

## Willy Wonka & the Fantasy Football Factory Bylaws



### LEAGUE OVERVIEW

32 teams, organized into NFL structure, bearing franchise names that relate to CANDY

53 man in season rosters, 10 man taxi squad, 10 IR, etc.

Built to mimic NFL play, rosters expanded to 65 in offseason 22 starters, balanced scoring for offense and defensive positions for realism

Playoff structure that mimic the NFL (7 teams each conference)

Annual rookie draft occurring soon after the NFL Draft (8 rounds)

Annual off season supplemental draft and blind bidding waivers.

Proven, balanced tiered-PPR scoring system with PP1D incentives

Super-flex and 2TE to balance offensive position importance

True-position IDP compensates for teams running 3-4 defenses

IDP-123 scoring to align with the growing standard of the IDP community, small tackle buffs to level out defensive positions

Sign players off opposing franchises practice squad for draft pick compensation (taxi sniping)

In order to allow for 32 teams yet 53 players and a normal level of starters, there are two copies of each NFL player in the league although you can only own one copy of the player at any time. This adds many extra trading opportunities, strategy around drafts and an increased chance of rostering your favorite players.

Large prize pools with 100% payouts less MFL league fees (\$70/yr approx)

Designed to last for the long haul with league parity in mind to re-balance each year so the league stays competitive.

Extra compensatory rookie draft picks

Super Pot with holdover of 25% of prize money years 1-4 in order to have double prizes every 5 years.

Start this league with confidence that it will be around for many years to come.

### 1) League Fees & Prize Money

- a) The league fees will be \$250 a year. 100% of year 1 fees and 50% of year 2 fees will be required when league forms.
- b) Upon requesting a franchise, full payment into leaguesafe is required in full before the commissioner will grant ownership.
- c) After the first season, fees will be due on March 1st each year as defined in the league calendar.
- d) 100% of fees (minus cost of myfantasyleague.com) will be paid out.
- e) Failure to meet the payment deadline will result in a new owner being sought. Any concerns about not being able to meet the payment deadline should be communicated to the league commissioner ASAP.
- f) 25% of Prize Pool. Year 1-4, will be held over to create a "Super Pool" in year 5, at which point, the prize pool will be more than double the previous year's 1-4 payouts. This creates a strong incentive for teams to build for now and for the future. It also creates another incentive for people to stay for a full 5 years as they are forgoing paid money not to mention the chance at the Super Pool. This concept makes attracting new owners to the league much easier for abandoned teams.
- g) The 25% prize pool concept is ongoing meaning that in Years 6-9, 25% is held again for the Year 10 Super Pool and so on. The prize pool is estimated to be \$16,000 every 5 years!
- h) Any team making the playoffs will automatically earn a prize. The four final teams (conference championship participants) will also earn further prizes based on their playoff results. Lastly, the team that was the highest total point scorer from weeks 1-16, regardless of their participation or standing in the playoffs, is also rewarded.
- i) The following percentages for the eligible prize pool each year, less MFL league site fees, are paid out after the aggregate super pool funds (above) are withheld:

Super Bowl Winner = 30%

Super Bowl Runner Up = 12%

Conference Championship Losers =  $5\% \times 2 \text{ teams} = 10\%$

Playoff teams =  $3\% \times 14 \text{ teams (8 division winners and 6 wild-card)} = 42\%$

Highest Point Scorer =  $4\%$

- j) For example, to show the maximum prize possible, in year 5, a team that is a division winner, the Super Bowl winner, and the high point scorer, will win 37% of the prize pool, an expected prize of nearly \$6,000. Wow! How's that for a carrot to build your team to last.

## **2) Teams, Divisions, and Ownership of Teams**

- a) The League will consist of 32 teams divided into 8 divisions with 4 teams in each division. The franchise name (i.e. Hersey's) and division are locked and the same as the NFL.
- b) Divisions will not change except for following Superpot years (every 5th year); following a Superpot year, a simple majority poll will be taken and decided whether or not to reshuffle the divisions. If reshuffling has been approved, a poll will be voted to decide the manner in which the new divisions will be decided. Conferences may remain intact, or a complete reshuffle may be proposed. Regardless, the results will be democratic; the goal is to promote the best balance and that should be in each team manager's mind as they cast their vote.
- c) For each franchise that is awarded, the team owner will pick a team name based on their favorite CANDY. This allows for individualization while still maintaining an overall theme and esthetic.
- d) The commissioner(s) will load a logo for each team as well as load the team name when each team is purchased. This is for consistency of look and feel across the league.
- e) The commissioner(s) will grant ownership to the 32 most qualified GM's expressing interest in owning a franchise. It would be nice to see all of our owners return year to year and the league is therefore specifically designed to provide financial incentives for teams to stay for the initial five years, at the very least.
- f) If an owner should choose not to return, the commissioner will find a replacement GM using whatever means necessary to keep the league stable.
- g) When ownership of a franchise changes, the new GM will be given the right to rename their team, within the league guidelines.
- h) As per Section 9, all new team owners will utilize the Replacement Owners Draft options as specified.

## **3) Rosters, Starting Lineups**

- a) 53 players will make up a complete roster; minimum of 48 players to reduce potential point tanking. The only minimum requirement of total roster positions is the ability to fulfill the starting lineup requirements.
- b) Starting Lineups will consist of the following positions:

STARTING LINEUP SETUP (EDIT)	
<b>Total Starters:</b>	22
<b>Number of Starting QBs:</b>	1-2
<b>Number of Starting RBs:</b>	2-5
<b>Number of Starting WRs:</b>	3-6
<b>Number of Starting TEs:</b>	2-5
<b>Number of Starting DTs:</b>	1-3
<b>Number of Starting DEs:</b>	2-4
<b>Number of Starting LBs:</b>	3-5
<b>Number of Starting CBs:</b>	1-3
<b>Number of Starting Ss:</b>	2-4
<b>Maximum Number of Starting QB/RB/WR/TE Players:</b>	11
<b>Total Number of Starting Individual Defensive Players:</b>	11
<b>Lineup Submission Deadline:</b>	Players Are Locked At Kickoff Of Their Game
<b>Are Partial Lineups Allowed?</b>	NO
<b>Hide starting lineups from all owners until:</b>	Never hide starters.
<b>Should owners be allowed to submit players on bye as starters?</b>	No

- c) There are two copies of each player available in this league.
- d) At no point may both copies reside on the same team.
- e) The league software SHOULD not allow such a transaction to occur. The commissioner reserves the right to assign greater or lesser penalties at their own discretion to protect the integrity of the league, depending on the circumstances of the rule breach. We are confident that there will never be a violation of this rule but please take appropriate care in all aspects of acquiring players. Please ask questions to the WW&FFF commissioner(s) if you are unsure and advise the commissioners immediately if a rule breach has occurred.
- f) Why 2 copies? In our opinion there is no other viable way to have a deep roster, 32 fantasy team league without it. By providing two copies, we can have more accurate sized rosters with appropriate amounts of talent on each roster to keep the league competitive. We understand it may seem unusual to some but since only one copy can reside on each team, we believe the benefits of the league structure and trading, far outweigh the fact that two copies exist. It also makes the drafts much more interesting.
- g) Off Season Roster increase: After League Championship game, rosters are increased to 65 via system settings.
- h) Approximately 1 week after the conclusion of the rookie draft and supplemental draft, a blind bid waivers period will be run. Teams may use their BB money, as usual. 48 hours

after this waivers period, a FCFS (First Come First Served) waivers period will exist for one week.

- i) The weekend of Labor Day, prior to the first week of the season, rosters must be cut down to the league maximum 53. Monitor league communications for specifics each year.
- j) This is a True position league. This means that defensive players will have their positions altered to better reflect the modern NFL. Instead of pass rushing outside LBs being LBs, they will all be classified as DEs. In the same vein, DEs that play on an odd front (or 3-4, however you want to define it) will be moved to DT. This way DTs include all interior linemen and DEs include all primary pass rushers.
  - i) As a general rule, LBs who rush the passer on more than 50% of their snaps will be moved to DE (known as Defensive EDGE).
- k) Any positional changes due to changing scheme or usage will only be made in the off-season and will be communicated as soon as possible. Once the pre-season starts all eligibility will be locked for that year. Monitor league communications for updates.
- l) Defensive player positions are based on PFF positional listings, and are updated as needed.
  - i) Updates and full listings of positional changes made can be found on the league's True Position spreadsheet. This includes incoming defensive rookies.
  - ii) The updates and spreadsheets are provided by various members of the fantasy football community; past resources have included the Dynasty Football Factory and Adam Tzikas (@StickyZ); this most recent list was released by Ryan Early (@RyanAEarly).
  - iii) As we continue to monitor the growing popularity of True Position IDP, we will make every attempt to standardize a dedicated resource for updates. This information will be updated as often as needed in the off-season to keep the True Position IDP values correct.
  - iv) 7/1/2021: A new tool was published last week by @StickZ that will automatically change your league's player positions, please see the website for more info at: <https://stickyposition.herokuapp.com/>

#### 4) Injured Reserve

- a) Each team will have 10 injury reserve positions on their rosters.
- b) Players declared to be on injured reserve by the official NFL injury report and Myfantasyleague.com (MFL) injury designations can fill these positions.
- c) Players may remain on the injured reserve list for the remainder of the current fantasy season. The only exception to this is a scenario where a player is released from Injured Reserve and the MFL IR designation is lifted. In this case, the player cannot remain on IR. To align with what is happening in the NFL, the fantasy team owner must either activate the player or cut the player since he no longer has an IR designation. Similarly, players designated for return no longer have an IR designation, and must be activated

from IR. These are the only scenarios where an IR player must be activated since he is no longer eligible for IR.

- d) Rosters with IR violations will be locked and prevented from updating their lineups. Please correct IR violations as soon as possible to prevent lineup discrepancies.
- e) Trading of players placed on the injured reserve list is allowed.
- f) Owners can place players on injured reserve at any time during the current season. To move a player to injured reserve, the owner must use the league's website to process the transaction.
- g) Once a player is on the injured reserve list, the team may acquire a free agent to fill the empty spot on the main roster (in accordance with acquisition rules).
- h) All players must be removed from IR by March 1st by either being placed on the active roster or waived by the team owner. All players not activated from IR by 1st March will be returned to the free agent pool by the commissioner.

## 5) Regular Season

- a) The league regular season will run from weeks 1-12, teams playing each other team in their division twice while filling in the rest of the schedule with 12 games randomly selected teams via league software; 5 doubleheaders per season (17 total games). The doubleheaders and the division rival games are intended to keep the playoff picture undecided as long as possible & to maintain maximum league interest in all games played.
- b) If the NFL regular season is ever extended through a new collective bargaining agreement, additional regular weeks shall be added such that the last playoff game shall end 1 week before the end of the regular NFL season.

## 6) Playoffs

- a) The league playoffs will take place during weeks 13-16.
- b) Wild card teams will be determined in the below order, however seeding MAY occur in a different order as listed in **6.c**:
  - i) Best record remaining out of the 12 non-divisional winners each conference.
  - ii) Most Points-For of the remaining 11 teams.
  - iii) Most points-For of the remaining 10 teams.
- c) The seven postseason participants from each conference will Find a Golden Ticket and be seeded as follows:
  - i) The division champion with the best record. (1st Round Bye)
  - ii) The division champion with the second-best record.
  - iii) The division champion with the third-best record.
  - iv) The division champion with the fourth-best record.
  - v) The Wild Card club with the most Points-For (PF).

- vi) The Wild Card club with the second-most Points-For (PF).
- vii) The Wild Card club with the third-most Points-For (PF).
- viii) Tie Breakers - In case of a tie between two or more teams for playoff seeding, normal tie-breaking rules apply, see Section 7 below. Apart from our tie breaking methodology, all other aspects of our playoffs will align with the NFL playoff system.
- d) Teams that fail to Find a Golden Ticket will be seeded in three Toilet Bowls and have an opportunity to win an additional Compensatory Pick, see Section 9.r for Rookie Draft details.
  - i) Three Toilet Bowls consisting of 6 teams each: Chocolate River, Three Course Dinner Chewing Gum, and Garbage Chute.
  - ii) In the Toilet Bowls, the worst teams in the group will get the Bye Weeks in the brackets.

## 7) Tie Breakers

- a) The standard tie breakers are quite simple:
  - #1: Overall Winning Percentage
  - #2: Total Points Scored
  - #3: Head-To-Head Record (only splits a tie between 2 teams, will be skipped if 3 or more teams)
  - #4: Divisional Winning Percentage
  - #5: Power Rank
- b) Regular Season Game Tie Breakers - Tie games will be scored as ties.
- c) Playoff Game Tie Breakers - Unlike the regular season the playoff games cannot end in a tie. If a Playoff games does end in a tie, the following tie breakers will be used to declare the winner:
  - #1: Most Total Yards (Rushing + Passing + Receiving)
  - #2: Most Total Touchdowns (Rushing + Passing + Receiving + IDP's TD's)
  - #3: Longest Touchdown
  - #4: Most Safeties
  - #5: Highest Seeded Team



- d) Super Bowl Tie Breakers - Tie games will be decided by the Tie Breakers used for Playoff Games.
- e) Non Playoff team final standings - For the determination of draft order, all non-playoff teams at year end, will be sorted according to "potential points" which is the total points that would have been scored if a team set the optimal lineup each week. The lowest total Potential Points (PP), will earn higher draft picks, see Section X.X for more details.

## 8) Inaugural Draft

- a) All veterans and rookies will be contained in THE SAME draft.
- b) Each conference will have their draft order determined randomly (1-16).
- c) A randomizer will then determine which conference picks first in year 1 (odds/evens). This is intended to balance league parity.
- d) At this point, the two draft order lists will be merged with one taking Round 1 Pick 1 (1.01), the loser taking (1.02) and so forth until the order of all 32 teams is determined.
  - i) For example, Hersey's initial draft position is determined through randomization to be pick 15 of 16 in the Willy Wonka conference. A randomizer determines that Willy Wonka picks second to the Oompa Loopas. Therefore, the 32 team draft order is built by taking the OL#1, WW#1, OL#2, WW#2 and so on until they come to the Cardinals (WW#15), who will end up with the #30 pick in the 32 team order.
  - ii) This process ensures that neither conference or an individual team is at any disadvantage when building their initial rosters.
- e) For the inaugural draft, 3rd Round Reversal (3RR) will be voted on once the league is full. If approved by the simple majority, 3RR will reverse the 3rd round making it the same as rounds 2.
- f) All draft picks, when entered into the system, will then be available for trading among all teams.
- g) Despite there being two copies of every player, each player will only show up only once in the draft list (as per the functions and capabilities of the MFL site).
  - i) Once drafted by the first team, the player still appears (second copy of that player) in the draft list available for selection.
  - ii) Once drafted by his second team, the player name will disappear from the available players list.
  - iii) Please refer to Section 3 regarding penalties for rostering both copies of the same player.
- h) The Draft will be a slow draft handled via the MFL league website software with a timer.
  - i) 4-hour clock for each pick rounds 1-20, 2-hour clock for all additional rounds; if a team fails to make their pick it will be skipped and left blank.
    - 1) A manager has 24-hours to inform the Commissioner of selection for the missed pick (limit of 3).



- 2) If a manager misses 3 picks, their remaining picks must be completed via pre-draft selection; their clock privileges will be forfeited. No replacement selections will be allowed.
- ii) We have nearly 2000 players to draft so we strongly encourage teams to utilize pre-draft lists to let the system speed up our drafting process. The beauty of this system is that every owner gets the time they require to make their decisions, when needed. All of us will have critical rounds with hard choices that we need to step back and consider our options on. It's one of the key advantages of a slow draft.

## 9) Rookie Draft

- a) The rookie draft will occur roughly around June 1st, or 72 hours after the last team spot is taken and the annual ROD/team replacements are complete.
- b) During the inaugural season, no separate rookie draft will occur.
- c) The subsequent yearly rookie draft will occur approximately June 1st, after the NFL draft.
- d) The draft will run for 8 rounds.
- e) During the draft, roster sizes will be temporarily increased by 8 positions to allow each team to draft their rookie class and subsequently demote them. Immediately after the draft, the active roster limits will be restored.
- f) Draft picks may be traded if the dues for that year are fully paid
- g) To ensure teams can trade future pick years, teams are strongly encouraged to at least pay their next years dues into Leaguesafe.
- h) Teams may only trade the current years, and the upcoming year's picks.
- i) After each season is completed, an additional year's worth of picks will therefore become available once dues have been paid.
- j) The draft will be a 32 team draft with double player availability but will be rookie only.
- k) All rookies are shown in the MFL website in the following format:

Lawrence, Trevor NYJ QB (R)

- l) Draft picks consist of both the regular draft picks allocated rounds 1 through 8 and compensatory picks.
- m) Draft Order: Each conference will have their non-playoff team's draft order determined by potential points (using regular tie-breaks). The two teams that played in the league superbowl will always gets the last (16th) draft position for their conferences.
- n) As per the inaugural draft, the two conference draft orders will be merged to create a 32 team draft order. The Super Bowl winner drafts last and therefore their conference takes the second (even numbered picks) of the two spots. The Super Bowl loser would pick 31st so his conference will take the odd numbered picks.
- o) Picks 19-30 will follow the alternating conference order, and will be based on:
  - i) Playoff finish
  - ii) Record

- iii) Total points
- iv) Power rank.
- p) Picks 1-18 shall be based on potential points then power rank, with the draft order alternating.
- q) After the initial first year of the league, and in all future years, 24 Compensatory picks will be awarded to all but the top 4 teams per conference (based on draft pick order).
  - i) Eight 1st Round Compensatory Picks (cannot be traded before start of draft) occur BEFORE the regular Round 1 of the draft: These picks represent (1.01, 1.02, 1.03 and 1.04 for each conference)
  - ii) Eight 2nd Round Compensatory Picks occur BEFORE the regular Round 2 of the draft: These picks represent (2.01, 2.02, 2.03 and 2.04 for each conference)
  - iii) Eight 3rd Round Compensatory Picks occur BEFORE the regular Round 3rd round of the draft: These picks represent (3.01, 3.02, 3.03 and 3.04 for each conference)
- r) After the initial first year of the league, and in all future years, 3 Compensatory picks will be awarded to the winners of each Toilet Bowl:
  - i) Chocolate River (teams 15-20, pick 4.03)
  - ii) Three Course Dinner Chewing Gum (teams 21-26, pick 4.02)
  - iii) Garbage Chute (teams 27-32, pick 4.01)
- s) Therefore Rounds 1-3 will have 40 picks, Rounds 4 will have 35 picks, and Rounds 5-8 will have 32 picks
- t) 1st Round Compensatory picks can only be traded 24 hrs prior to the commencement of the rookie draft.
- u) If a 1st Round compensatory pick is traded prior to the trade window, it must be reversed within 1 hour. And by that, it must be completely reversed, not just the pick traded back. The teams may then do a valid trade if they so wish.

*Note that it is NOT an excuse if both teams are not around to reverse the pick. Therefore, both teams should be EXTRA careful to ensure that no picks that are compensatory are including. These would be 1.01-1.08. If the trade is not reversed within 1 hour, the penalty shall be that the compensatory pick may be forfeited. Additionally, the other team may lose a pick in that round as well, should they have it. And if not, then they shall lose that round pick in the following year. If neither of those options are available, the commissioner(s) will select a set of picks that they believe are equal in value, at their sole discretion. Therefore, please DO NOT offer or accept any trade with 1st Round compensatory picks in it. We understand that this rule may appear harsh, but it's critical that we NOT allow these kinds of trades to occur, especially as we near the draft and trading accelerates. With two teams each with a vested interest in making sure this doesn't happen, we hope to avoid this scenario. These compensatory picks give real hope to any team, no matter how bad it may seem. In the course of only 1-2 years, teams can turn themselves into a contender with the right management. These compensatory picks are blended into the rest of the league picks in the same method as regular picks, one pick per conference.*

*While we understand that the above may initially cause some confusion, we believe this complexity is well worth the effort. Compensatory picks that are untradeable until 24-hours of the actual draft starting, ensure that worst teams that need to be competitive can't shoot themselves in the foot by trading away key picks well before their value is clear. This helps the entire league including great teams because it ensures the continuity of the league while protecting teams that do draft and trade well. It gives real and substantive hope to even the worst teams that in 1-2 seasons, with a bit of luck in the draft, they can become a competitor. The largest problem we see with 32 team leagues is owner continuity. We believe that this rule, coupled with deposits and the year 5 prize super pool will make owners want to stay. It will also be a huge incentive to attract new owners to fill any abandoned franchises. The commissioners have agreed to the extra work and calculation each year for this comprehensive drafting system, to add this extra value to the league.*

## **10) Replacement Owners Draft**

- a) If more than 1 orphan exists in the offseason, a Replacement Owner Draft shall occur.
- b) All teams with new owners shall draft a new team in the Replacement Owner Draft (ROD). Teams may not "opt out" of the ROD (determined in March of each year).
- c) The player pool for the ROD will be the players from the teams with new owners. League free agents may be added to the player pool per the commissioner discretion depending on the quality of players available in the ROD.
- d) The ROD will be 60+ rounds. ROD owners will draft 60 players and rookie draft picks (as draftable assets).
- e) Teams will roll "evil" 1000 sided dice (random dice) to determine the order for selecting draft slots for the ROD. Highest roll picks their draft slot first. Draft role rules must be followed exactly, or the roll will be deemed invalid and the owner will be assigned the last draft slot selection.
- f) The ROD shall be a 3rd round reversal draft order, where the draft is a serpentine draft and the 3rd round order is "flipped". This mitigates the advantage of obtaining high picks, and makes all draft slots roughly the same value.

For a ROD with 6 owners, the draft will go- (Round 1) draft slot 1-6, (Round 2) 6-1, (Round 3) 6-1, (Round 4) 6-1, (Round 5) 1-6, .....then serpentine to round 60.

- g) Rookie draft picks will be available from the draft picks owned by the teams with new owners. These draft picks will be selected during the ROD. Each new owner will select picks to then be used in the rookie draft following the ROD.

## 11) Supplemental Draft

- a) 1 day after the completion of the rookie draft (but not in inaugural year), the league will conduct a 5 round Supplemental Draft (essentially rounds 9-13).
- b) The supplemental draft is not compulsory.
- c) The draft order is the same as the Rookie Draft order.
- d) Any player eligible to play in the NFL and still available as a fantasy FA (not rostered or on a DTS) may be selected (so both NFL veterans and rookies).
- e) Supplemental draft picks cannot be traded at any time or for any reason.
- f) Team owners are responsible for ensuring they have enough roster space to make supplemental draft selections. In practice, this will mean dropping players to create roster space prior to the supplemental draft which will allow those waived players to be picked up by other franchises in the supplemental draft. Therefore, player drops WILL NOT be allowed once the supplemental draft commences.
- g) We will follow an accelerated 1 hour time clock for draft selections and strongly encourage teams to enter in any players they would like to select via the system.
- h) Picks not made within the time limits imposed will be forfeited.
- i) Once your pick has been skipped/forfeited, that team owner is ineligible to make further selections in the supplemental draft.
- j) The supplemental draft will not happen during the inaugural season for this league. The supplemental draft is intended to fill any rookie or main roster spots that may be available (due to retirement, injury, long-term suspension, or just the usual cuts of ineffective players).

## 12) Dynasty Taxi Squad Players (DTS)

- a) Owners may initially designate 10 rookie players from their team to the Dynasty Taxi Squad (DTS) for development purposes, replacing any openings on the DTS with rookies they draft in future years.
- b) Players on the DTS will be in addition to the 53 active roster players.
- c) Players may only be placed on the DTS if they were either initially drafted in the rookie draft, or were selected in the 5 round supplemental draft and maintain DTS eligibility, or inaugural veteran draft during first year.
- d) The team owner is responsible for demoting their selections to the DTS via league software within a week of the conclusion of the supplemental draft.
- e) The closure of the DTS will always be detailed on the MFL League Calendar. Once this date has passed, no more demotions to the DTS will be allowed until the following year's drafts begin.
- f) Once a player is placed on the DTS, they can remain there for 3 seasons.
- g) At the end of their 3rd NFL season, any players who based on this rule who are no longer eligible for the DTS must be placed on the team's active roster or waived. Team owners have until March 1st to do this.

- h) Only a rookie in their rookie year can be placed on your DTS, not a 2nd year player who was never on any other roster previously.
- i) Once a player is activated from the DTS to the active roster, they are ineligible to return to the DTS. This includes if the player is traded to another franchise or waived and subsequently picked up by another team owner.
- j) Players on the DTS are not eligible to start a game until they are moved onto the active roster.
- k) Traded players may be placed on the DTS if they were on the other team's DTS when the trade took place and the action is communicated through an official post on MFL's message board.
- l) Team owners have the ability to acquire DTS players from other franchises in the league onto their own active roster.
  - i) The team owner activating/signing DTS players from opposing franchises will pay the price of 2 draft picks to the franchise losing the DTS Player; 1 draft pick from the same round the player was drafted, 1 draft pick from the round higher than the player was drafted.

Example: The price for a DTS player drafted in the second round will be a 1st & 2nd round draft pick.

- ii) A team that is claiming the DTS player may give up earlier round draft picks than what is technically required if they do not have the exact round of draft picks available.

Example: A 4th and 5th round is required but the team doesn't have a 4th round, so it gives a 3rd and 5th round instead.

- iii) The team owner activating/signing a 1st round DTS player from opposing franchises will pay the price of 2 x 1st round draft picks to the franchise losing the DTS Player.
- iv) The price for DTS players selected in the Veteran/Supplementary Draft will be as if the player had been drafted in the last round of the rookie draft (so 7th and 8th pick).
- v) Only the next draft's set of picks may be used for activating/signing DTS players from opposing franchises (not two drafts out, for example).
- vi) The price for an ILLEGAL player on DTS is FREE to the first team to submit a legal claim measured by MFL timestamp. This is intended to be a self-regulating policy. It is strongly advised that each Manager pay close attention to their DTS player list.
- vii) Activating DTS players from opposing franchises may occur:
  - 1) CLOSED - beginning of the NFL draft until Dynasty Taxi Squad closes after the supplemental draft;
  - 2) OPEN - After the DTS is closed each year and before kickoff week 1;
  - 3) OPEN - When FCFS is open during the regular season (opens on Wednesday, each player locks individually);

- 4) CLOSED - during the trade blackout between week 13 and the end of week 16;
- 5) OPEN - off-season, after the fantasy championship game until the beginning of the NFL draft.
- viii) To activate DTS players from opposing franchises, the team owner must:
  - 1) Create a new message board post to the league declaring the transaction, listing the teams/player/draft picks involved, so all owners are notified.
  - 2) Please note that if a team owns multiple picks in the same round, they need to specify which one they are surrendering (their choice) in the message board thread.
  - 3) If a team that is "purchasing" the new player owns multiple picks in the appropriate rounds, that team should specify which of these picks they wish to trade away.
  - 4) If the "purchasing team" fails to disclose which picks, the "selling team" may choose which picks they desire by responding on the league message board.
- ix) The Commissioner will execute the transaction as a trade if the picks are valid, if all league fees for the pick years are fully paid and if all roster requirements are met.
- x) The DTS activation trade will be declared null and void if all of the conditions in Section 12.I.vii 1 - 4) are not met.
- xi) Before the commissioner decides if the DTS activation claim is valid or invalid, the DTS player being claimed cannot be promoted to the active roster, nor can another team make a claim on the same copy of that player.
- xii) Any player acquired by a DTS activation trade will go straight to the active roster of the new team.
- xiii) Any DTS eligible player acquired by a team must be demoted within 72 hours of that trade, or that player is no longer eligible for demotion. The exception to this is the rookie draft, during which demotions are not required until one week after the conclusion of the FA auction. Furthermore, if any player is utilized in an actual lineup for a game (scoring 0+ points), that player is no longer eligible for demotion to the DTS.

### **13) Free Agent Waivers**

- a) Any player not on a roster, DTS, or IR are considered a Free Agent.
- b) All free agents not selected in the league draft processes are handled by the blind bidding waiver process, utilizing blind bid waiver dollars.
- c) All teams will have a Blind Bid Waiver Dollar budget of \$1000.
- d) The Blind Bid Waiver Dollar budget of \$1000 can be traded.
- e) The Blind Bid Waiver Dollar budget of \$1000 is for all FA transactions during the league year.

- f) At the end of the league year, the balance of the Blind Bid Waiver Dollar budget of \$1000 will carry over to next season.
- g) Between the end of the supplemental draft and Labor Day weekend, free agent acquisitions can be made through public auction bidding, with status listed on the front page of MFL.
- h) Commencing Week 1 of the NFL regular season and ending at the commencement of Week 1 games, there will be 4 waiver periods each week as defined in the league calendar. The 1st Blind Bid Waivers period starts from the kickoff of 1pm Sunday games and will end on Wednesday. The 2nd period will be on a First Come First Served (FCFS) basis. This will run from Wednesday until Thursday evening prior to kick off of Thursday night football. The 3rd is a Blind Bid Waivers period starting on Thursday and will end on Saturday. The 4th period will be on a First Come First Served (FCFS) basis. This will run from Saturday until the 1pm kickoff of Sunday games. Please refer to the league calendar for details.
- i) There is a \$1 minimum on all waiver transactions, whether through blind bidding or FCFS. Therefore, if you spend all of your budget before the end the season, you WILL NOT be able to acquire free agents. You may not be able make future roster moves even when an accidental drop has occurred. Please keep this in mind.
- j) From the commencement of Week 16 games, free agent pick-ups will be suspended until the Off Season Roster increase process as per Section 3 g).
- k) The commissioner will only accept free agent acquisition requests on the forms provided on the league website.
- l) Each team will be able to acquire an unlimited amount of free agents per week/year dependent on roster space limits & Blind Bid Waiver \$.
- m) Once the owner makes a waiver request, the owner cannot rescind or replace it with another request after the bidding deadline.
- n) Free agent waiver requests are to be submitted as per the time frames specified in the league calendar.

#### 14) Trading

- a) Trading will be allowed at all times except from 2 weeks prior to the playoffs, until the completion of the league championship game.
- b) Trading will be allowed between teams that are paid in full for the current season.
- c) You may trade a player you have placed on injured reserve.
- d) Trades can involve players & draft picks with owners responsible for ensuring trades do not put their teams over the roster limits.
- e) To trade all your picks for one season you must have paid in full for the next future season.

Example: In 2020, to trade all of your 2021 draft picks you must have paid for all the 2021 season.



- f) You may not trade in the off-season until you have paid for the upcoming year meaning that both teams must be paid up in full to complete a trade.
- g) Owners are responsible for responding to trade offers from other owners taking into account the Code of Conduct & Team Ownership Responsibilities.
- h) Some recommendations are as follows:
  - i) You should check your trade offers every time you log onto the league website. If the offer is not acceptable, reject it immediately.
  - ii) Communication is the life blood of all fantasy leagues so it's a common courtesy to explain why.
  - iii) Some owners may send you repeated trade offers, but if you explain that you are not interested at all in a player, then they likely will not keep offering the same trades.

## **15) Trading Future Draft Picks**

- a) Future draft picks are available to trade. For example, during the 2020 season, 2021 picks can be traded. However, trading future draft picks requires payments being made into subsequent seasons. The reason for this is that a team could “go for broke” by trading away the future in order to win in the current season. If they are in the league for the long-term, this is an allowed strategy. But if they drop out after that year, it could leave the league with a “weak” team that does not own valuable rookie picks to rebuild their team, making it harder to find a new owner.
- b) If your team is clearly in better shape pick wise, you won't owe the fees generally required below. ie. if you are missing your 2nd rounder, but have an additional 1st, you would not owe. This does not apply to situations that require valuation, it must be black and white (a 1st is clearly better than a 2nd. Having said, three 4ths will be not be considered better than owning your 3rd. Owning someone else's 1st is not the same as owning your own 1st- same for other rounds)
- c) Draft picks in Rounds 1-2 can only be traded by teams that have paid 100% of the next season's fees.

For example, In 2020, an owner that trades away their 2021 1st round draft pick must be paid-in \$250 for 2021.

- d) If you trade more than half of your draft picks away in any given season, you must be paid 100% of the next season's fees.

For example, In 2020, an owner that trades away more than half of their 2021 picks (5 or more of their own picks), must be paid-in \$250 for 2021.

- e) After new future draft picks are distributed AND you are paid in full for the upcoming season, your previous future draft picks become current draft picks and are not subject to the rules set out above.

- f) A non-DTS trade is allowed to be made prior to the dues being paid. However, fees owed must be made within 24 hours after the commissioner has setup leaguesafe.com to accept your payment.
- g) If no payment is made within 24 hours, the commissioner may remove lineup rights, trading rights, and reverse the trade until payment is made.
- h) If you have to pay after Leaguesafe payments are closed for the year, usually by late August, you may have to pay a \$10 leaguesafe fee for a late payment. This goes directly to leaguesafe.com and is one of the few ways they make money.
- i) Trading any pick for the year following a superpot requires full payment of that year's fees.
- j) If you think you might want to trade away your draft picks, we strongly encourage you to deposit those fees with [Leaguesafe.com](https://leaguesafe.com) before it's closed down if you would like to avoid the \$10 processing fee. Deposits into Leaguesafe will be required during the course of the year due to traded picks.
- k) While it is frustrating to some who want to deposit monies only AFTER a trade is agreed to, that is allowed, but realize you may owe the additional \$10 if this occurs after LeagueSafe starts charging late fees.

## 16) Code of Conduct

By participating in Willy Wonka & the Fantasy Football Factory, owners agree to abide by, and understand, the rules set forth in this official document. Owners further agree to follow the general conduct rules, as follows:

- a) General Sportsmanship: Owners agree to use their best efforts to reasonably settle any and all disagreements, and to accept and abide by the rulings and the decisions of the Commissioner(s). Failure to comply with the general sportsmanship rules as defined in this official document may lead to removal from the league.
- b) Collusion: Collusion (i.e. one-sided trades, roster dumping, etc.) is not permitted. Should it be discovered that two or more owners are working together to better one team at the expense of another, the Commissioner may remove any of the participating owners from the league.
- c) Inappropriate League Communication: Shit-talking of all variation is actively encouraged. However, disrespectful and inflammatory behavior is expressly forbidden. All owners should refrain from posting comments containing serious threats of violence, offensive comments regarding race, ethnicity, religion, or sexual orientation, or engaging in any kind of persistent harassment or bullying. If the Commissioner, in his sole discretion, determines that an owner is engaging in inappropriate league communication, the Commissioner may remove that owner from the league.
- d) Activity Requirements: As this is a dynasty fantasy football league, all owners are expected to be active year-round and maintain an active interest in league functions.

Owners who demonstrate a consistent lack of interest may be considered inactive, and thus asked to vacate their teams for more active owners.

- i) Behavior that may be considered inactive:
  - Refusing to roster a complete lineup of starting players
  - Refusing to participate in the league GroupMe
  - Refusing to respond to trade offers
  - Refusing to regularly log in to the league site
  - Refusing to respond to Commissioner inquiries
- ii) While some of the above are not, in and of themselves, against the rules; combined, they can lead to a team's stagnation which can be a burden to the league at large.
- e) Teams that fail to submit a valid lineup as described in the Starting Lineup section will be considered abandoned.
- f) Teams that fail to log in to the league site for three consecutive weeks during the season shall be considered abandoned.
- g) Replacement: In the event that an owner cannot continue in the league, the owner should contact the Commissioner immediately. Upon notifying the Commissioner, the owner will be removed from the league. All owners that leave the league voluntarily are permitted to rejoin the league after one year's time. All owners that are removed from the league for any reason are not permitted to rejoin the league again.
- h) If a team is abandoned or its owner is asked to vacate, the team will become property of the league and the Commissioner will find a new owner to take over the team as it is at the time of abandonment. This includes the existing roster and draft picks. An owner may only sell or transfer ownership of his/her team with approval of the Commissioner.
- i) Lastly, all reasonable attempts to save a team manager shall be made by the Commissioner(s), however, it is ultimately the responsibility of each Manager to follow the bylaws as written.

## **17) Timeline of Important Dates**

Where possible, all below dates will be specified in the league calendar, which is considered final.

March 1st: New fantasy season/year begins. Deadline for teams to pay the following year's dues. (Failure to pay by this date will result in having your franchise being placed on the orphan list.) Ineligible DTS players are moved back to their team's active roster or waived

Late April/Early May: NFL Draft

Mid-May: Single team replacement(s) or ROD if more than 2 teams

Late May: New rule/bylaw change considerations

Early June: Rookie Draft

Mid May (approx 1 day after completion of rookie draft): Supplementary Draft

Late June (approx 1-2 weeks after completion of supplemental draft): Free Agent Blind Bidding Waivers commence.

Late July: Dynasty Taxi Squad is closed for demotions (prior to the first preseason game)

Commencement of NFL Week 12 games: Trading/DTS Activation deadline

NFL Week 13 games: Playoffs Begin

NFL Week 16: WE&FFF League Championship

After NFL Week 16: Current fantasy season ends, Trading/DTS Activation re-opens.

Fantasy League Off-Season: After NFL Week 16 to March 1st.

Fantasy League Pre-Season: March 1st to NFL Week 1

Current Fantasy Season: NFL Week 1 - NFL Week 16