

Dirty Dozen League Constitution

A. General Set-Up:

- 1) 12 franchises
 - a) One owner for each franchise
 - b) Three conferences
- 2) Dynasty/Contract format
 - a) All players under contract are kept on a franchise's roster
 - b) The starting salary cap is \$1,000
- 3) Format is 2 TE/No defense
- 4) The league year starts April 1st.
 - a) All contract and salary changes, as well as rule changes, take effect on this date
 - b) This is also the date that trades/free agency open again
 - c) All dues must be paid by this date

B. Dues/Finances

- 1) Yearly dues are \$50 as well as the \$10 service fee from League Tycoon (\$60 total), plus a one time \$10 startup fee, and finally an optional Emperor pot contribution, and will cover league expenses such as:
 - a) League Prizes, including a traveling trophy for the league champion as well as cash prizes listed below.
 - b) Shipping of the league champion trophy each year
 - c)
- 2) Upon entering the league, any new owners must be paid out for two years of dues. (Excluding original 12 owners)
 - a) If an owner leaves or is removed, this money is not refunded.
 - i) This rule is in place to incentivize owners staying with the league as well as assisting replacement owners entering the league, perhaps with a hindered squad.
 - ii) New owners who take over an orphaned team will NOT have to pay their team's dues for seasons that have already been paid
- 3) If any future asset (draft slot, cap space, etc.) is traded away, that year's dues must be paid. This is non-refundable money.
- 4) If a significant (10% or more of the current salary cap) dead cap penalty is expected for any future year, that year's dues must be paid at time of contract signing.
 - a) This will be determined by a vote of league owners, with 6 of the 12 owners voting in favor for the above to be considered "expected"
 - b) This only applies for contracts that are four or five years in length at the time of signing
- 5) League Commissioners are responsible for all league finances and must produce a financial statement at the beginning of each league year. This statement must include:
 - a) All dues paid by team owners and summary of years paid for each team.
 - b) All prizes paid
 - c) All dues paid for league management services

- d) Any gains made by league financial accounts
- e) Current league financial account balances

C. League Prizes

- 1) Prizes are paid on Super Bowl Sunday, and are as follows (\$600/yr total pot):
 - a) Champion: \$160
 - b) Runner Up: \$80
 - c) Weekly High Score: \$5 (x14)
 - d) All Star players owned: \$2 per player (x11 players)
 - e) All Star winning players: \$3 per player (x11 players) (In addition to the \$2 for owning them)
 - f) For a total of \$400 to be paid out
- 2) Additionally, every fourth league year will be a "Super Year", where the remaining \$200 from each of the previous three years (\$600 total) will be added to that year's \$600 pot, for a total of \$1,200 to be paid out in the "Super Year". This breakdown will be as follows:
 - a) Champion: \$600
 - b) Runner Up: \$383
 - c) Weekly High Score: \$10 (x14)
 - d) All Star Players Owned: \$2 per player (x11 players)
 - e) All Star Winning Players: \$3 per player (x11 players) (In addition to the \$2 for owning them)
 - f) For a total of \$1,200 to be paid out
- 3) Finally, there will also be an optional "Emperor Pot" buy in for each team annually. Team owners can contribute as much as they want when they pay their league dues each year (\$50 max annual contribution). This contribution is fully optional. As soon as contributions are received by the league, they will immediately be converted into Bitcoin, and held in a crypto wallet. All 12 league owners will be given the public key to be able to see the amount and value of the bitcoin stored at any time. The "Emperor Pot" will be paid out, in Bitcoin, to any team that wins back to back league championships. There will be no time limit to when the pot can be won. Whoever wins back to back championships will win the pot in full, at which point the process will start over as normal with owners making voluntary annual contributions again. All contributions to the "Emperor Pot" are also non-refundable.

D. Rosters:

- 1) A franchise will have a total of 42 roster spots during the season (1 QB, 2 RB, 2 WR, 2 TE, 3 Flex (RB/WR/TE), 17 Bench, 5 Injured Reserve (IR), 10 Practice Squad)
 - a) The starting 11 and 17 bench spots are considered your "active roster"
 - b) Any player on your IR, or practice squad, is NOT considered a part of your active roster
 - c) A Player may be placed on IR if they are designated "IR" or "O"
 - (1) IR and practice squad players only count for 50% of their salary
 - ii) Only players with less than three years in the NFL may be placed on the practice squad
 - (1) Practice squad players may be traded, or "poached" by a rival team. To poach a player off a practice squad, the poaching team must give up a draft pick equal to one round higher than the player was drafted at in the league rookie draft. If

poaching team doesn't own a pick in the next upcoming draft from that round, then they can't poach the player. (Players picked in the first round can be poached using another 1st round pick). Once the poaching team makes their offer public in the league chat, the incumbent team has 48 hours to either activate the player to their active roster, or accept the poach. If no decision is communicated by the owner within the 48 hours provided, the poach will be successful.

- (2) After their third season, a player must either be placed on the active roster, traded, or cut from the team entirely

E. Contracts/Salaries:

- 1) The league salary cap will be set at \$1,000 for the first season
 - a) The cap may only be raised at any point in the future with a majority league vote
 - i) The commissioner will determine if the cap should be raised or not, and will be voted on by the league owners
 - b) If the cap is to be raised, it must happen on the date of the new league year (April 1st)
- 2) Player Salaries will be set based on the inaugural veteran auction, rookie contracts, free agency acquisitions, and subsequent extensions or holdouts.
- 3) Player contract lengths will be set by the owner, based on the following chart.

Player Type	Contract Value	Minimum Length	Maximum Length
Drafted Rookie	See Rookie Chart	See Rookie Chart	See Rookie Chart
In-season Free Agent	Any	1 Year	2 year
Off-Season Free Agent/ Veteran Auction	See Free Agent Chart	1 Year	5 Years

- 4) There will be a "dead cap" hit for any players dropped prior to their contract being completed. This dead cap will be 50% of the contract value in the current year, plus 20% multiplied by the number of years remaining in the contract for the next year.
 - a) For example, if a player is dropped with 3 years remaining on his contract, that owner would have a dead cap hit of 50% of the player's salary this year, followed by 30% the next year. This will be tracked by the League Tycoon app, and be reflected in each team's cap.
 - b) Any player dropped during the fantasy playoffs will be considered as dropped in the following season for dead cap purposes.

F. Contract Extensions:

- 1) Contracts may only be extended in the off season when a player has 1 year left on his current contract after the start of the new league year. Contracts may be extended between Jan 1 and Jul 31
 - a) If a player reaches August 1st with only 1 year left on his contract, he will become a free agent at the end of the season
 - b) A contract may be extended a maximum of 3 years.
 - i) A particular player can be extended only one time.
 - c) The salary for all new years will be based on the following calculation made by League Tycoon of the player's market value, based on their performance and league contract values. The first year of the extension will be at 85% of this "market value", followed by the normal salary inflation each year thereafter.
 - d) The value of the extension will only be for the additional years of the contract; the value of the final year of the existing contract will not be affected
 - e) The extension costs will be calculated at the end of the season, based on the players' positions for the previous season.
 - f) If a player changes position according to the league management service during the off-season, this will not alter the extension costs until the next time extension costs are calculated.

H. Franchise Tags

- 1) Each team will have the option of using up to 2 Franchise Tags. These must be used between Week 18 of the NFL season and April 1st (the new league year).
- 2) The Franchise Tag may be applied by a team to any player coming off of contract. These players will receive a new 1 year contract, expiring at the end of the year.
- 3) By applying the Franchise Tag, the team may keep the player for a further year. The cost of the Franchise Tag will be calculated by taking the greater of their current salary plus 10%, or the average of the top 6 players at the position, whichever is greater.
- 4) If the player is not tagged by April 1st, they will hit free agency.

I. Inaugural Veteran Auction:

- 1) A veteran auction will be held before the inaugural season
 - a) Each owner can have up to 2 players nominated at a time, for a total of up to 24 players being auctioned at once. A total of up to 360 players may be nominated total, but after an owner has filled their roster, they may not nominate any additional players. An owner may also elect to not fill their entire roster by not nominating additional players.
 - b) Each franchise will have \$800 in cap to spend on their players. Any remaining money will become the franchise's FAAB (Free Agent Acquisition Budget), with an additional \$200 added to make the total salary cap \$1,000.
 - c) Each nominated player will be up for auction until 10 seconds have passed without a change in bidder.
 - d) The highest bid that a player receives will be his salary, with a contract length determined by the owner. The owner must set their contract details within 2 weeks of

the auction completing. If this is not done, the minimum contract length will be set for each player.

J. Rookie Draft:

- 1) A rookie draft will take place each consecutive year, with the date set each season, but always after the NFL draft.
 - a) The draft shall consist of five rounds and will be an in-person draft (if an owner is unable to make the in-person draft, they can video conference in or give their pick preferences to the commissioner).
 - b) All subsequent rookie drafts will be “NFL-style” drafts, with the order determined by the following:
 - i) Picks 1-6 will be non-playoff teams based on inverse max potential points for.
 - (1) Max potential points for are the total points that a team would have scored had they played an optimal lineup every week.
 - (2) The team with the least potential points will get the first draft pick, and the most potential points will get the sixth draft pick.
 - (3) The commissioner will track and report max potential points for.
 - ii) Picks 7, 8, 9, 10 will be the non Brewer’s Cup playoff teams, with the consolation game winners getting the higher picks.
 - (1) Ex: Winner of 5th place game gets seventh pick, loser gets eighth, winner of 3rd place game gets ninth pick, loser gets tenth
 - iii) Pick 11 will be the runner up
 - iv) Pick 12 will be the league champion.
 - c) Owners are free to make trades.
 - i) If a pick that is currently “on the clock” is traded, the new owner will have the remaining time to make the pick, the clock does not reset.
 - ii) A rookie taken in the draft may be dropped before the NFL season begins without the franchise being penalized dead cap
 - iii) If a rookie taken in the draft is dropped before the NFL season begins and is then picked up again by the same team, again prior to the start of the season, the terms of the original contract will apply.
 - iv) The values of rookie contracts may be adjusted if the salary cap is increased.
 - v) Rookie contract lengths are always 3 years, no matter where in the draft they were picked.
 - d) All rookies will receive a salary, based off the round and pick in which they were selected. This starts with the 1st overall pick receiving a contract valued at 4.5% of the salary cap, and decreasing with each pick from there, with a larger dropoff at the start of each round.

2) Compensatory draft picks will be awarded to a franchise if they win the toilet bowl (1.13) and if they had a player poached from their taxi squad (end of the round the player was drafted in)

- a) Compensatory draft picks will follow all normal draft picks of the round and will be taken in draft pick order one pick at a time - if an owner has multiple compensatory picks in the same round their second pick will come after all other owners' first compensatory pick of the round has been taken.
- b) A maximum of 2 compensatory picks per team will be awarded per year.

K. Off-season Free Agency:

- 1) All players who are not signed to a contract at the end of the fantasy season, will be considered a free-agent.
 - a) Any player considered a free agent may be bid on by all franchises during the free-agency period in the off-season.
 - i) Free agency will use a standard FAAB system.
 - ii) If there aren't any bids placed for a player by the end of the free-agency period, the original franchise may then sign the player for league minimum if they so choose.
- 2) Franchises may not sign any UFA from the Monday following the Brewer's Cup-April 1st.
- 3) The free-agency period will last from April 1st until exactly 1 week before the start of the regular season.
- 4) Franchises will have 24 hours following a signing to determine the length of the contract.
- 5) After the veteran auction, all unsigned players will be deemed UFA, and any franchise may then sign through the waiver wire.

L. In-Season Free Agency

- 1) During the regular season, a Free Agent Acquisition Budget (FAAB) will be used for free agent pickups.
 - a) An owner's FAAB is the same as their unused cap space.
 - b) Blind bids will be put in for any free agents every week. Waivers will run every Wednesday morning.
 - c) Players who have cleared waivers without being claimed may be claimed on a "first come-first served" basis. These players will automatically be signed to a 1 year contract for just the remainder of the current season.
 - d) Any players dropped after spending more than 24 hours on a team will be put into the free agent pool, and will be placed on waivers until the next run.
- 2) Free agents added during the season will be signed to a 1 year contract automatically, and will be considered a free agent for the next season.
 - a) If an owner wishes to keep a player coming off of contract, they must use one of their franchise tags on them, or give them a regular extension.

M. Trading:

- 1) Franchises may trade any player at any time, except after the trade deadline
 - a) The trade restriction will last from week 13 of the regular season until the new league year on April 1st
 - b) Franchises may resume trading on April 1st
- 2) Rookie draft picks are available to trade

- a) Players and picks may be traded amongst each other
 - b) There is not a restriction on the amount of picks a franchise may trade
 - c) League dues are paid for any years that a draft pick is traded for.
 - d) Conditional draft picks may be traded, if agreed upon by all parties of the trade and communicated in the league chat at the time the trade is accepted by all parties.
- 3) Once traded, a player's salary and contract are then transferred to the new franchise immediately and the receiving team must remain under the cap.
 - a) If a franchise cannot stay under the cap in the aftermath of a trade, the trade will be vetoed by the commissioner unless roster moves can be made to make the trade work.
 - 4) Trades do not need approval, and will only be vetoed in the event of collusion, or cap infringement. All trades will process instantly; I.E. no review/holding period.
 - 5) Conditional trades are allowed, as long as the conditions are clearly laid out prior to the trade being accepted. If this trade is accepted, a message will be placed on the league message board detailing the conditions of the trade.
 - 6) No "rental" trades are allowed. In other words, trade backs are not protected by the league.

N. Retirement:

- 1) If a player retires while he's under contract, a franchise may release him with no salary cap penalty in subsequent years, regardless of how many seasons he has left on his contract.
- 2) 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.
- 3) If a player returns from retirement while he still would have been under contract, he may be re-signed by the team holding the contract, even if he had been dropped.
- 4) If a player returns from retirement past the end date of the contract, he will be placed into the free agent pool and held to normal acquisition rules.

P. Regular Season:

- 1) The regular season will last as many weeks as to allow for a 3-week playoff with the championship one week before the final NFL regular season game.
 - a) As of 2024 this is 14 weeks, but will change if the NFL adds weeks to the schedule.
 - b) The schedule will be created by the commissioners before each season.
 - c) The schedule will be made to play every team in the league at least once, with divisional foes being played multiple times.

Q. Playoffs:

- 1) Six franchises will make the playoffs
 - a) Division winners will be selected based on regular season record. They will be seeded by the following sort criteria.
 - i) Head to Head record
 - ii) Total points scored
 - iii) Division record
 - iv) Max potential points for

- b) The top two regular season records, regardless of division winners, will have a first round bye.
- c) Wild cards will be selected based on regular season record. They will then be seeded by the following sort criteria.
 - i) Regular season record
 - ii) Head to Head record
 - iii) Total points scored
 - iv) Division record
- 2) Additionally, the 6th and final playoff spot will not be determined by regular season record, but rather by the team with the highest potential max points for of the remaining teams outside of the top 5 records during the regular season.
- 3) Playoff format is a standard 6-team bracket.
 - a) After the wild card playoff games, the #1 seed will play the lower seed of the 2 remaining teams, while the #2 seed will play the higher remaining seed.
- 4) Playoff game Tie-breakers will be decided by the sum of the five top bench players. If still tied, the tie breaker will be decided by the sum of the next 5 bench players. If still tied, the tie-breaker will be most points scored in the regular season.
- 5) A 5th place game will be played in week 16 between the two wild card losers.
- 6) A 3rd place game will be played in week 17 between the two semi-final losers.
- 7) A toilet bowl will be held each year in addition to the championship bracket.
 - a) The non-playoff teams will be seeded in order of regular season record, with the 2 highest seeds getting a first round bye.
 - b) The winner of the toilet bowl will win the compensatory pick 1.13 in that year's rookie draft.
- 8) Additionally, after the Brewer's Cup (week 18 of the NFL regular season), there will be a bonus "All Star game"
 - a) All stars will be determined by taking the top scoring players from each position and dividing them up into 2 teams randomly.
 - i) For example, the overall WR1 from the season will be an all star, as will the overall WR2, etc.
 - b) All star teams will have be formatted the same as regular rosters as far as the number of starters at each position.
 - c) Additionally, all star teams will have no bench, only the starting lineups.
 - d) After being randomly sorted into two teams, the all star game will take place in week 18, with players from both teams winning their franchise owners cash prizes, as described in section C.

R. Scoring:

- 1) The scoring system will be PPR
- 2) Scoring details will be posted on the League Tycoon
- 3) No changes to the scoring system will occur during the regular season under any circumstances.
- 4) Changes to the scoring system must be proposed at the annual owner's meeting. Any approved scoring changes, as voted on by a majority of the team owners present at the meeting, will go

into effect two years after the vote occurs. (ex: a proposal to introduce a 1.5 TEP is passed at the 2026 owner's meeting, that rule will go into effect for the 2028 season).

- 5) The league management service scoring system will be official.
 - a) All scoring done by the system is final
 - b) If an error is made, and is obvious, we will consult the league management service support before taking any action
 - i) If the league management service determines an error has been made, we will take the necessary action to adjust
 - ii) If they determine no error has been made, the scoring is official
- 6) The the league management service ranking system will be the official ranks used, in determining performance bonuses
 - a) Tagging will also be based off these ranks
 - b) The ranks that are current, the day a transaction takes place, will be used
- 7) For purposes of this document, "league management service" means League Tycoon, or any future site that the league is hosted on.

S. Transactions:

- 1) All transactions are final, there are only three reasons why a transaction may be reversed:
 - a) If there is a cap infringement
 - b) If the league management service system bugs out
 - c) Collusion or cheating is found
- 2) Any accidental transaction will not be reversed

T. Rulemaking Process

- 1) Rule proposals are submitted to the commissioners.
- 2) The Commissioners compile rule proposals and comments and schedules a commissioner's meeting to review after the Brewer's Cup, but prior to April 1st of each year.
- 3) Commissioners must discuss each rule proposal. To pass, a rule must be approved by both of the commissioners.
- 4) Once past the commissioner's meeting, the proposal will be scheduled for a full vote at the annual owner's meeting.
- 5) Any approved rule is adopted 2 years following it's passage, and necessary changes will be made to the league constitution prior to the start of the NFL preseason the year the rule change was voted on.

U. League Officers

- 1) League Officers include:
 - a) Commissioners
 - i) Commissioner responsibilities include:
 - (1) Assembling league owners and ensuring all franchises have an owner.
 - (2) Collecting dues, paying prize money, and holding all league money.
 - (3) Updating and distributing the traveling champion's trophy.
 - (4) Setting up the league management service.
 - (5) Setting up startup, rookie, and free agent drafts.

- (6) Setting league matchup schedules yearly.
- (7) Proposing rule changes to the league owners.
- (8) Resolve any league disputes.
- (9) Determine and execute any penalties assessed for rules violations.
- (10) Executing any salary cap increase or decrease.
- (11) Setting up conference realignment when applicable.
- (12) Setting up new positions/committees when applicable.
- (13) Propose and execute any league expansion or contraction.
- ii) The Commissioners may be replaced only if 75% of league owners vote to remove. If the current commissioner resigns or is removed, a new commissioner will be elected and will be put in place with a 51% vote. If no new commissioner is selected by the beginning of the next league year, the league will be disbanded and all dues will be returned to owners.

V. Penalties:

- 1) All owners are subject to penalties, up to and including removal based off any of these criteria
 - a) Collusion
 - b) Cheating
 - c) Team dumping
 - d) Overt tanking
 - i) For purposes of this document, “overt tanking” will mean not fielding a fully viable lineup each week.
 - e) Lack of activity or communication
 - f) Any offense that both commissioners agree is worth a penalty.
- 2) Penalties may include loss of cap space, loss of draft picks, real money fines, or removal.
 - a) For a purely in-game penalty (cap space or draft picks), the penalty must be agreed to by both of the commissioners.
 - b) For any out-of game penalty (fine or removal), the penalty must be agreed to by the commissioners and 75% of all league members.
 - i) Any fines levied will be placed in the league account and will reduce the service fee for league members in upcoming years.
 - ii) No fine will ever exceed 1 year’s dues.
 - iii) Any owner removed will not have any paid dues refunded.

W. League Expansion or Contraction:

- 1) League Expansion
 - a) If a league expansion is warranted, it must end with an even number of franchises.
 - i) All new owners must be approved by 51% of the existing league owners.
 - b) A league expansion draft will be held prior to the free agency period for the expansion teams.
 - c) All existing teams are allowed to initially protect 12 players.
 - i) For each player selected from their team, they will be allowed to protect an additional player.

- ii) No more than 2 players may be taken from each franchise per expansion team
 - d) Players will be taken at their current salary, and may extend contracts an additional year at no charge.
- 2) League Contraction
 - a) If a league contraction is warranted, it must end with an even number of franchises. This may mean that an expansion draft will occur directly following a contraction.
 - i) In any case, if a single franchise owner leaves or is removed from the league, every effort will be made to keep that team intact.
 - ii) If multiple franchise owners leave, the commissioners will decide how many franchises will play in the next season.
 - b) Abandoned teams will be put on the open market
 - i) Any new owners must be approved by 51% of the remaining league owners.

League Established 08/23/2025 by the undersigned:

Austin Arnold - Commissioner, Founder

Hayden Wings - Commissioner, Founding Member

Jason Wings - Senior Advisor, Founding Member

Jesse Kreiner - Founding Member

Phillip Bartow - Founding Member

Rob Lopez - Founding Member

Kelly Wings - Founding Member

Nick Salter - Founding Member

Tyler Pflibsen - Founding Member

Damien Gonzalez - Founding Member

David Baz - Founding Member

- Founding Member