

Backyard League 2.0 Bylaws - est 2025

Format

- Dynasty League - Bestball
- Start 10
- Extra game against median, no trade deadline, 1.0 PPR, TE 0.75 premium
- Sleeper
- Sleeper Chat
- Leaguesafe
- 12 teams - 1 division

Manager Responsibilities

- All managers are expected to behave respectfully towards each other. Go ahead and trash talk, but any personal attacks will not be tolerated
- Please respond to trade offers within a timely manner. Either reject it or send a bid offer back if it's that bad.
- Managers not following the two rules above and/or having a negative effect on the league will be removed from the league with no refund given.

Buy-in

The yearly buy-in is \$50. Buy-in will be paid through Leaguesafe. Buy-in for the upcoming year will be due a week after the end of the current fantasy football season in order to hold your team. Managers being non-responsive when setting up the league for the new year will be removed.

Payout Structure

\$50 x 12 teams = \$600

Champion= \$475

2nd place = \$75

3rd place = \$50

League Composition

- 12 Teams - 1 Division
- 6 Team Playoffs starting in Week 15
 - Two Best records get a bye (seed 1 & 2)
 - Seeds 3,4, 5 and 6 go to the next best records
- Ties will be broken by the following:
 - Head to Head Record
 - Season Total Points Scored
 - Points scored on the most recent regular season week

Regular Season Schedule

- Each team will play each other once. (11 games)
- Teams will be divided into groups of 4 based on the previous years standings (1-4, 5-8, 9-12) with each team playing the others in the group once. (3 games)
- Schedules will be randomized based on the above.
- Every week, there will be an additional 'game' against the median.

League Rosters

- All teams will have 27 active roster spot, 0 taxi, 0 IR
- Starting roster will be 10 starters.
- The starting lineup:
 - 1 QB
 - 2 RB
 - 3 WR
 - 1 TE
 - 2 Flex (RB, WR, TE)
 - 1 SuperFlex (QB, RB, WR, TE)

League Scoring Rules

- Rushing TDs: 6 pts each
- Receiving TDs: 6 pts each
- Passing TDs: 4 pts each
- Kick/Punt Return TD: 6 pts each

- Rushing Yards: 0.1 pts per yard
- Receiving Yards: 0.1 pts per yard
- Passing Yards: 0.04 pts per yard

- Receptions (QB, RB, WR): 1 pt each
- Receptions (TE): 1.75 pts each

- Interceptions: -2 pts each
- Fumbles Lost: -2 pts each
- 2 pt Conversion: 2 pts each

Trades

- There is no trade deadline. Roster will be locked - trading will close while the league is rolled to the new season.
- In order to move a future pick, the dues for that year must be paid. All trades with picks unpaid for will be reversed.
- All trades will be upheld unless there is a CLEAR case of collusion
 - Will be determined by the commissioner via public discussion.

Annual Rookie

The rookie draft will be a 4 round linear draft. The draft will start roughly one week after the NFL draft has concluded. Draft order for the first 6 picks (non-playoff teams) will be determined by lowest-highest potential points. Picks 7-12 will be determined by finish in the playoffs. The winner of the matchup between the first two playoff losers will take the 1.07, loser will get the 1.08. 12 hr draft timer with a pause between 10PM - 8AM EST.

Waiver

FAAB (\$100) will be used for waivers. The FAAB will reset back to \$100 when the league year rolls over between Offseason and In-season and vice versa. FAAB can be traded. \$0 minimum waiver bid. In-Season, waivers will clear on the Wednesday morning following the games and then daily until Saturday. Offseason waivers will be locked until the rookie draft and will start after rookie draft running daily until the regular season. Leftover FAAB will not roll between Offseason and In-season.

Rule Changes

Voting during the offseason. Unanimous vote for scoring, lineup, and roster related changes. Most others require a 2/3 or majority vote. Commish can make rule changes in the best interest of the league.

Non-Responsive Manager

Non-responsive managers will be removed from the league.