

# Rivals Bylaws

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## League Concept Summary

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Welcome to Coach Steve's new fantasy league called "RIVALS"

**The Concept of the League:** You will play your Rival (4) times during the regular season.

Reward for Beating RIVAL:

- (1) **Win ONE Matchups:** Can adjust one player in your rival match up the following week. \*\*
- (2) **Win TWO Matchups:** You can adjust any three players in your rival match up the following week. \*\*
- (3) **Win THREE matchups:** You may borrow one of your Rivals players the following week.
- (4) **If you win all FOUR matchups:** you have two options
  - (a) Swap current draft picks (not including 1st rounders) with your rival (ex: a 4th for a 2nd)
  - (b) Steal a player from your Rival (Their top 15 players are protected)

Winners will have until 2 pm est time Thursday to announce moves

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- The adjustment is to either sit or start a player.
- Can't be players on the taxi squad.

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## Buy-In & Payout

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**League Fee:**

- \$10.00 Per Season
- Please use in the comments of the payment -RIVAL(YEAR)
- We use Venmo, Cash App, or Paypal

**Pay-outs:**

- Winner Take All - \$120

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**Waivers/Trades**

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**Waivers:**

- Daily Waivers will occur
  - Sundays: Waivers will be open to add players
- \$100 FABB Resets when the season rolls over (January 1st & Sept 1st)

**Trading:**

- MORE trading MORE FUN. If ***you trade a future draft pick***, you must pay the Commish the buy-in for the upcoming year. If you trade a draft pick two years down the road you must pay two year's worth of buy-ins. You can trade up to three years out worth of picks of the current season but must pay the respective amount prior to the trade. There will be a deadline for trading.
- If you trade ANY of your own draft picks, you must pay up regardless if you are swapping for the same round or getting better picks.

**Public Counters:**

Ex: Once a trade is approved - **ANYONE** in the league can send BOTH teams a trade counter.

1. If no one counters the pending trade and the trade gets approved by commissioner with require league fee if applicable
2. If a leaguemate successfully counters a pending trade with either trade partner then that new Trade gets approved by commissioner with require league fee if applicable

Either owner can reach out to the already approved trade partner and tell them they are expecting a new trade if they wanna counter prior to telling the commish

BUT once an owner says in the CHAT that they accepted a NEW trade then no more trades counters can happen.

**Trade Deadline:** Week 13

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### Rookie Draft/Taxi Squad

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**Rookie Draft:**

- Rookie drafts will consist of 4 rounds.
- Each Owner will get a pick in each round unless traded.

**Draft Order:**

- **Non Playoff Teams** - Record (PF)
- **Playoff Teams** - Playoff finish w/ record

**Taxi Squad:**

- Will be of 1st and 2nd year players only.
- Deadline to move players will be at the start of the season.
- Currently only 4 spots. (Only Rookies prior to the start of the season are allowed on the taxi squad & they can stay on for two years)

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### Roster Lineup

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**# of Owners:** 12 Owners

**IR Spots:**

- Will allow 5 IR spots, OUT, COVID, and IR

**Roster:** 29 in Total (10 Starter & 19 Bench)

QB: 1

RB: 2  
WR: 3  
TE: 1  
Flex: 2  
SF: 1  
Bench: 19

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## Playoffs

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### **Playoff Seeding:**

- The top 5 will make the playoffs with the 6th Seed being based off MP.
- Best teams move on in a free for all approach.
  - No real bye weeks
  - You aren't really playing a one on one matchup but against everyone.
  - Top 4 highest scoring teams move on to the semis
  - Top 2 teams will move on to the finals.
- Loser Backer Winner 3.13

### **Playoff Tiebreaker:**

- Regular Season PF

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## Other League Concepts

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### **AutoSub:**

- 3 Auto-sub player

### **Scoring:**

- 6: Pass TD
- 1: 40/50 Rush TD
- PPR
- 1: 40/50 Rec TD
- .5 Added: RB Rec

- .5 Added: TE Rec
- 1: 300-399 Pass Game
- 1: 200 Plus rush/rec

**League Median:**

- No

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## Inactive/Tanking Rules

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**Fantasy football isn't a full-time job for everyone — and it shouldn't be. That said, to maintain the integrity and competitiveness of the league, a baseline level of activity is required.**

### **Offseason Expectations**

- Check your team **at least once per week** for trades
- Keep trade notifications on (via the Sleeper app is recommended)
- Ensure **league payment is completed on time**, especially before rookie drafts

### **In-Season Expectations**

- You must aim to finish **above 60% of Sleeper's weekly results**
  - Falling below this threshold may trigger a **commissioner review for potential tanking**

### **Lineup Rules (Bye Weeks & Injuries)**

- You are expected to set a **competitive and active lineup every week**
- You **should not** start:
  - Players on **Bye**
  - Players not on an **active roster**

- Players listed as **Out** or on **IR**

### **Bye Weeks**

- **No exceptions** — Sleeper allows lineups to be set in advance

### **Injuries**

- Players on **IR should not be in starting lineups**
  - Exceptions may apply only if:
    - A player is ruled **Out close to game time**
    - It's a **SNF/MNF game** and no replacement is available
  - If a player is ruled out **a day or more in advance**, you are expected to make a quick adjustment
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### ****Tanking Policy****

- **Intentional tanking is not allowed**
  - If you're benching clear **star players for backups with little to no role**, that's a violation
  - We want to keep the league competitive — there *is* a proper way to rebuild, but this isn't it
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### ****Penalties for Rule Violations****

#### **Inactive Lineups**

- **1st Offense:** Warning + Commissioner adjusts lineup(Highest Projected player prior)
- **2nd Offense:** Final Warning + Commissioner adjusts lineup (Highest Projected player prior)
- **3rd Offense:** Removal from league **or** forfeiture of top player / 1st-round pick

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## Rule Changes by Year

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### **2026 Rules Poll**

- Rivals to change again in 2026
- FAAB to continue to reset
- Keep Trade Counters
- League Fee stays the same
- 4th Win stays at 15 protected

### **2025 Rules Poll**

- No more Divisions
- Rivals to change
- You can counter both sides
- League fee stays the same
- No doubtful players on IR
- Limited FLEX to change to FLEX
- Playoffs to stay to same
- 4th win - top 15 protected stays
- 6th seed - stays as max points

### **2024 Rules Poll**

- Rivals stay the same
- Divisions stay
- Draft Order to stay by record
- Loser Bracket in 2024 Season
- Waiver Open on Sunday

### **2023 Rules Poll**

- 1. Rivals will not switch
- 2. Continue have Divisions
- 3. Draft order to stay by Record
- 4. Playoff Order will be Record and 6th seed MPs
- 5. Playoff Tiebreaker Regular season PF

- 6. No League Median
- 7. New Trade Deadline Week 13
- 8. Playoff breakdown to continue the way it is. So it's best scorers move on
- 9. Nothing happens for loser in the playoffs
- 10. Waiver wire to continue to run daily

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## Commish Stuff

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### **Important Information for the Offseason**

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### **Draft Day Information**

- 8 Hour Clock - Turns off at 10 pm and on at 8 am (est)
  - Ill try to @ you at 8 hours, 4 hours, 2 hours 1 hour and 10 mins then your pick gets AUTOed
- If you trade away any future picks - please send over league fee for that year ASAP under the caption RIVAL (YEAR)
  - No Trade Counters during the rookie draft
- Please try to not make a mistake and click the wrong player
- If you can @ the next player in order to keep the draft moving
- @julmo56 will receive the 3.13 pick.

Season

### **Important Information for the 2026 Season**

#### **First off, enjoy the summer**

- When sending payment please use RIVAL (YEAR) - \$20 League Fees
- Trade Deadline is Week 13
- **Draft Order** - is by Record - non playoff teams
- Record w/playoff finish - playoff teams

- **Playoffs** : Top 5 by record and 6th Seed Max Points
- There is **Loser Bracket Winner** (gets the 3.13)
- Winner Take All
- Waivers reset on Sept 1
- Rivals Outcomes
  - 1st win - Adjust 1 Rival lineup spot
  - 2nd win - Adjust 3 Rival lineup spots
  - 3rd win - borrow rival player
  - 4th win - steal a player/pick
- Please review the bylaws for any other rules