6 will make the playoffs with the top 2 seeds receiving a bye week
 - Entry Fee: None for the first year.

Part 2: Roster Moves

- Active rosters can have no more than 26 players on them, though they can have fewer. The only obligation you have is to have enough players at each position to field a valid starting lineup.
- Player acquisition revolves around a salary cap of \$2000 (that increases 5% each year). During the season, your team must always stay at or under this cap.
- Free agents are acquired by blind bids, which take place in two periods per week during the season: the first starts at 1 p.m. ET Sunday and ends Wednesday at midnight ET, and the second starts at 12:01 a.m. ET Thursday and ends Saturday midnight ET. Money for your blind bids comes out of your remaining salary cap; the team awarded a given player has its bid subtracted from its cap. Ties for bids on the same player are broken by reverse order of standings. There's no limit to the number of free agents a single team may acquire in a single bidding period, as long as they stay under the cap.
- Players may be dropped at any time, too, but your team remains responsible for the dropped player's hit against your salary cap this year. (In addition, if the player is signed for multiple seasons, there may be cap ramifications for the *next* season, too, but see Part 3 for more details about that.)
- Trading is allowed year-round, except between the commencement of games in NFL Week 12 until the end of NFL Week 16. Trades can involve any number of players and/or Rookie Draft picks, provided both teams stay under the salary cap when it is necessary to do so.
- **Injured Reserve** - Each team has 5 Injured Reserve spots. Up to five players who go on their real NFL team's IR list may be put on their fantasy team's IR.052. When this happens, only 50% of the player's salary counts against the salary cap. An IR player doesn't count against the 26-man roster limit.
 - Due to the introduction of the 8-week "Injured-Reserve with option to return" NFL rule, players that go on this version of IR may stay on IR for the full season, even if they return after the 8 week mark. Once one of these 8-week-IR players is removed from the dynasty IR slot (for example, to be put into a starting lineup),

they may not go back onto the dynasty IR slot unless their NFL team places them back on IR due to another injury.

■ Same goes for in-season pup list

- **Practice Squad (called Taxi Squad in the league software)** - Each team has 8 Practice Squad spots. Up to eight *rookies* (players eligible for that season's Draft) may be put on the Practice Squad by the commencement of Week 1's Sunday games (I'll send out a reminder about this). When this happens, only 25% of the player's salary counts against the salary cap. A PS player doesn't count against the 26-man roster limit. A PS player may be activated at any time during the season, at which point his salary counts 100% again. Once activated from the PS, a player can never go back to it. (Note that free agents acquired in season are NOT eligible for the Practice Squad, even if they're rookies.)
 - Exception: for the 2014 season, since we are drafting late, rookies will still be eligible for the practice squad before the following weekend of games is played (from the time of the rookie draft)
 - You may only place rookies on the practice squad during the short interim period after a rookie draft or veteran draft (for UDFA's)
- Anyone who is eligible to be placed on the Practice Squad can stay there for the entirety of his contract, provided he was never activated to the Active Roster. Anyone who stays on the Practice Squad from year to year *does* have his salary increase 20% on March 1, just like all other kept players.
- Provided they have never been put on any Active Roster, you may drop players off your Practice Squad *without* any future salary cap hit, no matter how many years are on his contract. Yes, you still have the hit from *this* season (and that hit remains only 25% of the Practice Squad player's current salary), but if you drop a player who has three years left on his contract, and he's never been activated from your Practice Squad, you get *no* future hit.

Scoring

- 4 points per passing TD
- 1 point per passing two-point conversion
- 1 point per 33 passing yards
- -1 points per interception
- 6 points per rushing or receiving TD
- 2 points per rushing or receiving two-point conversion
- 1 point per 10 rushing or receiving yards
- .5 points per reception
- -1 points per lost fumble
- Standard field goal points (yahoo rules)
- 1 points per extra point
- 6 points per kickoff or punt return TD

- 1 point per team defense sack
- 2 points per interception
- 2 points per fumble recovered
- 2 points per blocked punt, FG or PAT
- 6 points per interception, fumble or blocked kick/punt returned for TD
- 2 points per safety
- Standard points-allowed (yahoo rules)

Playoff Seeding

- Teams are reseeded after each round of the playoffs. Note: this is only relevant for 10-team 3-week playoffs

Part 3: Keeper Rules, Contracts, Etc.

A. Contract Length

- Any rookie selected in the Rookie Draft will have a 3-year contract, period. For every other player you draft, you will submit to me the contract's length, from between 1 and 5 years. It's entirely up to you, and there's no limit to how many contracts of whatever length you want.
- Any player you assign a 1-year contract to cannot be re-signed -- any 1-year contract is essentially a "balance-of-this-season" contract. He will go back to the free agent pool next year. Also, any player acquired via blind bid during the season automatically has a 1-year contract, and will thus go back to the free agent pool next year. The only exception to this rule is if a player in his final contract year is elevated from the Practice Squad for the first time during that final season of his contract. In that case only, the player with 1 year left on his deal *may* sign an extension.

B. Extensions

- Any player who has more than 1 year remaining on his contract may be given a contract extension of anywhere between 1 and 5 years. A player may only be extended once in the life of his current contract; if he's extended once and plays out the remainder of his new contract, he must return to free agency, and is not eligible for franchise or transition tagging. Any player who gets any length extension gets a 20% raise in the current season, which counts against this year's salary cap. In addition, the minimum salary for an extended player is \$20, which means if you're extending a \$1 player, his current salary automatically becomes \$20.

C. Keepers And Salary Increases

- Any and all players may be kept from year to year, if they're eligible contract-wise (i.e., if they have another year beyond the season just played remaining on their contract).
- The salary cap increases 5% from year to year.
- All salaries of kept players increase 20% from year to year.
 - This is why you want to be relatively careful about assigning everyone a long-term deal. Salaries are compounded. So a player whose current salary is \$40 sees that salary rise to \$48 next year, \$57.60 the year after that, \$69.12 the year after that, etc.
- You may drop players who are signed to long-term contracts, but you will suffer two consequences. First, as mentioned in Part 2, that player's current salary stays on your current salary cap books. Second, in the year *after* you drop the player, you suffer a "dead money," too, in accordance with this table:

If there are:

- Greater than 1 year remaining on the contract, 40% of the single-season value is deducted in the 2nd year
- Greater than 2 years remaining on the contract, 60% of the single-season value is deducted in the 2nd year
- Greater than 3 years remaining on the contract, 80% of the single-season value is deducted in the 2nd year
- Greater than 4 years remaining on the contract, 100% of the single-season value is deducted in the 2nd year

There are *no* ensuing cap hits in any years after the second one.

The dead money percentage is applied to the salary value taken from the year the player is dropped

C. Annual Rookie Draft

- Around May 1, we'll have a rookie standard draft in the inverse order of the previous year's standings, except with the champion team picking last in the first round and the championship runner-up picking second to last. It will be 5 rounds.
- We'll have our own Rookie Wage Scale, where a rookie's contract will be determined by his draft spot. This Rookie Wage Scale will increase by 5% every year; the first increase will take place the year of the 2016 Rookie Draft.

Until then, the Wage Scale is as follows:

- The first draft selection (1.01) will have a salary of 4.5% of the salary cap or \$90.
- The next two selections (1.02, 1.03) in the draft will have rookie salaries of 3.7%

- of the salary cap or \$74.
 - The next three draft selections (1.04, 1.05, 1.06) will have a rookie salary of 3% of the salary cap or \$60.
 - The next two draft selections (1.07, 1.08) will have a rookie salary of 2.6% of the salary cap or \$52.
 - All second round selections will have salaries of 1.5% of the salary cap or \$30.
 - All third round selections will have salaries of 0.7% of the salary cap or \$14.
 - All fourth round selections will have salaries of 0.4% of the salary cap or \$8.
 - All fifth round selections will have salaries of 0.2% of the salary cap or \$4.
- All drafted rookie contracts are 3 years.
 - Within a week after the Rookie Draft, teams must get their rosters back down to the 26-man limit, by either releasing players or assigning rookies to the Practice Squad.
 - You may pass on any draft pick during the rookie draft

D. Annual Free Agent Veteran Auction Draft

- Around August 1, we'll have an auction consisting of all Unrestricted Free Agents, i.e., players whose contracts ran out after the previous season and undrafted rookies.
- Teams will be able to spend the difference between their total salaries for the approaching season and the league salary cap that season.
- Nominating order in the auction will be the reverse order of the final standings from the previous season.

E. Player Holdouts

- At the end of the Week 16, any player whose end-of-year stats as per the league web site place the player in the Top 5 fantasy QBs and TEs, Top 8 fantasy RBs, and Top 8 WRs is subject to examination as a possible holdout candidate. (I'll let all teams know after Week 16 who their holdouts are.)
- If a Top 5 fantasy QB or TE, Top 8 fantasy RB or Top 8 WR is making less than one-half of the average salary of the relevant group in question (**i.e., of the top highest-paid 5 QBs or TEs, the top 8 RBs or the top 8 WRs not counting mid-season acquisitions**), the player is considered a holdout. At this point, the owner has three options:
 1. Accept new contract demands. This increases the player's salary to 75% of the average salary of the relevant group in question at his position. Contract years don't change...the player simply gets bumped to the higher level on March 1, in lieu of the standard 20% contract raise that all players get on March 1. (A team could conceivably sign the player to an extension at the same time provided the player is eligible, i.e., he hasn't already been signed to an extension.)

- We are comparing the previous year salaries of the holdout player to the previous year average of the top group. As a result, you cannot stack the natural 20% salary boost plus 20% extension boost in order to avoid a holdout -- the best you can achieve is the 20% extension boost.
- 2. Release the player. Any salary cap hit that results from such a release takes place based on the *old* salary (i.e., not the new contract demands).
- 3. Reject new contract demands. If a team rejects the demands, it puts the player on the Practice Squad by March 1st (the only time an active player can be placed on the Practice Squad which, as you'll recall, is meant for rookies). For each holdout player on the practice squad, the practice squad limit is increased by 1. The player's *old* salary accordingly counts 25% against the cap, but of course, the player cannot be in the team's starting lineup. Like all other members of the Practice Squad, this holdout player *can* be activated during the season, but in this case only if the team caves into the contract demands, and bumps up the salary. If the holdout player is traded, the acquiring team gets the same contract demands to deal with. If the holdout player stays on the Practice Squad for an entire season, one of two things happens:
 - If the player finishes inside the relevant group at his position for a second straight year (i.e., top 5 QBs or TEs, top 8 RBs or top 8 WRs), he automatically must have his contract raised to 100% of the average salary of the relevant group at his position, or be released.
 - If the player *doesn't* finish inside the relevant group at his position for a second straight year, he gives up his contract demands, and goes back to his old salary (and thus comes off the Practice Squad), though obviously, the team has missed a year of his service for fantasy usefulness (but the player does *not* lose a contract year for a season in which he holds out for the entire season).

F. Transition Tags

- Each winter (by March 1), teams may apply its Transition Tag to a player who was under contract and in the final year of his deal in the season just passed. In this case, there's no bidding...the player signs a one-year deal at whichever is highest: (a) 120% of the average of the current top five highest-paid players at his position in the ending league year or (b) 120% of his current salary. After that contract expires, he's a free agent, and he cannot be signed to an extension during that final contract year.
- An owner may only use its Transition Tag once in any single offseason.

G. Retirement

- If a player retires while he's under contract to you, you may release him with no salary cap penalty in subsequent years, regardless of how many seasons he has left on his contract. And if he un-retires (Brett Favre!), you still own him under the previous terms of

his contract.

- A player must OFFICIALLY RETIRE with the league for this to be the case. Anyone who just "doesn't have a team" but who hasn't filed his retirement papers may not be released without the relevant salary cap penalty being assessed in the subsequent season.

H. League Calendar (dates are approximate)

- March 1st: (~March 15th, 2015)
 - New fantasy season/year begins
 - Player contracts are adjusted by -1 year. 0 year contracts at that point are dropped with those players becoming unrestricted free agents
 - Salaries increase by 20%
 - Salary Cap increases by 5%
 - Players on Injured Reserve are moved back to their team's active roster
 - All Player Holdouts are resolved, either with new contracts, player release, or player deactivation to Practice Squad
 - Owners must have declared all Transition Tag Players
 - Last chance to extend contracts that end in the following year
- March 2nd (~March 16th, 2015): Teams must be back under salary cap
- May 1st - NFL Draft
- June 1st - Rookie Draft
- Aug 1st
 - Unrestricted Free Agent Auction
 - (post-draft) Free Agent Blind Bidding commences
- Aug 8th - Practice Squad is closed
- Commencement of NFL Week 12 games (Sunday):
 - Trading deadline
 - Practice Squad activation deadline
- Commencement of NFL Week 14 games (or week 15 games, if we have 8 teams):
 - Playoffs Begin
- NFL Week 16
 - Super Bowl
 - Free Agent Waivers end
- After NFL Week 16
 - Current fantasy season ends
 - Trading recommences
 - Practice Squad activation recommences
 - Teams can exceed salary cap

I. Player Suspensions

- A. If a player is suspended for fewer than 8 games in a season, no changes.
- B. If a player is suspended for between 8 and 15 games in a season, the player's contract may be terminated. The owner will pay only 50% of the normal dead salary penalty.
- C. If a player is suspended for a full season (Games 1 - 16), that player may be placed on the practice squad during any full suspension season.
 - 1. The owner will receive an option as to whether or not to add 1 year to the player's contract.
 - 2. The player will not be subjected to salary increases during suspension years.
 - a) The salary will increase going into the suspension year, but not coming out of it.
 - 3. The owner may terminate the player's contract, paying only 25% of the normal dead salary penalty

Part 4: Rule Enforcement

I have left out most common sense behavior rules from this document. Use common sense and perform actions that you believe, at the time, will benefit your team.