

leSuper Gridiron League Bylaws - Effective April 1, 2024

Table of Contents

- 1.** Definitions
- 2.** League Etiquette
- 3.** Commissioner Guidelines
 - 3.1 Responsibilities
 - 3.2 Code of Conduct
 - 3.3 Rule Change Proposals
 - 3.4 Adjusting Starting Lineups for Others
 - 3.5 Bylaws Oversights
 - 3.6 Commissioner Change
- 4.** League Financials
 - 4.1 League Dues
 - 4.2 Changing League Dues Owed
 - 4.3 Dues Associated with Trading Future Draft Picks
 - 4.4 Orphaned Team League Dues Fund
 - 4.5 League Dues for Orphans
 - 4.6 League Payouts
- 5.** League Starting Lineup Rules
- 6.** League Roster Rules
 - 6.1 Maximum Roster Size
 - 6.2 Minimum Roster Size
 - 6.3 Guideline to add Injury Reserve
 - 6.4 Guideline to add Taxi Squad
 - 6.5 Orphaned Team Roster Reconfiguration
 - 6.6 Multiple Orphaned Teams
 - 6.7 Player Ownership
- 7.** League Scoring Rules
- 8.** League Player Acquisition Rules
 - 8.1 Trading
 - 8.2 Trade Deadline
 - 8.3 Waivers
 - 8.4 Previously Processed Waivers
 - 8.5 Free Agency
 - 8.6 Free Agent and Waiver Player Acquisition Rules
 - 8.7 Accidentally Dropping a Player
 - 8.8 Trading a Recently Injured Player
- 9.** League Playoffs Rules
 - 9.1 Super Gridiron Playoffs
 - 9.2 Postponed or Canceled NFL Game Scenario
 - 9.3 Ties
 - 9.4 Consolation Invitation Tournament (CIT)

- 10.** League Start-Up Player Dispersal Rules
 - 10.1 Start-Up Hybrid Dispersal Overview
 - 10.2 Determination of Start-Up Order
 - 10.3 Start-Up Auction Portion Phase 1
 - 10.4 Start-Up Auction Portion Phase 2
 - 10.5 Start-Up Snake Draft Portion
- 11.** League Supplemental Draft Rules
 - 11.1 Supplemental Draft Pool
 - 11.2 Supplemental Draft Timing
 - 11.3 Supplemental Draft Rounds
 - 11.4 Supplemental Draft Timer
 - 11.5 Supplemental Draft Order for Playoff Teams
 - 11.6 Supplemental Order for Non Playoff Teams
 - 11.7 Guideline to allow drafting of Developmental/College players
- 12.** Miscellaneous League Settings
 - 12.1 League Format
 - 12.2 League Structure
 - 12.3 League Schedule
 - 12.4 League Expansion or Contraction

Article 1 – Definitions

Bylaws – This document in its entirety are considered the bylaws for this Dynasty League.

Commissioner – This is the person who will be given the duties and powers as prescribed in Article 3 of the Bylaws.

Free Agent – A free agent is a player or commodity that is currently not on any team in the League but can be picked up immediately by any team in the League.

Host Website– This is the website that is used to host the League.

League – This refers to this particular Dynasty League and it will include 12 teams unless otherwise modified by Article 12.4.

League Dues- This is the amount of money each owner must pay each year to go towards paying for the host website, League payouts, and the Orphaned Teams League Dues Fund if one is being used.

League Regular Season – This will be defined by the criteria as set forth in Article 12.3.

MFL – This refers to the website MyFantasyLeague.com.

NFL – This refers to the National Football League.

NFL Draft – This is the annual player selection meeting by the NFL that serves as the NFL's most common source of player recruitment, typically composed of collegiate players who have met the NFL's draft eligibility requirements and have declared for this event.

Owner - An owner is defined as a person who actively manages one team in this League. If a team has multiple owners, only one owner may vote in League rule change proposals.

Orphan – This refers to a team who currently does not have an owner.

Orphaned Team League Dues Fund – This is the total amount of League dues that have been paid that have been allocated towards a pool that can be used to reduce League dues to find a new owner for an Orphan.

Snake – During the Start-Up Player Dispersal Process both the Start-Up Auction and Start-Up Draft will snake. This means the owner who makes the first nomination or draft pick will be the last owner to make a second nomination or draft pick and the first owner to make a third nomination or draft pick.

Start-Up Season – For this League, this will be defined as the period of time from April 1st, 2024 until the conclusion of the 2024-25 NFL Season Super Bowl.

Super Bowl – This is the championship game and typically the final game of each NFL season.

Super Gridiron Playoffs – This will be defined by the criteria as set forth in Article 9.1.

Supplemental Draft – This refers to the draft that will be held by the League each year sometime after the NFL Draft has occurred and prior to the start of the NFL Season. There is no Supplemental Draft held in the Start-Up Season.

Team – This is the collection of players and assets that each owner in this League manages over.

Article 2 - League Etiquette

Owners are expected to abide by the following rules:

1. An owner will respond to trade offers within 96 hours. Accepting a trade, rejecting a trade, countering a trade offer, or responding with a message acknowledging the offer are all considered in compliance with this rule. Messages acknowledging a trade include but are not limited to indicating you currently do not have time to evaluate the trade or you are still evaluating the trade. A message is not required if you accept, reject, or counter a trade offer. This rule is in effect from two weeks before the start of the Start-Up/Supplemental Draft until the earlier of the league's trade deadline and the end of the league's fantasy playoffs.
2. An owner will not start players who have been ruled out or are on their bye week.
3. An owner will set a starting lineup they believe gives them the best chance to win based on the players currently on their roster. Violations of this rule should be clear and obvious.
4. An owner will not provide a player or draft pick as a gift to another owner.

5. An owner will not have any have a side agreement attached to any trade that involves anything of monetary value that is a stipulation for a completed trade that cannot be officially included in the trade through the League host website.
6. An owner will not collude with any other owner. Collusion will be defined as when two or more owners exchange one or more assets with each other where it is reasonable to believe that at least one owner involved is knowingly making an agreement that they believe is neither in their team's short term nor long term's best interest either directly or indirectly. Often this is either to spite other owners in the League or done in conjunction with breaking Article 2, Rule 5.
7. A person is not allowed to own more than one team in this specific League. Owners may own as many teams as they would like outside of this League.
8. An owner will not engage in hate speech or abusive language towards others in the League.
9. An owner is expected to be subscribed to the League group chat provided they own a smartphone that supports the app that is chosen by the League.
10. No profanity or vulgarity may be used in team or owner names or in team logos or images. Further pornographic or explicit images may not be used for team logos or images.

Failure to abide by the rules above may result in a warning issued to the owner(s) committing the offense.

Multiple warnings in the same season for Rules 1 or 2 violations or refusal to resolve violations of Article 6.2 can result in the owner being removed from the League at the commissioner's discretion. Removal from the league for violations of these rules should only be done as a last resort and should be avoided if at all possible.

Multiple violations in the lifetime of the League of Rules 3 or 4 are grounds for removal from the league while a single violation of Rules 5, 6, 7, or 8 is grounds for immediate removal from the league at the commissioner's discretion.

There is no penalty for violations of Rule 9 though violations of this rule are discouraged and frowned upon. An owner who violates Rule 10 will have their franchise information changed by the commissioner and may permanently lose their ability to customize any inputs found in the franchise setup.

Article 3 – Commissioner Guidelines

3.1 Responsibilities

The commissioner is responsible for setting the event schedule for the League, collecting dues, distributing League payouts, enforcing any rules outlined in the League Bylaws, and any other responsibilities or powers indicated elsewhere in the League Bylaws. All responsibilities and actions by the commissioner must be executed in a timely manner.

The commissioner is not responsible for ensuring that owners are familiar with the contents of the League Bylaws. However, it is the commissioner's responsibility to answer any questions any other owner has regarding the Bylaws themselves and also answer any question an owner may have that could otherwise be answered by reading the Bylaws.

3.2 Code Of Conduct

The commissioner is not allowed to take any cut from Leagues dues and must not accept any tips or gifts related specifically for being the commissioner of this League. Additionally, the commissioner will ensure that any feature that would give the commissioner access to view the trade offers an owner has made, the draft rankings an owner has set, the proxy auction bids an owner has made, the waiver claims an owner has submitted prior to waivers being processed, or the ability to execute these actions on any owner's behalf is disabled.

On MFL, setting commissioner lockout to “No” would allow commissioner access to these functions so on MFL the commissioner will always have commissioner lockout set to “Yes”.

3.3 Rule Change Proposals

The commissioner has final determination on what rule change proposals are voted on. These decisions must be based on what the commissioner believes is best to maintain the long term viability of the League and not what is in the best interest of their team. The commissioner also has the final decision on the website used for the Host Website.

3.4 Adjusting Starting Lineups for Others

The commissioner reserves the right to replace any player in an owner's starting lineup that has either been ruled out for the week or is on their bye week with another player on that owner's bench who hasn't played yet on the day of the original player's game. If the commissioner does this it must not count as a violation of Article 2, Rule 2 for the owner who had their lineup adjusted. The commissioner will not make any other adjustments to starting lineups set by owners unless it is a clear and obvious violation of Article 2, Rule 3 or the owner is in violation of Article 4.3. Any adjustments must always be communicated to either all owners subscribed to the League chat or to all owners by email.

3.5 Bylaw oversights

In the event of oversight in League rules, the commissioner reserves the right to use discretion on how to go about correcting the oversight.

For example, if a rule change occurs that impacts scoring settings such as when the extra point was moved back in 2015 by 13 yards, the commissioner can determine what to do in this scenario such as adjusting the scoring or having a majority League vote that takes effect immediately without the normal delay for scoring changes provided the scoring change does not occur during the NFL season.

This also applies if an owner in the League finds a loophole in the bylaws and then purposely exploits that loophole. The commissioner must use their best judgment whether to resolve bylaw oversights or loopholes by executive order, a League majority vote, or leave the rules as if one arises as well as when such action takes place.

3.6 Commissioner Change

The league may vote to change the commissioner of the league if a replacement commissioner nominee has been chosen and a majority of owners vote to elect the nominee as the new commissioner. The commissioner cannot stop this vote.

If the commissioner decides to step down as commissioner a new owner will be elected as new commissioner if they both accept the nomination and if a majority of the owners in the league vote in favor of them being commissioner.

Article 4 - League Financials

4.1 League Dues

For the first year of the League, every owner will pay the League dues owed in their entirety for the first three years of League. Thereafter, owners will pay 100 percent of the current year's League dues prior to 9 pm ET of the day after NFL Draft is completed. The commissioner may replace an owner who fails to pay league dues that are owed by this deadline.

An owner will not be allowed to make any trades until all applicable League dues that are currently owed by that owner have been paid.

League dues for current or future seasons are not refundable if an owner leaves the League at their own discretion or is removed from the League due to violating rules as set forth in Article 2.

Additionally, League dues must be paid through the website that the commissioner chooses to collect League dues at and not directly to the commissioner of the League. For the Start-up season and until otherwise modified this website will be LeagueSafe.com.

Changes to the rules regarding League dues require 75% of the League approval from owners to change.

League dues will be \$70 per season. For the Start-Up season all owners must pay \$210 in total for the 2024, 2025, and 2026 seasons. This means that all League dues owed for 2024 through 2026 will be paid upfront and no further dues will be owed until 2027 provided the owner has not traded any future draft picks beyond 2026.

4.2 Changing League Dues Owed

League dues are eligible to be raised once it has been at least 5 years since League dues were last increased. League dues can be increased by a factor of up to $(1.03)^x$ where x is the number of years since league dues last increased, rounded to the nearest \$1 if 75% of owners vote to increase league dues.

League dues may also be decreased prior to the start of any season's Supplemental Draft if 75% of the League owners vote to decrease League dues.

4.3 Dues Associated with Trading Future Year Draft Picks

If an owner wishes to trade a future draft pick, the owner must pay 100 percent of Leagues dues for the season the draft pick(s) are for. These leagues must be paid either prior to or at the time the future draft pick is traded.

If an owner trades a future draft pick without paying 100 percent of League dues for that season first, they will be prevented from being able to accept or propose any additional trades, add or drop any players from their team, or make a waiver claim. If they do not pay the applicable dues within 48 hours they will also be prevented from making any draft picks or submitting a lineup. The owner will regain all abilities in a timely manner after they have paid the applicable League dues. The commissioner may submit a lineup on this owner's behalf if they have not paid the applicable League dues prior to the start of an NFL regular season week.

Changes to the rules regarding League dues associated with Trading Draft Picks requires 75% of League approval.

4.4 Orphaned Team League Dues Fund

The League will not have an Orphaned Team League Dues Fund in the League Start-Up season or subsequent seasons unless the League votes to institute an Orphaned Team League Dues Fund.

The League may institute or eliminate an Orphaned Team League Dues Fund if 75% of the League votes in favor of such an action.

An example of an Orphaned Team League Dues Fund might be administered as follows:

The equivalent of 40% of one team's annual League dues each season would be allocated to the Orphaned Team League Dues Fund if the total amount in the fund is below the equivalent of 200% of one team's annual League dues. This fund will not exceed 200% of one team's annual League dues. This averages out to roughly up to 3.33% of each team's annual dues allocated to this fund.

The commissioner and the League will make a reasonable effort to avoid using this fund if possible if a new owner is needed for an Orphan so it can be used in more extreme cases.

4.5 League Dues for Orphans

The commissioner reserves the right to reduce the League dues for an owner who is taking over an Orphan for a specified number of seasons if the commissioner and the League are unable to find an owner who is willing to pay the full amount of League dues so long as any funds in the Orphaned Team League Dues Fund if one exists have been applied first. This in turn would reduce the league payouts for the applicable seasons.

4.6 League Payouts

The League payout will be 100% of the League prize pool for a given season minus the cost to use the host website and minus any funds allocated that season to the Orphaned Team League Dues Pool if applicable.

The League payout allocation will be as follows:

55% to the League playoff champion

25% to the League playoff runner-up

10% to the two semi-final playoff losers

Changing the League payout allocation requires 2/3rds of League approval.

Article 5: League Starting Lineup Rules

The starting lineup for each team will be as follows: Start 1QB, 2RB, 3WR, 1TE, 1 Superflex (QB/RB/WR/TE), and 2 Flex (RB/WR/TE)

Changes to starting lineup rules or introduction of team defense/special teams or kickers requires 75% of teams to vote in favor of the change. Unless 100% agrees to a change immediately, at least two League Supplemental Drafts must occur before the change can be enacted.

For example, if the League votes to change to go to 3 Flex (RB/WR/TE) in February 2026, the soonest the change could take effect would be the 2027-28 NFL season. If the League vote occurred in August 2026, the soonest the change could take effect would be the 2028-29 NFL season assuming the League Supplemental Draft has occurred.

The introduction of any of the following positions require 83.33% League approval: Individual defensive player(s), any non special teams or non defensive team positions such as team QB or team RB, punters, long snappers, offensive linemen, any coaching staff positions.

The addition of any starting lineup spots automatically changes the maximum roster size to the greater of the current maximum roster size and the minimum number of roster spots needed so that the starting lineup makes up 40% or less of the total number of roster spots on the team during the NFL Regular Season. For example, if the League moved the number of starting lineup spots to 13, the maximum roster size would automatically be increased to 33 players during the NFL Regular Season.

Article 6: League Roster Rules

6.1 Maximum Roster Size

Maximum roster size will be 40 players from the beginning of the new League year until a date to be determined by the commissioner ahead of time each year and communicated to the rest of the league prior

to the League Supplemental Draft each season. This date will be no earlier than the kickoff of the first NFL preseason game and no later than the Monday before the kickoff of the NFL Regular season. There will be no waiver or free agent pickups until after this date.

Thereafter, the maximum roster size will be 27 players until the conclusion of the NFL Super Bowl.

If an owner fails to reduce their roster size to the maximum roster size or less by the date communicated in advance, the commissioner will remove players from the offending owner's roster based on a predefined list of players that must be communicated to all League owners in advance of the deadline by email. Players chosen for the list must be done in a fair method such as removing the players with the lowest dynasty ranking on either Fanasypros.com or KeepTradeCut.com consensus rankings.

For the Start-Up Season only, the maximum roster size will be limited to 27 players from the start of the Start-Up Dispersal Process until the conclusion of the NFL Super Bowl.

Changes to this rule requires 2/3rds of teams to vote in favor of the change. The change would take effect immediately.

6.2 Minimum Roster Size

The minimum total number of roster slots that are allocated to players currently listed as being an NFL team by the League host will be the maximum number of roster spots available minus four roster slots if the maximum roster size is 26 players or less and 22 players if the maximum roster size is 27 or more players.

Players on an NFL team's active roster including game day inactives, injury reserve, PUP list, and non football injury list are considered to be on an NFL roster. During the League's offseason all players count towards meeting the minimum roster size regardless of whether they are on a NFL roster or not. Changes to this rule requires 2/3rds of teams to vote in favor of the change. The change would take effect immediately.

The purpose of this rule is to prevent an owner reducing their roster size in order to reduce their maximum total points possible and thus potentially get a better Supplement Draft slot as a result.

6.3 Guideline to add Injury Reserve

There will be no Injury Reserve in this League unless otherwise enacted. The introduction of an injury reserve requires 2/3rds of teams voting to enact this change. The number of injury reserve spots and limitations of players eligible for injury reserve will be defined in any rule proposal regarding the subject.

6.4 Guideline to add Taxi Squad

There will be no Taxi Squad in this League until otherwise enacted. The introduction of a taxi squad requires 2/3rds of teams voting to enact this change. The number of taxi squad spots and limitations of players eligible for a taxi squad will be defined in any rule proposal regarding the subject.

6.5 Orphaned Team Roster Reconfiguration

The new owner of a formerly orphaned team may replace up to four players on a team with players available in the waiver pool who are not eligible for the League Supplemental Draft.

In the event a League rule is passed to allow non rookies to be drafted in the League Supplemental Draft, non rookies for the upcoming season will still be eligible to be claimed by the new owner of the orphaned team. Changes to rules regarding immediate roster changes a new owner is allowed to make when taking over an orphaned team requires 2/3rds of teams to vote in favor of a change.

6.6 Multiple Orphaned Teams

In the event that there are multiple teams who are orphaned at once it is up to the commissioner whether to replace the teams as is or hold a dispersal draft. If a dispersal draft is held it will include all players from the current orphaned teams, their current year only Supplemental Draft picks, and anyone currently on Waivers who is not a rookie. It is up to the commissioner whether or not the dispersal draft would be a standard snake draft or modified in some fashion. In the event that any non current year draft pick has been traded by any of the orphaned teams then the commissioner must replace the teams as is.

6.7 Player Ownership

An owner has ownership of each player on their roster until the owner trades that player, cuts that player, that player is removed from their team due to a violation of Article 6.1, or that player is removed from the host website's database due to there being a significant period of time since the player last played in the NFL.

Article 7 – League Scoring

The scoring is the same for all positions unless otherwise noted. The scoring for the League is as follows as of the start of the League:

Passing:

- 0.04 points per passing yard
- 6.0 points per passing touchdown
- 2.0 points per successful passing 2 point conversion
- 3.0 points per interception
- 0.1 points per yard lost due to a sack

Rushing:

- 0.1 points per rushing yard
- 6.0 points per rushing touchdown
- 2.0 points per successful rushing 2 point conversion
- 0.5 points per rushing first down

Receiving:

- 1.0 point per reception for players designated as a tight end by the League host site.
- 0.5 points per reception for players designated as a quarterback, wide receiver, or runningback by the League host site
- 6.0 points per receiving touchdown
- 2.0 points per successful receiving 2 point conversion

0.5 points per receiving first down

Miscellaneous:

-3.0 points per fumble lost

6 points per kick and return touchdown

6 points per offensive fumble return for touchdown

Note that as of the creation of this League both the NFL and the host website, MFL, treat touchdowns as first downs. For purposes of League scoring, the cumulative number of points that rushing and receiving touchdowns across all scoring parameters will be worth is 6 points. This means that under the scoring tab on MFL, rushing and receiving touchdowns will be worth 5.50 points. Touchdowns counting as first downs on MFL were confirmed via email from Mike from the MFL Help Desk at 10:47 am ET on December 30, 2023.

If the League changes the Host Site, the commissioner will take the necessary steps to confirm that the net value of receiving and rushing touchdowns across all scoring parameters remains 6 points.

If the League changes to a Host Site that does not support points per yard lost due to a sack towards the passer, the League will vote whether to make sacks -0.6 points or -0.7 points per sack towards the passer. Majority vote will determine which is used. The commissioner's vote will be the tiebreaker. If that website begins supporting points per yard lost due to a sack, the League scoring system will automatically revert to using it immediately if the NFL is not in season or the beginning of the next season if NFL season is underway

The League cannot move to a League host website that does not support points per receiving or rushing first down or points per reception without 100% of League approval unless they are no longer a scoring setting used by the League.

Changes to scoring rules require 75% of teams to vote in favor of the change. Unless 100% agrees to a change immediately, at least two League Supplemental Drafts must occur before the change can be enacted.

Article 8 - League Player Acquisition Rules

8.1 Trading

No accepted trade will be reversed or vetoed unless it is in violation of Article 2 Rules 4, 5, 6, or 7, is a situation where Article 8.8 applies, or is a situation where an owner accidentally accepts a trade and promptly notifies the commissioner afterwards. The meaning of promptly will be up to the interpretation of the commissioner.

Future draft picks can be traded up to one year in the future provided that team trading a future pick is in compliance with Article 4.3. Future draft picks may not be traded more than one year into the future even if the League is moved to a website that does not allow the commissioner to officially place that restriction on the trading of future draft picks. Owners would continue to be allowed to only trade future draft picks one year into the future and any trades in violation of this would be reversed by the commissioner.

Changing rules regarding trading require 2/3rds of the League to vote in favor of the change.

The purpose of allowing draft picks to be traded just one year into the future is meant to maintain the long term viability of the League and increase parity within the League. An orphaned team is much less attractive if it is missing early round draft picks multiple years into the future.

8.2 Trade Deadline

The trade deadline will be the start of the playoffs i.e. the start of week 15, unless 2/3rds of teams vote in favor of moving it to an earlier or later week.

Trading during the period after the start of week 18 of the NFL regular season and before the League is rolled forward to the next League year requires 100% League approval. The commissioner should be timely in rolling forward the League to the next year once the host site makes the new year available.

Once the League has been rolled forward to the next year and an owner has paid all applicable League dues as defined in Article 4.1, an owner may begin trading again with any other owners who have also paid all applicable league dues as defined in Article 4.1.

8.3 Waivers

Waiver process times for League waivers will be communicated to the League prior to the start of the League Supplemental Draft each season.

The League will use FAAB money as a means to determine waiver priority for players. Each team will be given a budget of \$100 per season that does not roll over to the following season. Teams may bid \$0 of FAAB money when trying to claim a player if they wish. Additionally, FAAB money is eligible to be traded and League dues have been paid by the given owner.

If multiple teams bid the same amount on a player during the NFL season the team with the worst placement in the standings will get the player. Ties on any waiver claims prior to the completion of week 1 of the NFL season will be broken using the draft order slots from the most recent League Supplemental Draft with the the team with the first overall draft slot winning the tiebreaker over all other teams and the team who had the twelfth losing the tiebreaker over all other teams. For the Start-Up season, if any waiver blind bid ties occur prior to the start of the season, the League will default to how MFL processes them which may be the earliest submitted bid.

A player who is dropped by a team in this league will be available to be claimed off of waivers on the first waivers that occur 48 hours or later after the player is dropped and will remain on waivers until then. The player is a free agent if no one claims them.

Changes to League waiver rules require 2/3rds of teams voting in favor of the change.

8.4 Previously Processed Waivers

All teams will have access to Previously Processed Waivers if the commissioner has access to them to prevent the commissioner from gaining an unfair competitive advantage. This information is available on MFL to the commissioner so it will be available to all owners as long as the host website is MFL.

8.5 Free Agency

Any player not claimed on waivers will be immediately available as a free agent until the kickoff of their NFL Team's game. Waivers must have been processed at least once in the League's Season in order for any player to be available as a free agent.

All players are locked for pickup at the start of week 18 of the NFL season and are not unlocked until the first waivers are processed of the following League season.

8.6 Free Agent and Waiver Player Acquisition Rules

A player that is acquired by a team via Free Agency or Waivers cannot be dropped by any team for 24 hours. This is to prevent an owner from cycling through players available via Free Agency or Waivers in order to lock them and prevent other owners from acquiring them.

8.7 Accidentally Dropping a Player

If an owner accidentally drops a player from their roster and informs the commissioner in a timely manner, the commissioner will place the player back on the owner's roster. The definition of timely is up to the discretion of the commissioner.

8.8 Trading a Recently Injured Player

If an owner accepts a trade offer where they are trading away a player within the first 24 hours of that player first having been reported with having either received a significant injury or a significant off the field issue, the owner who offered the trade reserves the right to have that trade reversed. This rule does not apply if the injury or off the field issue is first reported at any point after the trade has been completed even if it is within one hour of the trade being completed. This rule also does not apply to the team that accepts the trade. Owners are expected to review the latest news stories on a player before accepting a trade offer for that player.

Note that the league is set up on MFL such that no player can be traded between the kickoff of their game and the end of that NFL week. This rule is in place to prevent owners from purposely leaving trades open so they can accept a trade offer for one of their players if something occurs that has a significantly negative impact on their fantasy value.

Article 9 - League Playoffs Rules

9.1 Super Gridiron Playoffs

The Super Gridiron Playoffs will last three weeks and start the fourth to last week of the NFL regular season and end the the second to last week of the NFL regular season. It will be a single elimination tournament.

The Super Gridiron Playoffs will be composed of the teams who finish in the top 6 teams in the regular season standings. Teams will be ordered based on regular season standings finish. The first tiebreaker will be total points during the regular season. The second tiebreaker will be record against tied team(s). The third tiebreaker will be all play League record if it is an available stat by the League host. The fourth tiebreaker is the regular season head-to-to head record. The fifth tiebreaker is the equivalent of an internet coin flip on a video call.

The first seed will play the winner of the fourth and fifth seed game in the semi-finals and the second place team will play the winner of the third and sixth seed game in the semi-finals.

Changing the number of playoff teams requires 100% League approval from owners while any other change to the playoffs requires 2/3rds of league approval.

9.2 Postponed or Canceled NFL Game Scenario

An owner may send a list priority list of conditional starters to the commissioner of the League in the event an NFL player's game is postponed or canceled for Super Gridiron Playoffs and Consolation Invitation Tournament games only. The list must be submitted prior to the start of any game that any player on the list is involved in. It should be one singular list of players and the commissioner will manually substitute in the first player that is eligible to fill that starting lineup spot. Players who are ruled out or are not eligible for the applicable roster slot(s) would be considered ineligible and skipped over.

If an owner does not send a list to the commissioner and a player has a game postponed or canceled the League will default to the Host Website's decision on how to score stats from the game.

The League will default to the Host Website's decision on how to score stats from any game that is played during the League regular season.

9.3 Ties

In the unlikely event of a tie in the playoffs, the team with the highest scoring starter will advance. If there is still a tie, then each team's second highest scoring starter will be compared and so forth until the tie is broken. If there is still a tie after all starters for each team have been compared against one another then the higher seeded team will be awarded the victory regardless of the round.

In the unlikely event of a tie in the regular season, the game will be treated as a tie.

9.4 Consolation Invitation Tournament (CIT)

The Consolation Invitation Tournament will be composed of the teams who finish in the bottom 6 teams in the regular season standings and will be a single elimination tournament. Teams will be ordered based on regular season standings finish from best to worst. The tiebreakers used to determine seeding of teams who finish with the same record will be the same as that outlined in Article 9.1. The Consolation Invitation Tournament will have no impact on the Supplemental Draft order for the six teams who participate.

The team who wins the Consolation Invitation Tournament Championship will receive a consolation draft pick in the Supplemental Draft immediately after the twelfth pick in the second round and before the first pick in the third round. The pick will be considered a second round pick.

The Consolation Invitation Tournament Championship runner-up will receive a consolation pick in the Supplemental Draft immediately after the twelfth pick in the third round and before any pick in the fourth round of the Supplemental Draft. This pick will be considered a third round pick.

Removing the Consolation and the Supplemental Draft consolation draft picks attached to it requires 2/3rds of teams voting for the change.

Article 10 – League Start-Up Player Dispersal Rules

10.1 Start-Up Hybrid Dispersal Overview

The dispersal of players during the start-up of the League will contain a portion where players will be distributed by an auction followed by a portion where players will be distributed by a snake draft.

The purpose of this is to allow every team an opportunity at all of the best players while also limiting the importance of being experienced with auctions.

Both a traditional Snake Draft and the more popular Third Round Reversal Draft player dispersal methods are significantly unbalanced in favor of teams with earlier draft slots in respect to the Dynasty Community's Calculated Asset Values.

10.2 Determination of Start-Up Order

In order to determine the order of the auction and the snake draft the commissioner will use one of the following tools or a tool similar to it below:

<https://www.fantasypros.com/nfl/draft-order-generator.php>

<https://wheelofnames.com/>

The second tool or a tool similar to it can only be used if there is a live League video call prior to the auction in which all owners are invited to.

This will be used to determine the order in which owners get to either pick their auction position or opt to defer their choice until after the auction portion of the Start-Up Season Player Dispersal process has completed by choosing their Snake Draft slot instead.

The team at the top list will make their choice first, followed by the team second on the list, etc. until the twelfth team on the list receives the earliest remaining Snake Draft deferral slot and then their choice of remaining auction slots. The choices will then snake back until the team who had first overall choice receives whatever is remaining.

Owners will be given four hours between the hours of 8 am ET and ET to provide their choice. In the event no choice is provided during the first session of choosing an owner will be 1.) Given the top remaining deferral Snake Draft slot choice 2.) Given the earliest possible slot in the auction portion if all deferral Snake Draft slot choices have been taken or the team has already taken a deferral Snake Draft slot choice.

Following the conclusion of the auction, owners will get to pick their Snake Draft slot in the Snake Draft portion of the Start-Up Player Dispersal Process in the order they elected the deferral Snake Draft slot choice option.

An owner may provide a priority order of their choices ahead of time to the commissioner if they wish at any time owners are selecting auction slots, snake draft slot preference order, or actual snake draft slots.

10.3 Start-Up Auction Portion Phase 1

The auction portion of the draft will begin on Monday, April 29th .

Each team will acquire exactly five players from the auction portion meaning exactly 60 players will be distributed by the auction. Teams will have a budget of \$100. All initial bids must be \$1 which means the maximum auction price any one individual player can be is \$96. All bids must be made in increments of \$1. Trades are not allowed during the auction portion of the Start-Up Player Dispersal Process.

Nominations during the auction portion of the start-up will snake throughout the auction. This means the team that makes the first nomination will get to make the 24th and 25th nominations and the team that gets to make the twelfth nomination will also get to make the thirteenth nomination. These nomination numbers assume no team has gotten to five players yet.

If the number of players an owner has rostered plus the number of auctions they are currently the high bidder on equals five, they will not be able to make a new nomination or bid on a new player. The next team will be able to make a nomination instead. If the team who had their nomination skipped over has their total rostered players plus number of auctions they are currently the high bidder on later drops below five, they are allowed to nominate a player if they wish even if it is not their turn. They must communicate their desire to be the next nominator via either email or the league chat.

Once a team has five players they will not be allowed to make any more nominations. They will also forfeit any unused auction dollars.

A proxy bidding system will be used meaning that if a team bids \$80 on a player but the current maximum proxy bid any other owner has bid is \$40 on that player than that owner's bid will be \$41 for that player and the system will automatically increase bids for that owner up to \$80 if necessary. Another owner would have to bid \$81 before they become the high bidder. This is very similar to the system that Ebay uses. Note that the player with the higher proxy bid will always match another owner's bid rather than exceeding by \$1.

The following will be determined prior to the Auction Portion of the League Start-Up Player Dispersal Process and be communicated to the League:

- Number of new players that can be nominated each day.
- Times each day owners will first be able to make their nomination.
- Maximum number of players up for auction at once.
- Minimum number of hours a player is up for auction
- Whether the number of hours a player is up for auction resets each time the high bidder changes or if the auction ends at a set time that does not change.

The parameters of the auction once set can only change during the auction if a majority of owners vote in favor of making a change. The commissioner, however, may communicate changes prior to the start of the auction that will automatically change during it. For example, the commissioner could specify that two new players can be nominated each day during the first round of nominations and three new players thereafter.

The minimum number of hours a player is up for auction can only be changed when there are no active auctions though.

The Auction Portion Phase 1 of the Start-Up Dispersal will continue until one of the following conditions is met:

1. All teams have 5 players. If this occurs, phase 2 of the start-up auction portion will be skipped.
2. Only one team can bid more than \$1 per player. That team must also be able to bid more than \$1 on all remaining players they need to get to five players.
3. Only two teams can bid more than \$1 per player. One of those teams must also be able to bid at least \$1 more than the other team that can bid on all remaining players. An example of this would be if team A has \$16 left for 2 players, team B has \$7 for 1 player, and teams C and D have \$2 left for 2 players. If team B had \$8 left in this example then the auction phase 1 would continue.

10.4 Start-Up Auction Portion Phase 2

In the event conditions 2.) or 3.) are met to end Phase 1 of the auction portion of the start-up dispersal process then the following will happen in the following order.

1. All open auctions will continue until they have completed
2. No new auctions will begin.
3. A one round straight draft will occur with all teams who have less than five players. Picks will be ordered in the following:

1. The team (Team A) who can outright bid every other team on all remaining picks will receive the number of picks necessary at the beginning of the round to give them five players.
2. In the event condition 3.) occurs in Article 10.2, the team (Team B) that can outbid all but one team on all remaining picks will receive the number of necessary picks after Team A has made all of their picks but before any other team has made picks.
3. Remaining draft picks will then start with the team that otherwise would have made the next nomination making one draft pick. All remaining picks will snake in the order in which nominations would have occurred.

The time limit per draft pick for this portion of the auction will be 8 hours with the clock timer turned off from Midnight ET to 8 am ET each day.

There will be no trading during this portion of the start-up dispersal as it is considered part of the auction phase. The purpose of switching to this approach is to make things easier for everyone.

Teams may begin trading start-up draft picks, players, future draft picks, and FAAB dollars after the draft slots for the Snake Draft Portion of the Start-Up Player Dispersal Process have been finalized.

10.5 Start-Up Snake Draft Portion

The start-up snake draft will start no earlier than the later of Friday, June 7th at 6 pm ET and 6 pm ET on the first day that is at least 72 hours after draft slots for all teams for snake draft has been finalized.

The time limit per pick will be 8 hours per pick with the clock turned off between Midnight ET and 8 am ET each day. In the event the snake draft has not ended by Friday, August 2nd, the clock will be reduced to 6 hours per pick with the clock turned off between Midnight ET and 8 am ET each day on the morning of Saturday, August 3rd. In the event that the draft is still not over by Friday, August 16th, the clock will be reduced to 4 hours per pick with the clock turned off between Midnight ET and 8 am ET each day on the morning of Saturday, August 17th.

The snake draft will snake throughout and will last 22 rounds. This means the team picking at the 1.01 pick (equivalent to the 6.01 pick) will receive the 2.12 pick, 3.01 pick, 4.12 pick, 5.01 pick, and so forth.

Article 11 – League Supplemental Draft Rules

11.1 Supplemental Draft Pool

The Supplemental Draft will be composed of rookies only. Changing the player pool for the League Supplemental Draft requires 2/3rds League approval from owners.

11.2 Supplemental Draft Timing

The Supplemental Draft cannot start before the first Friday after the NFL Draft has completed. If possible, the commissioner will schedule the League Supplemental Draft in May or June each year.

11.3 Supplemental Draft Rounds

The League Supplemental Draft will be four rounds. Changing the Supplemental Draft rounds requires a 2/3rds of owners vote in favor of the change. The draft order will be linear unless stated otherwise in Articles 11.5 or 11.6. Additionally, each round of the draft will occur immediately after the prior round ends unless 2/3rds of the owners vote in favor of having start dates for rounds occur on different dates.

11.4 Supplemental Draft Timer

The time limit per pick can be changed by a majority owner vote each year prior to the start of the draft. In the event of a tie, the commissioner breaks the tie.

11.5 Supplemental Draft Order for Playoff teams

Playoff teams will receive Supplemental Draft slots seven through twelve in each round.

The two teams eliminated in the first round of the playoffs will receive the seventh and eighth draft slots. The team with the worse regular season record will pick first in each round. If the two teams finished with the same regular season record, the same with the worse playoff seed will receive the earlier draft slot. Additionally, if the two teams finished with the same regular season record, they will rotate draft order each round. The two teams will not rotate draft order each round if they did not finish with the same regular season record.

The two teams eliminated in the semi-finals of the playoffs will receive the ninth and tenth draft slots. The same approach to determine the draft order for teams eliminated in the first round of the playoffs will apply to teams eliminated in the semi-finals. The League champion will receive the twelfth slot and the League runner-up the eleventh slot.

Changing how draft order is determined for playoff teams requires 2/3rds League approval from owners.

11.6 Supplemental Draft Order for Non Playoff teams

Supplemental Draft order slots for teams that do not qualify for the Super Gridiron Playoffs will be in reverse order of total points possible through the final week of the League regular season. This means the team who has the fewest total points possible will be given the first overall draft slot in each round while the team with the most total points possible will be given the sixth overall draft slot.

In the very unlikely event of a tie in total points possible between two teams, ties will be broken in the following order with the team with the better record, more total points, etc. getting the earlier draft pick in order to reward teams for submitting optimal lineups in the event this extremely unlikely scenario occurs:

1. Regular Season Record
2. Total Points through the end of the regular season
3. Better All Play Winning Percentage
4. Head-to-Head record
5. Virtual Coin flip

This tiebreaker order is automatically void if the League stops using reverse order of total points possible through the final week of the League regular season to determine draft order for teams who fail to qualify for the Super Gridiron Playoffs.

Changing how draft order is determined for non playoff teams requires 2/3rds League approval from owners.

In the event the League host changes to a site that does not display total points possible, the League will use reverse order of regular season record to determine draft order. In this instance, if two teams finish with the same regular season record, the same approach used to determine draft order for teams eliminated in the first round of the Super Gridiron Playoffs for each round would be used. If the host website began displaying total points possible, the League would revert back to using reverse order of Total Points Possible through the end of the League regular season to determine supplemental draft order for non Super Gridiron Playoff teams immediately if the NFL season was not in season or the following season if the NFL season was in season.

11.7 Guideline to allow drafting of Developmental/College players

The introduction of players who are still in college or high school that have not declared for the NFL Draft into the League Supplemental Draft requires 100% League approval.

Article 12 – Miscellaneous League Rules

12.1 League Format

The League will be a standard dynasty league that uses a head-to-head format where each team plays exactly one other team each week.

Any format change requires 83.33% of the League owners or more to vote in favor regardless of whether the change is to a Salary Cap League, an Empire League or variation of one, Best Ball, a change to one half head-to-head and one half vs. the League average, or a change to total points. Unless 100% agrees to a change immediately, at least three League Supplemental Drafts must occur before the change can be enacted.

12.2 League Structure

There will be no divisions or conferences. Changing this rule requires 2/3rds of League approval from owners.

12.3 League Schedule

The League regular season will be 14 weeks long. It will start in the first week of the NFL regular season and end at the conclusion of week 14 of the NFL regular season. If the NFL season is ever shortened or lengthened again, the regular season will be adjusted such that the League championship is one week before the final week of the NFL season unless 2/3rds of the League owners vote to keep the schedule as is.

Each team will play eleven teams once and three teams twice as long as the League regular season is 14 weeks long. Each team will play exactly one team each week.

The remaining three games so long as the League regular season is 14 weeks long will be determined as follows:

The Super Gridiron champion, Super Gridiron runner-up, and two Super Gridiron Playoffs semi-finalists will play each other twice in the following season. The two teams eliminated in the first round of the Super Gridiron Playoffs and the two teams with the fifth and sixth draft slots will also play each other twice in the following season. The teams with the first through fourth draft slots will also play each other twice in the following season.

For the Start-Up season, teams will be split into three pods where teams in the same pod play each other twice and all other teams play each other once. The commissioner will determine the pods and communicate the pods to owners in the league prior to the start of the auction phase of the Start-Up Player Dispersal Process. The pods will not be randomly determined.

The commissioner must finalize and release the League schedule prior to the release of the real life NFL schedule for any season that is not the Start-Up Season. The commissioner must finalize the schedule for the Start-Up season prior to the auction phase of the Start-Up Player Dispersal Process.

Changes to the League schedule require 2/3rds of owners to approve of the change. If the NFL schedule for the upcoming season has not yet been released, the change can occur immediately. Otherwise, the change cannot occur until the following season.

12.4 League Expansion or Contraction

League Expansion or contraction require 83.33% of League approval from owners.