

Overview

The Godfathers Leagues

Year One (2025)

By-Laws

➤ **Overview:**

- There are two free 12-team Sleeper dynasty mafia-themed leagues with @TTT01 as sole Commish.
- The two leagues are named League #1 and League #2. They are separate but follow the same bylaws.
- You are generally expected to be reasonably **active** with the various activities for running a team in a year-round dynasty league full of other reasonably active owners. This includes categories such as drafting, free agency, trading and communicating.
- You are the team owner for your team. You may not replace yourself or add another person to co-manage your team. You may only have one team in this league.
- These by-laws should speak for themselves. They are here for you to read, review, consider and understand. If anything herein is unclear, please PM the Commish to discuss.
- All times noted in this document and in the league in general are to be considered US Eastern Standard Time (EST).
- Keep in mind that this is a live document. Minor insertions/changes/deletions may be made as I tweak it.

Communication

➤ **Communication:**

- Responding to messages in a reasonably-timeful, reasonably-**respectful** friendly manner year-round is required or a replacement owner may need to be found - **especially league or private messages from the Commish.**
- If you will be completely out of touch for any period of time **over a few days**, please just post a note in league chat.
- Chats and PM's show your icon after you have viewed messages. Please don't just preview a message without opening it as a courtesy.
- See the Social/Decorum tab for more details about how you are expected to interact within the league.
- **Please check in to league chat and your PM's as close to daily as you can during the season and weekly in the off-season.**

Rosters

➤ **Rosters/Starting Lineups:**

- See Team tab.
- Start 10 - 2qb, 2rb, 2wr, 1te, 1 flex rb/wr/te, 2 flex rb/wr.
- Partial starting lineups are not allowed. Insert 1 qualified player into every starting slot and feel free to change your mind as many times as you want later.
- Bench = 10, no position limits beyond meeting the minimum

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➤ **Team Names:**

- You need to create some type of mafia-themed team name to be a part of the spirit of the league.

Taxi Squad

➤ **Taxi Squad:**

- You can have 5 players who are determined by Sleeper as having 0 or 1 year of NFL experience or they must be cut or activated to the roster. As Sleeper changes the level of NFL experience each off-season, you will need to make adjustments to stay in roster compliance.
- Players who have been in the league for 2 years and are going into year 3 are not eligible for the taxi - except in the off-season from the end of the season until roster reconciliation after the rookie draft.
- The Taxi Squad is not locked and you can move players on and off at any time if they meet the above requirements.
- If it is found that you have a player on the Taxi that is not eligible, they may be cut by the Commish without notice.

Injured Reserve

➤ **Injured Reserve:**

- You can have 4 players who are determined by Sleeper to have a status of IR, OUT, COVID-19 or SUS.
- NA, Doubtful, DNR, Holdout, Retired and OPT-OUT status players are not eligible.
- Once Sleeper informs you that a player no longer qualifies, you will be required to move that player to the roster or cut them before it will allow you to make any other updates to your roster.

Scoring

➤ **Scoring:**

- League scoring rules can be viewed in the League Tab and/or Settings. As they are subject to change annually based upon bylaws vote changes, they will not be detailed here.
- Sleeper is the only and final arbiter when it comes to how it assigns points to your players based upon our posted scoring rules. If Sleeper makes an adjustment for any reason at any time, that is not the fault or responsibility of the Commish of this league.

Trading

- **Trading:**
- **It is not my intention as Commish to decide to veto trades indiscriminately. Trades are always subject to Commish review for any reason the Commish deems in the best interest of the league and any trade is subject to be overturned or vetoed in the rare cases the Commish deems appropriate.**
- Trading is allowed year round except during the off-season league maintenance lockdown period. **The off-season lockdown period begins at the start of the week 17 Championship game and ends after all bylaws discussion and voting is completed. The Commish will provide further details on timing each year.**
- All trades will be reviewed and processed by the Commish within 1 day. If you make a trade that could affect your starting lineup for that week less than a day before a player could start for you, you run the risk that trade may not process in time and you must be prepared for any outcome.
- Once a trade has been proposed and accepted via the Sleeper site by both parties and the Commissioner has processed it, it cannot be rescinded except for owner error. If a trade was offered or accepted in error, the owner making the error must notify the Commissioner and the owner of the other team immediately (i.e. within 5 minutes of the trade's acceptance) to request that the trade be voided. Trades will only be revoked because of legitimate owner error that is reported in a timely manner; owners may not request that a trade be voided due to buyer's remorse, seller's remorse or failure to perform due diligence before proposing or accepting a trade. The Commissioner reserves the right to allow a trade to stand if an owner's claim of error is not deemed to be credible.
- Note that you cannot trade your only player at a position - that trade would be reversed.
- Most trades will simply be approved. It will not be the policy to regulate what may be viewed as bad trades unless collusion or overt tanking can be legitimately questioned. If you feel this has occurred either before or after the Commish approves a trade, please PM the Commish with your detailed reasoning.
- **Opinions vary on trades so they shouldn't be openly speculated upon on the league message board.**

- In some cases, the Commish may question one or both team owners to make a decision on the validity of the trade before approving or denying it.
- It is a possibility for an owner to be removed for attempting to make trades that violate league rules. If two team owners wish to make a trade they feel might be questionable, it might be a good idea to run the trade idea thru the Commish for input in advance of completing it.
- You are able to trade rookie picks 2 years in advance (2026 and 2027).
- Team owners CANNOT trade 2028 picks (a 3rd year in advance) even though Sleeper shows picks from that future year.
- **Participating in the trading process is a necessary activity for all owners to maintain their best team for competition purposes.**

FAAB

➤ **FAAB:**

- You will have a \$200 FAAB budget for in-season waivers and a separate \$100 FAAB budget for the off-season. Neither budget carries over so use-it-or-lose it during these periods.
- There is a \$1 minimum bid amount with each budget.
- Free Agency using your \$100 off-season FAAB budget will be weekly and will begin approximately 1-2 weeks after the startup draft and after all future annual rookie drafts - date TBA.
- Free Agency using your \$200 in-season FAAB budget begins the Wednesday before the week one Sunday NFL games. You can pick up players daily Wed-Sun with @3am processing time. In-season free agency will close after week 14 begins.
- There will be a gap between off-season and in-season waivers periods to allow for making rosters legal before the next phase begins - date TBA. In-season FAAB becomes available to trade after roster reconciliation the Tuesday before week one games.
- Since this is a dynasty league, any team can pick up players during any open period.
- **Participating in the free agency process is a necessary activity for all owners to maintain their best team for competition purposes.**

Transactions

➤ **Transactions:**

- Players dropped will remain on waivers for 1 day.
- You cannot start or drop a player after their game has started.
- Sleeper assigns a waiver priority which breaks ties of similar FAAB bid amounts.

Playoffs

Playoffs:

- Will begin in week 15.
- The top 8 teams will qualify.
- Seeding will be 1vs8, 2vs7, 3vs6, and 4vs5 in the 1st round.
- Teams will be reseeded for round 2 in week 16.
- The Championship game will take place in week 17.
- There will be a week 18 Championship game between the winners of Godfathers League #1 and #2. Each league winner will manually dm the Commish and post in chat their week 18 lineup and we will crown a 2-league Champion. They will earn the title of "Capo Di Tutti Capi" and can use that as their team name for the following season if they choose.
- There will be a Toilet Bowl to name 1 team as the Worst but it will not have draft relevance.

Off-season Rosters

➤ **Off-season Rosters:**

- At some point before our league's annual rookie draft at the discretion of the Commish, roster rules will be changed to allow 5 additional off-season bench slots for all teams regardless of how many draft picks a team actually owns.
- This begins in 2026.
- You will have approximately 10 days (TBA) from the end of our league's rookie draft to make your roster legal with players on the Taxi and IR meeting these new determinations. You must move players either on or off both Taxi and IR to the bench or cut or trade them during this time period to be in full compliance.
- At that time, you should have one qualified player in every starting slot and no more than 10 bench players, 5 Taxi Squad players and 4 IR players. You can't have more players on the bench with less players on the Taxi or IR, for example.
- Failure to be in full compliance by the date/time set out by the Commish in advance will lead to manual cuts of your roster by the Commish as follows: as Sleeper shows an "own %" for each player, players will be cut based on the lowest own % first. If you force the Commish to take this action by your inaction, he will not adjust your roster first unless you are out of compliance with the starting lineup or bench requirements. He will simply make cuts from your Taxi and IR until your roster is legal making those players available in free agency. If further cuts are necessary, bench players will be cut as needed. It is going to be the complete discretion of the Commish how to fairly resolve this kind of problem and his solution will be the one that goes into effect.
- When daily free agency begins the Wednesday before the first Sunday NFL game in week one, your roster must also be in full compliance or the Commish will adjust it manually as described above. About 3 days before this, the Commish will adjust roster rules to reduce bench slots by 5.
- In conclusion, you will have 5 additional off-season bench roster spots from the time of our rookie draft until right before daily in-season free agency begins. This essentially means you have your full roster from the previous season with space for 5 rookies until the new season begins.
- You will then need to be in roster compliance by cutting players or if possible to move them on or off the IR or Taxi or else Sleeper may not allow you to adjust your roster.
- Forcing the Commish to take any action to your roster in this manner is not preferred. Please simply take the actions yourself to be in roster compliance on the dates indicated and announced in advance.

- Participating in the roster maintenance process is a necessary activity for all owners to maintain their best team for competition purposes.

Scheduling

➤ **Scheduling:**

- Each week you will play 2 games: 1 vs a scheduled opponent and 1 against the league median (if your weekly score is top 6 you get a win and bottom 6 you get a loss).
- The regular season is week 1 to week 14.
- As for the NFL's schedule, they post it and you can review it at NFL.com and many other places. It is never an excuse that you were not aware of anything related to NFL games, schedules, times, etc.
- After each future season has completed (starting at the beginning of the week 17 Championship game), **rosters will be completely locked** temporarily for league maintenance, rules discussion and voting.
- There will be no off-season waivers (adds or drops) during this lockdown period.
- Trading *will not be* allowed during this lockdown period since new rules could affect things. This is the only period of time during the calendar year where trading is not allowed.
- After the lockdown period has ended, players may then be cut but not added until free agency begins approximately one week after the completion of our league's rookie draft as announced annually by the Commish.

Rookie Draft

➤ **Rookie Draft:**

- The annual 5-round rookie draft starting in 2026 will begin approximately 1-3 weeks TBA after the NFL draft has completed and will start on a Saturday. Only NFL team-drafted rookies are available to be selected.
- It is a linear draft based upon the previous year's results.
- It will be a slow draft with an 8-hour draft window and an overnight pause.
- On the subject of making a mistake while drafting, you are responsible for the pick you make. Do not rush your draft selections. I may be able to fix a mistake before the next selection is made, but it's very possible I won't. If it happens that unflattering news comes out about a player you just selected, that will not be grounds to reverse your selection. Who you pick is almost assuredly who you are keeping. Take your time and go slow when pressing buttons.
- For the 4 non-playoff teams, the order will be determined based on the inverse order of the regular season record.
- For the 8 playoff teams: Eliminated in the first round will pick 5th-8th. The order will be determined based on the inverse order of the regular season record for these 4 spots. To keep the semi-finals attractive, the winner of the 3rd place game will pick 9th and the loser will pick 10th. The League Championship winner drafts 12th and the loser will draft 11th.
- Max PF is the seeding tiebreaker after regular season record. If by some chance they are exactly the same, head-to-head will be used to break the tie. If the two teams did not play each other, the team with the highest regular-season PA would win that tiebreaker. If by some miracle there is still a tie, the Commish will do a coin flip.
- These will be the prevailing rules and changes will need to be made manually on the Sleeper app if it does not reflect these rules.
- Auto picking in drafts is allowed if you are setting a queue. Owners not live drafting or using a queue may be subject to removal.
- **Active participation in all drafting is required.**

Schedule Matrix/Divisions

➤ **Schedule Matrix/Divisions:**

- We will be using a pre-planned schedule matrix to determine who plays which other teams in the upcoming seasons. This is for the 1 game you play weekly against another team, not the game vs the median.
- The link is at:
https://docs.google.com/spreadsheets/d/1_q7QP2Z-0ERYZXZwBfZZTI1F1RltWG05GipHp_ykzqs/edit?usp=sharing
- After each season, based upon the final standings, teams are slotted as team 1 (league champion) thru team 12 (last place) and then are plugged into the above schedule for the following year.
- Each team will play 2 games against the other three teams in their division and one game against all other teams.
- Division games will be played in weeks 1-3 and 12-14.
- Division assignments will be as follows: the bottom 4 teams that do not make the playoffs are assigned to Division 3. The 4 teams that lose in round one of the playoffs are assigned to Division 2, and the top 4 teams are assigned to Division 1.
- Division assignments in 2025 will be random.
- Division names will be: Division 1 = The Corleone Family, Division 2 = The Gambino Family and Division 3 = The Sopranos Family.

Migration

➤ **Migration from one season to the next:**

- The Commish will utilize the Sleeper process for transitioning a league from one season to the next as soon as appropriate after it is made available.
- It is TBD whether that will happen before or after the lockdown period where bylaws changes are reviewed and voted on.

Rules Changes

➤ **Rules Changes:**

- The Commissioner shall maintain, interpret and implement all league rules/bylaws and run all day-to-day activities of the league in the best interests of the league.
- Proposals for changes should be PM'd to the Commish directly for review and consideration. Some will go to a vote, but not necessarily all at the discretion of the Commish.
- Rules changes will be discussed and voted upon annually during the off-season lockdown period as posted in league chat by the Commish after each season ends. If an unforeseen issue arises, the Commish may deem a one-off poll vote as necessary.
- League votes to change the bylaws will require **8/12 team owner votes to pass** or at least $\frac{2}{3}$ of all current team owners (always rounding up).
- **League voting to change the bylaws is mandatory for all team owners.**
- Votes will not be considered final until all 12 votes are confirmed or there are 8 recorded votes or $\frac{2}{3}$ of all possible votes on one side or the other are recorded.
- If a vote is called, there will be a deadline to vote. If a team owner does not vote during that designated period, their vote shall be considered a vote for the majority having already voted.

Replacing Team Owners

➤ **Replacing Team Owners:**

- If a team owner leaves the league for any reason, the Commish will find a replacement. Current team owners are welcome to reach out to their friends about joining.
- Abandoned teams during the season will be controlled by the Commish until a replacement can be found. There will not be any waivers activity or trading of this team's assets by the Commish during this time.
- If a vacancy occurs during or right before the annual off-season lockdown period, orphan teams may not be filled until the current team owners discuss and vote on any potential rules changes for the following season.
- $\frac{2}{3}$ rules apply on bylaws vote changes regardless of how many team owners there are - always rounding up.
- **Team owners who announce that they quit in any way will be removed immediately.**

Social/Decorum

➤ **Social/Decorum:**

- This free league is for fun and I want everyone to have a lot of fun, but within reason.
- Using emojis, memes and fun chat should usually be ok but keep in mind that there are fine lines between gentle nudging/teasing and bullying/mockery. I'm going to call this the "Just don't be a Dick" rule.
- If anything in PM's crosses this kind of line, please contact the Commish and I may ask for screenshots and will review the situation and take appropriate actions to ensure we're all playing nice.
- Chatting on the league forum also needs to be friendly and moderately respectful. Please keep profanity to an absolute minimum. Use of F bombs, generally unacceptable language or profanity directed at another team owner may result in removal from the league.
- Please do not take public any private feuds that may arise in your PM's.
- I don't want anyone to have to block someone so let me know if I can help before it gets that far.

Accountability

➤ **Accountability:**

- Tanking and collusion are a problem in many leagues.
- “Overt” tanking (open and observable, not secret or hidden) will be the key factor for me. If you are not taking accountability of your starting lineups by openly starting IR or OUT or BYE players or not making your most reasonable “attempt” to make your starting lineup the best possible will be the key. I won’t question any reasonable starting lineup choices if the player is playing. I will question and likely penalize teams who are starting lineups that are incomplete (i.e. no player or an ineligible player started and taking a 0 for the slot).
- The NFL assigns player designations usually by noon on Saturday or the day before a Thurs/Sat/Mon game. If a player has been designated OUT or is put on IR by that time, you may not start that player unless you have 0 qualified players (able bodied and not IR, OUT or BYE). Players designated as Doubtful should also not be started (if questioned if you do start a Doubtful player and he does not play, you will need to show some proof that the player was considered to be a game-time decision).
- I may notice an issue or someone may bring it to my attention. If I feel a reasonable person would think your actions or inactions amount to overt tanking, it will be addressed as follows: on 1st occasion, it will result in a public warning in the league chat room that if it happens again, it will lead to removal. On a 2nd occasion, it will result in removal from the league.
- You should make every attempt to win every game every week. Lineups can be set weeks in advance to cover byes and known injuries. If you will be away and need assistance, I ***might*** be able to help you set your lineup assuming I see your request in time and Sleeper has not shut down that option at game start.
- Trading players one week and reversing that trade soon after to “loan” players is collusion and may result in removal.
- Dropping top name players is also a sort of collusion that may also result in immediate removal with the players added back to the team for the replacement owner to maintain.
- **Words, deeds or actions taken or not taken by a team owner that are considered by the Commish as detrimental to the league may make that team owner subject to removal.**
- No team owner has a right to keep their team if the Commish feels the spirit of these rules is not being maintained.

- If the Commish posts an @all post on the league message board, it is likely to be very important at that moment. It would generally be a good idea to react to that message with a thumbs up that shows you have read the post.
- I don't wish to ever revisit this section of the by-laws but rules need to be in place for the unforeseen possibilities.

Addendum

➤ **Addendum:**

- If something is not covered or explained sufficiently in these bylaws that you think needs to be included or adjusted, please just send me a PM.
- The Commish will immediately address any issues or questions about the league, the rules/bylaws or anything else not covered herein as they become known.
- If you see a way to make the language herein clearer or more fully informative, that is always welcomed.

I make mistakes, so if you find one here, plmk so I can fix it.