

Pick of Destiny

EST.2024

Rule Book

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League Overview

The purpose of these bylaws is to (1) ensure a fair and fun league for all owners, (2) promote the long-term viability of the league. If a rule is not explicitly stated, interpretations will consider these criteria and new rules will be voted on and subsequently documented in these bylaws. If this document disagrees with league site settings, site settings will prevail until corrected.

- 14 teams (single division)
- 62 roster spots with rosters expanded to 76 during the off-season. Each team also has 12 Taxi slots and 10 Injured Reserved slots available. Taxi and IR slots.
- 23 starters: 11 Offense; 12 Defense:

QB: 1-2
RB: 2-5
WR: 2-5
TE: 2-4

DT: 2
DE: 2-3
LB: 2-4
CB: 2-3
S: 2-3

- Balanced PPR/IDP premium scoring system
- An initial 80-round startup draft conducted by email.
- An annual rookie and free agent drafts conducted in two separate drafts:
 - A 9-round rookie draft completing no later than one month after the NFL draft. Trading of picks/players are permitted during this draft.
 - A 5-round free agent draft (including any non-drafted rookies) completing no later than one week prior to the beginning of the NFL regular season. Trading of picks/players are not permitted during this draft. The reasoning is that the picks at this point aren't incredibly valuable.
 - In alternating even years (2024, 2026, etc.) there is a **1-round Devy draft**. This draft will be represented by Round 10 picks of the Rookie Draft.
- We will use Groupme and MFL's wireless feature to keep alert during drafts. Groupme will also serve as the primary location for league chat. If you need an invite or forgot the Groupme information, please email the commissioner (Aaron, groundhog@gmail.com).
- Free agents acquired by bidding Free Agent Acquisition Budget (FAAB) weekly during the regular season.
- \$1000 FAAB per team, per season. (Dumpster Fire winner receives additional \$100 FAAB.) FAAB is not tradable and any unused FAAB will not be carried over into the following season.
- FAAB cannot be borrowed from future seasons.
- Three-week, six-team playoff structure running NFL weeks 15-17.
- Trading prohibited from beginning of NFL Week 14 to February, or when league dues have been collected for the following season.
- Guaranteed playoff berth for season-end points leader.

- Consolation bracket #1 (“Toilet Bowl”) for the top 6 non-playoff teams. This runs NFL weeks 15-17. Draft pick 3.15 awarded to Toilet Bowl winner.
- Consolation bracket #2 (“Dumpster Fire”) for two non-playoff, non-Toilet Bowl teams running NFL weeks 15-17. \$100 extra FAAB the following season for Dumpster Fire winner. Additionally the winner of the Dumpster Fire Bowl is awarded pick 2.15. The loser of the Dumpster Fire Bowl is awarded pick 4.15.
- \$57 annual league dues including MFL fees. Teams are to pay forward through three future seasons to ensure that all teams have the flexibility to trade three years of future draft picks without requiring the commissioner to confirm both owners have paid in advance.
- League dues will be paid via LeagueSafe.
- Prize pools with 100% payouts, less MFL league fees. Each season we will **collect \$ 798** (\$57 x 14), **spend \$90 for MFL fees**, and the remaining \$708 will be distributed as prizes in the following manner:

Playoff Champion \$160
 Playoff runner-up \$80
 Playoff 3rd \$50
 Playoff 4th \$30

Most points/season \$80
 Most points runner-up \$40
 Most points 3rd \$25
 Most points 4th \$15

Most points in a single week \$20
 Most points each week (x17) \$5 (\$85)
 Most points scored against (weeks 1-13) \$30 Punching Bag Award
 Runner-up Most points scored against (weeks 1-13) \$20

Toilet Bowl Winner \$10
 Toilet Bowl Runner-up \$10

Empire Pot \$53 (grows until a team wins twice in a three year span)

- Payouts for all prizes will be made within two weeks of the conclusion of week 17 games. LeagueSafe will require majority vote.
- The league is designed to run for decades with smooth ownership transitions if necessary.
- Rules may be modified by league vote (8 of 14 in favor) to achieve these and the other overarching goals.

Pick of Destiny (P.O.D.) is an IDP, offense/defense-balanced, dynasty league. The objective is to use a scoring system which equalizes the value of players in all positions. **The league’s theme is cinematic roles of Jack Black, with the primary reference being the film [Pick of Destiny \(2006\)](#).** For each franchise, the team owner must choose a team name in accordance with this theme. The owner will have control of their home page, to personalize as long as it basically aligns with the league theme. The Commissioner will work with each owner to develop team icons for use on the front page of the site.

One objective of P.O.D. is to provide multiple avenues for winning: Playoffs, Points earned, weekly winners, and even prizes for most points scored against.

The regular season will consist of 14 head-to-head games that take place during Weeks 1-14 of the NFL regular season. There are no double-headers. Six teams will qualify for the championship bracket. The two teams with the best records will receive week 15 byes. Teams ranked 7-12 will compete in the Toilet Bowl. The Toilet Bowl bracket is similar to the championship bracket. Teams ranked 13 and 14 will play a 3-week cumulative "Dumpster Bracket" with the winner receiving pick 2.15 and the loser receiving pick 4.15.

Teams must maintain a roster with a maximum of 62 players during the season and 76 during the offseason. Starting lineups will consist of 23 positions, including 11 offensive and 12 defensive.

Article 1: League Basics

Section 1 - League Fees (\$57 year), paid three years out, and phased in decreasingly over 5 years.

1. The league fees are \$57 a year.

In order to provide unrestricted trading of futures, future picks need to be prepaid. This phased approach highlighted below is easier on the pocketbook, but comes with more of a short term commitment. The commissioner will always do what he can to help owners get compensation for deposits, but the main goal is to have experienced managers who won't run a franchise into the ground with bad trades. If the commissioner or the owner can find someone experienced and the new owner is willing to take over the finances and pay for the deposit, then that's fine and he can pay the previous owner directly. Refund policies is always tricky, because it depends on the circumstances which are never the same. Sometimes an owner leaves a destitute franchise behind and the only way to get a replacement is to gift the entire deposit. Other times an owner leaves a championship team behind and replacement owners are eager to take over and pay the full deposit to the previous owner. The objective with P.O.D. is to establish a very stable league of solid managers. Here is the phased buy-in schedule:

2024: \$128 buy-in - may trade 2 years of future picks - no refunds
2025: \$115 - may trade 2 years of future picks - refunds possible, not guaranteed
2026: \$71 - may trade 3 years of future picks - refunds possible, not guaranteed
2027: \$71 - may trade 3 years of future picks - refunds supported
2028: \$71 - may trade 3 years of future picks - refunds supported
2029: \$57 - may trade 3 years of future picks - refunds supported
2030: \$57 - may trade 3 years of future picks - refunds supported
etc.

This schedule provides the creation of the 3-year futures deposit over a 5-year period rather than requiring a \$228 (\$57x4) buy-in.

2. Once we reach 2029 owners only need to pay \$57.

3. Payments will be submitted through LeagueSafe. Our 2024 LeagueSafe page is at <https://www.leaguesafe.com/join/4212108/>.
4. LeagueSafe charges a Convenience Fee of around \$7.
5. League fees will be due on February 1 each year.
6. Failure to meet payment deadline will result in removal from the league, and a new owner will be found. Please communicate with the Commissioner if you will not be able to meet this deadline.

Section 2 - League Prizes

1. 100% of league fees (minus cost of MFL) will be paid out at the conclusion of each season (after week 17).
2. Here's a table that details league expenses: buy-ins and payouts:

Buy-In (14 teams/\$57 ea) = \$798
\$90* to MFL leaves \$708, distributed thusly:

Playoff Champion \$160
 Playoff runner-up \$80
 Playoff 3rd \$50
 Playoff 4th \$30

Most points/season \$80
 Most points runner-up \$40
 Most points 3rd \$25
 Most points 4th \$15

Most points in a single week \$20
 Most points each week (x17) \$5 (\$85)
 Most points scored against (weeks 1-13) \$30 Punching Bag Award
 Runner-up Most points scored against (weeks 1-13) \$20

Toilet Bowl Winner \$10
 Toilet Bowl Runner-up \$10

Empire Pot \$53 (grows until a team wins twice in a three year span)

*MFL Fees may vary year to year. In the past there have been early bird rates and the commissioner will always try for the lowest rates. Currently MFL charges \$90/season. If ever a discount rate is achieved, the leftover amount will be given to the loser of the Dumpster Fire Bowl.

Empire Pot

- The Empire Pot consists of specifically allocated funds retained from seasons since the last prize was won.
- The Empire Pot amount is established at the start of a season.
- An owner is eligible to receive an Empire Pot if he wins two championship games in any three-season span since the previous Empire Pot distribution (if applicable).

- A championship may only be applied to a single Empire Pot, so a winner must win two more in a three year span to win again.
- Claims to the Empire Pot by different team within the three-year window are still eligible. For instance it two different teams alternate championships. For several seasons.
- Teams may win the Empire Pot more than once if the criteria are met.
- New owners do not accrue eligibility from prior franchises.
- The Empire Pot is awarded in addition to single-season prizes and is payable at the same time as other year-end prizes..
- The league will not be disbanded after an Empire Pot is won.
- 10-Year Empire Pot Semi Dispersal - If after 10 years (i.e. at the end of the 2033 season) no team has won the Empire Pot, then half of the pot will be evenly distributed among the managers and the remaining pot will carry over again for another 10-year cycle. This semi dispersal may be voted on, however adjustments to the semi dispersal (amount and/or schedule) must be made prior to kickoff of the 8th season (2031) and with at minimum a 71% vote approval rate (10/14). This is to protect managers with stronger or young rosters from being held back in their attempt to claim the Empire Pot. The semi dispersal clock resets anytime the pot is won. For instance if the pot is won in 2028, then the semi dispersal clock resets to 10 years from that date, as does the voting requirement with the 8th year deadline. If the pot is intact after 10 years, then half the pot is dispersed equally and the clock resets to another 10-years along with the 8th year voting deadling.

Section 3 - League Calendar

DATE / MONTH	EVENT
Dec 1 – Feb 1	• Rule Re-evaluation (any ideas or potential changes for the upcoming season will be discussed, voted, and possibly implemented.) • February 1 deadline for teams to pay their league dues. • Search for any replacement owners, if needed.
Mid-Feb	• New MFL Site will be created and sent out to league • Rosters expanded from 62 players to 76 players. • Ineligible TS player are moved back to their team's active roster, or waived.
Late Feb	NFL Combine
March 1	• New fantasy season officially begins
March - April	• Add compensatory picks 2.15, 3.15, 4.15 for Toilet Bowl Champion and Dumpster Fire participants. (* Note to commissioner, be sure in "General Scoring Setup" to limit scoring to week 16)
End April	• NFL Draft
Early May	• P.O.D. Annual 9-Round Rookie Draft (Trades permitted during draft) • In even years a 1-Round Devv Draft will occur using 10th round picks which will be added manually. (Trades permitted during draft)

Mid-May (Soon after Rookie draft)	● 5-round Supplementary Draft (Trades not permitted during draft)
Early July	● Schedule is modified on MFL, adjusting week 14 so that the two top teams after week 13 play each other, 3rd plays 4th, etc. ● Add \$100 extra FAAB to winner of the Dumpster Fire Bowl.
Wednesday prior to final week of NFL Preseason Games	● Weekly Free Agent Blind Bidding Waivers Begin ("FAAB," or "Free Agent Acquisition Budget"). Depending upon the tightness of the NFL schedule this first waiver may occur after our own roster cuts.
Tuesday prior to NFL Week 1 Games	● Off-season roster size decreased to from 76 to 62 players (not including Taxi Squad or IR).
Wednesday prior to NFL Week 1 Games	● Second week of Free Agent Blind Bidding Waivers. This schedule continues throughout the regular season. ● Taxi Squad demotions are disabled after kickoff of the season opener.
Wednesday following the NFL Week 1 Games	● Following the weekly Free Agent Blind Bidding Waivers our first FCFS (First Come First Served) waivers session begins. FCFS remains open until players lock when their games begin. FCFS opens each week following the FAAB waivers each week throughout the rest of the regular season.
Kickoff of First Game of Week 14	● Trading period ends
Commencement of NFL Week 15 Games	● Playoffs begin
NFL Week 15	● Week 1 of all three playoff brackets: Championship, Toilet Bowl and Dumpster Fire. Top 2 seeds in Championship and Toilet Bowl brackets receive byes. The Dumpster Fire Bowl is an Elite 2-team bracket which lasts 3 week. Cumulative scores over the 3 weeks determine the winner.
NFL Week 16	● Semifinals matches of Championship and Toilet Bowl Brackets
NFL Week 17	● Championship Final ● Toilet Bowl Final ● Dumpster Fire Bowl Final Week ● Waivers run once on the Wednesday after week 17 games.
After NFL Week 17	● Current Fantasy Football Season ends ● Trading commences for teams who've paid their league dues ● Off-season roster size increased to 76
Week 18	● League Payouts will be disbursed

Section 4 - League Theme

1. The **theme of Pick of Destiny is “Jack Black’s cinematic roles”**. Although he also has a storied career as a musician, we’re not including that because we need recognizable graphics. For instance, it’s too complicated to create a logo for “[Fuck Her Gently](#)”. It’s a hilarious song, but it’s not the goal of this league. There are plenty of roles and other characters (team names) available in “[Pick of Destiny](#)” or his other films. Also discouraged is a character other than his in a movie where he only has a small part or Cameo. For instance just because Jack Black had a small role in the film Cable Guy, doesn’t mean that the Cable Guy (Jim Carey’s role) is a legitimate team name. Wikipedia offers a good [list of Jack Black films](#) to use in finding a team identity.
2. Teams may not use HTML within their team names.
3. Teams may not select their own **team icons** as it would destroy the overall look of the site. Owners may use their own **team logos** (different setting than icon; these appear on team pages), but the logos should be sized to fit properly on their team web page. i.e. nothing larger than 300x300 pixels
4. Each team may be owned by only one owner.
5. Once an owner chooses a team name we request that it not be changed as doing so would necessitate creation of a new PhotoShop image to match the interface.
6. Owners who take over orphan teams may elect to rename their team as they please, in line with the P.O.D. theme.
7. Over time the web site may undergo graphic upgrades, but this is not a guarantee.

Article 2: Rosters

Section 1 - Team Rosters

1. Fifty-six (62) players will make up a complete roster.
2. In addition to the 62-man roster, teams will also have a 12 man Taxi Squad (TS) and a 10-man Injured Reserve (IR).
3. There are no restrictions regarding number of players by position. The only requirement is that teams **MUST** maintain the necessary depth to fulfill starting lineup requirements.
4. During the off-season rosters will be increased to 76 players via website system settings. Once all teams have paid for the upcoming year, the Commissioner will post a message on the message board with a date of when trading may commence.
5. On the Wednesday 10AM EST prior to the final week of NFL Pre-Season Games Blind Bidding waivers will commence. This schedule will repeat each week throughout the regular fantasy season.
6. Rosters must be cut down to the league maximum of 62 by Tuesday 10AM EST following the final NFL Preseason game.
7. Player positions are determined by the MFL site. Owners should be aware that MFL may change a player's position at any time during the year. Owners are advised to take this into consideration upon acquiring a player to ensure they can fulfill the necessary starting lineup requirements.

8. Players will not be locked into a team's starting lineup until the game in which the player is participating has kicked off, at which point they may not be removed.
9. Players may be started on their bye weeks in order to fulfill a full lineup of 23 players, but only if a team has no other active players (i.e. non bye week) players on their roster at that position. If it is possible for that team to acquire an active player via trade or free agency, then that is highly encouraged, because submitting an incomplete line-up is grounds for scrutiny with regards to the non-tanking rules.

Section 2 - Starting Lineups

1. Starting lineup requirements will consist of the following 23 positions:

11 Offense:

QB: 1-2

RB: 2-5

WR: 2-5

TE: 2-4

12 Defense:

DT: 2

DE: 2-3

LB: 2-4

CB: 2-3

S: 2-3

Section 3 - Injured Reserve (IR)

1. Each team will have a total of 10 IR spots on their rosters.
2. Players can only be placed on IR if they have these designations: **(IR)** or **(I)**.
3. Players that have the "PUP" or "S" designation will not be eligible for IR.
4. Trading of players who are placed on IR is allowed.
5. Owners can place players on IR at any time during the current season. To move a player to injured reserve, the owner must use the leagues website to process the transaction.
6. Once a player is placed on IR, the team may acquire a free agent to fill the empty roster spot (in accordance with the acquisition rules).
7. All players will be removed from IR before the site rolls over to the new year by either being placed on the active roster or waived by the team owner. To assist with this, Roster sizes will temporarily be increased to 76 each off-season. Prior to the new season, rosters will again be cut down to 62 players.
8. In the event of an IR violation, the team with the violation may not submit a weekly lineup until it has been corrected.
9. Sometimes players come off IR just prior to Thursday night's game, resulting in a roster violation that freezes the team and prevents lineup changes. If something like this occurs the commissioner will do what he can to remedy the roster lock.

Section 4 - Taxi Squad (TS)

1. After each rookie draft, owners may designate rookie and devy players from their team to the Taxi Squad for development purposes, replacing any openings on the TS with rookies they recently drafted.
2. Players on the TS will be in addition to the 62 man active roster.
3. Players may only be placed on the TS if they were initially drafted in the rookie draft, devy draft, or supplemental draft. Rookies picked up through waivers may not be placed on the TS.
4. The deadline for demoting Rookies to the TS is Kickoff of week one. Once that deadline has passed no players may be demoted to the TS until after the following season's rookie draft.
5. The team owner is responsible for demoting their selections to the TS via league software.
6. Once a player is placed on TS, he can only remain there for 3 seasons.
7. Once a player is activated from the TS to the active roster, he is ineligible to return to the TS. This includes players who, after being activated, have been traded or waived by another franchise.
8. Traded players may be placed on the TS if they were on the other teams TS when the trade took place.
9. Players on the TS are not eligible to start a game until they are moved onto the active roster.
10. Teams may freely promote/demote rookies from their TS from the end of our Rookie Draft until Season Kickoff. After that, once a player is promoted, they must remain on your active roster for the duration of the season unless that player is dropped from your roster.

Article 3: Player Acquisitions

Section 1 - Waivers

1. Any player not on a roster, TS, or IR is considered a Free Agent.
2. All free agents not selected in the league draft processes are handled by the blind bidding waiver process utilizing blind bid waiver dollars.
3. All teams have a FAAB or "Free Agent Acquisition Budget" (blind bidding) of \$1000. (\$1100 if the team won the Dumpster Fire playoff bracket the previous season).
4. The \$1000 waiver budget is meant to last for the entire season. All Free Agent acquisitions made during the season require at least \$1. ***Spending all your FAAB means no more Free Agents may be acquired for the duration of the season, so be careful.***
5. At the end of the year, unspent FAAB will be discarded and will not carry over to the next season.
6. During the offseason, waivers will be inactive. They will commence a week prior to the final pre-season game.
7. Each week of the season there is one Blind Bidding waivers period, followed by a FCFS (First Come First Serve) period. The blind bidding waivers open Sundays at

10AM EST and are processed each Wednesday at 10AM EST. Once the blind bidding waivers are processed a FCFS (First Come First Serve) period unlocks during which players may be added for a minimum of \$1. Players may be acquired in this manner until their games begin, at which point they are locked for the next blind bidding session.

8. Recently dropped players will be locked until the next waiver period. This ensures that all teams have an opportunity to bid on the players and the Commissioner has a chance to reverse any accidental drops, if they occur.

OFF-SEASON WAIVERS

- Waivers will be closed during the offseason and resume after the final pre-season game.
- The Commissioner will set a date for when waivers will be activated and will notify all league members one week prior to waivers opening. All bids for the initial waiver and throughout the season will require FAAB, with a minimum bid of \$1.

IN-SEASON WAIVERS

- Waivers will run multiple times during the regular season, and will use the following schedule:
 - Blind Bidding (BB) waivers will begin on Sunday at 10 AM EST and will process on Wednesdays at 10 AM EST.
 - FCFS begins after each week's Blind Bidding waivers are processed (Wednesdays at 10 AM EST) and owners may select any unlocked FAs until each player's team kicks off that week. Locked players are any players dropped after the blind bidding waivers are processed for that week.
 - We will be using Conditional Waivers. Players are batched in groups and each group you win awards one player. Read up on Conditional Waivers or ask the commissioner if you have questions.

Section 2 - Trades

One of the most important methods of player acquisition in a dynasty league is trading, because we don't have a full re-draft each season. Since trading is one of the main methods by which a team can acquire players who are owned by other teams, the following rules apply:

1. Trading of draft picks is permitted by teams who are paid in full for the upcoming three seasons. This should not be an issue because all teams are required to pay three seasons in advance. Since we are phasing in the 3-season in advance, owners will only be able to trade two seasons in advance for the inaugural season. In 2025 teams may begin trading future picks three seasons in the future.
2. **Fat Finger Clause** - Trades shall be conducted via the MFL site, with comments added as necessary and/or if desired. Once a trade has been proposed and accepted via the MFL site, it cannot be rescinded except for owner error. If a trade was offered or accepted in error, the owner making the error must notify the Commissioner and the owner of the other team immediately (within 10 minutes)

via GroupMe or email to request that the trade be voided. Trades will only be revoked because of legitimate owner error that is reported in a timely manner; owners may not request that a trade be voided due to buyer's remorse, seller's remorse, or failure to perform due diligence before proposing or accepting a trade. The Commissioner reserves the right to allow a trade to stand if an owner's claim of error is not deemed to be credible.

3. Trades will be processed when accepted on MFL.
4. If an owner appears to have forgotten that **round 10 picks are devy picks**, the commissioner will confirm and if that happened and reverse the trade. Example: An owner trades a 10th round pick for a 9th round pick the following season. What's the limit? Devy picks are worth at least a 4th round pick. Honestly they're probably worth at least a 3rd, but if traded, in effect, for a 5th or worse, the trade will be reversed.
5. Players on a team's Injured Reserve (IR) or Practice Squad (PS) may be traded.
6. The trading deadline for each season will be kickoff time of Week 14 Thursday Night Football.
7. Owners may trade players and rookie draft picks. FAAB is not tradable.
8. Teams may not engage in "two part" trades where players are agreed to be traded, but one or more players is withheld from being traded for one week or more.
9. Teams may not impose "post-trade conditions" where a team trades a player subject to a requirements that the other team perform or refrain from performing a specified acting relating to the player after the trade is completed.
10. Teams may not make offseason trades unless they have paid their league fees for the upcoming season. Trades will not be processed unless ALL owners involved in the transaction have paid league fees.
11. Owners shall use their best efforts to respond promptly (within 24-48 hours) to trade offers from other owners. Owners are encouraged to check for trade offers every time they log on to the site, and owners should immediately reject a trade they deem unacceptable. To simplify this, it is highly recommended that owners adjust the settings for their team in the "Wireless" section of the Franchise Setup menu on the MFL site. This setting has to be added each season with the new site. It can be set to send you important SMS alerts for all sorts of events. It's completely controllable and never sends spam. Note: MFL is working on upgrading the Wireless feature, which hasn't been functioning properly for a season or two.

Article 4: Schedule, Playoffs, Tiebreakers

Section 1 - Regular Season

1. The regular season will run from weeks 1-14.
2. Each franchise will play a total of 14 games during the 14 weeks.
3. The Commissioner will create a custom league schedule each season and will post the schedule by August. The schedule will be created using the following guidelines:
 1. Play every other team once during weeks 1-13

2. Play teams with closest records on week 14, ie. Team ranked #1 plays #2, #3 plays #4, etc.

Section 2 - Playoffs

1. Playoffs will take place during Weeks 15-17 of the NFL Regular Season.
2. Our regular season will end after week 14 and the playoffs will begin in week 15.
3. The playoffs will include all 14 teams. At the conclusion of the season (week 14, after stat corrections, i.e. the following Thursday after week 14), all 14 teams are seeded. Seeding:
 1. Championship Bracket – Teams seeded #1-6 are placed in the Championship bracket. The top two seeds receive byes.
 2. Toilet Bowl Bracket– Teams seeded #7-12 will be placed in the Toilet Bowl. This bracket mirrors the Championship bracket, with teams seeded #7 and #8 receiving byes in round 1. The winner of the Toilet Bowl will receive a compensatory pick rookie pick 3.15.
 3. Dumpster Fire Bracket - Teams seeded #13 and #14 will be placed in the 3-week marathon Dumpster Fire Bracket. The winner of the Dumpster Fire bracket will receive rookie pick 2.15 and an extra \$100 FAAB the following season. The runner-up receives pick 4.15.
4. Tie-breakers are set as following for the standings and non-Championship brackets:
 1. Overall Winning Percentage
 2. Total Points Scored
 3. Head-To-Head Record
5. The top two seeds in each bracket (Not including Dumpster Fire) will receive week 15 playoff byes.
6. Teams will be reseeded during the playoffs. That is, the #1 seed will always face the lowest ranking seed. (Similar to NFL teams with home field advantage throughout the playoffs)
7. The Playoff matchups will be as follows for each conference:

WEEK PLAYOFF MATCHUPS

Week 15 Seed #1 and Seed #2 - BYE WEEK

Match 1: Seed #3 vs. Seed #6

Match 2: Seed #4 vs. Seed #5

Dumpster Fire Championship Game 1

Week 16 Seed #1 vs. Winner of Week 13 with lowest seed - for instance #6)

Seed #2 vs. Winner of Week 13 with highest seed, for instance #3)

Dumpster Fire Championship Game 2

Week 17 Playoff Championship/Toilet Bowl Championship/Dumpster Fire

Section 3 - Tiebreakers

Below you will find a list of the tiebreakers used within this league.

1. Overall Standings
2. Total points scored
3. Head-to-head record

Regular season: Tie games will be scored as ties.

Playoffs: Playoff games cannot end in a tie. If a playoff game does end in a tie, the following tiebreakers will be used to declare a winner:

1. Most total yards (Rushing + Passing + Receiving)

Article 5: Draft Information

Section 1 - General Draft Guidelines

(The Startup Draft is a different animal and is described and documented in an amendment at the very end of the bylaws.)

1. All P.O.D. drafts will utilize the slow email draft format, unless otherwise specified.
2. Normally we won't use timers during drafts. If things get slow, then we may and may use this rough guideline (the startup draft will likely have a shorter timer):

Round 1: 24 hours

Rounds 2-4: 12 hours

Rounds 5-10: 8 or 12 hours (If the draft is running smoothly, the timer will remain at 12 hours for rounds 5-8).

3. Missed picks will skip, but the commissioner will change draft picks for teams who miss their picks. Owners whose picks were missed can swap in any yet un-selected players available at time of contacting the commissioner. Bear in mind, the commissioner may not be available for several hours and any desired players will only be selected if and when the commissioner has time.
4. Teams are encouraged to utilize the MFL draft software if they will be gone for an extended time. Teams may use the following features on MFL that can be accessed through the **"My Team Page"** link listed under **"Franchise"** on the side bar.
 1. **Pre-Draft** Owners may rank a list of players and the system will automatically make your draft pick based on this ranking. Owners may pre-draft for multiple rounds if they choose, but are encouraged to routinely check back to ensure their pre-drafted list isn't exhausted.
 2. **My Draft Rankings** Owners may make a list of their player rankings, and the MFL system will use this list if their pre-draft list is exhausted and they

time out. Owners are encouraged to use this as well so they're not pre-drafted a player based off ADP, they will still get a player they actually want.

3. **My Draft Preferences** Owners may select a specific position that they wish to draft, for example: RB. Once it gets to the owners turn to draft, MFL's system will automatically select the next best RB based off ADP for that owner.
4. Please be aware of your **roster cap** with regard to the draft. If you already have 76 players rostered and forget to drop one, your auto-picks will not function and your pick may be skipped. For skipped picks refer to "C" above.

Section 2 - Annual Rookie/Devy Draft

1. The rookie draft will begin as early as 1 week after the completion of the actual NFL Draft.
2. The draft will be a 9 round draft (10 during even years, read below), maintaining the same order throughout unless draft picks have been traded.
3. Roster sizes will be increased to 76 during the off-season to account for players acquired through the Rookie Draft.
 1. Teams will then have the option of placing their rookies on the TS or keeping them on their active roster. This decision must be made before kickoff of the season opener, at which point all taxi squad demotions are disabled.
4. Draft picks may be traded as league dues for three seasons out will have been paid in full. During the inaugural season trading of three year out futures is disabled. In season two (2025), all three years of futures may be traded.
5. All rookies are shown in the MFL website in the following format:

Cooper, Amari OAK WR (R)

8. Draft Order: The draft order will be determined by reverse order of end of season ranking for playoff teams, and reverse order of potential points scored for non-playoff teams. You can find more information about draft order in **Section 5.4 (below)**.
9. Annual Rookie Draft will be a standard draft, maintaining the same order throughout each round of the draft unless draft picks have been traded.
10. In even years, a 10th round will be added at the end of the rookie draft. These picks are for **Devy draft**. Devy players are any HS or college player.

Section 4 - Supplementary Draft

1. Shortly after the completion of the rookie/devy draft (but not in our inaugural year), the league will conduct a five (5) round supplemental draft.

2. It is not required to participate in this draft.
 3. Draft order will be identical to the rookie draft order.
 4. Any player eligible to play in the NFL and still available as a fantasy FA may be selected (both Veterans and Rookies). Rookies selected here are eligible for the TS.
 5. Supplemental draft picks may **NOT** be traded.
 6. Team owners are responsible for ensuring they have enough roster space to make their supplemental draft selections. If they choose to not make any, let the Commissioner know and he can remove your picks.
 7. Picks not made within the time limits will be forfeited.
-
1. The time limit for supplemental draft is 12 hours per draft pick, however we may not need to use a timer.

Section 5 - Draft Order

Draft order will be determined by reverse order of potential points for non-playoff teams (through regular season only – weeks 1-14) and reverse order of finish for playoff teams. The two teams that played in the league Championship will always get the last two draft positions (13th and 14th).

Why are potential points used instead of end of season rankings?

Potential points are used because they calculate the best lineup each week for teams. This means that teams can't purposely tank by placing their studs on the bench, using potential point's accounts for this discrepancy in standings, and actually shows what teams need more help than others. We will utilize this method for the rookie draft each year.

Article 6: Owner Requirements

Section 1 - Code of Conduct

This Code of Conduct is to be followed by owners within this fantasy football league. The Commissioner will enforce this Code without exception.

- Participation is the lifeblood of a fantasy football league; more than fresh FAs, more than rivalries, even more than stats. If there is no sense of community going on between owners - no trade talk, no trash talk, no football talk - there will shortly be no dynasty league because there will be no fun. So owners are actively encouraged to go out there and start a new rivalry or talk up some trade bait, not only for their own enjoyment, but also for the good of the league.
- It goes without saying that preparedness is the key to long-term success in a fantasy league. Owners who come to the draft prepared, keep abreast of the free-agent market and do their homework when it comes to researching players and studying league rules usually experience success from year to year. On the other hand, nobody wants to play week to week with a roster full of scrubs. Owners are also encouraged to stay on top of NFL happenings year-round, not only for their own enjoyment, but also for the good of the league.

- Perhaps the most overlooked facet of fantasy football is communication. Players and Commissioners alike need to be timely, complete and accurate with the information they provide to one another. In a virtual game like fantasy football, based on statistics and one level removed from reality, communication is the only way that everybody can share the construct that is collectively built. Owners are encouraged to over-communicate rather than under-communicate whenever possible, not only for their own benefit, but also for the good of the league.
- Sportsmanship, a much maligned value these days, helps make fantasy football a much more pleasant experience for everyone. True enough, the FF environment is competitive, as it should be, but sportsmanship is knowing where to draw the line. Every Owner has had the guy in one of his leagues who no one wants to trade with because he will try to peddle his injured players for your healthy ones. Then there is the guy who can't stand to lose without whining about it. Similarly, there is the blowhard who may go 1 – 13, but the one owner he manages to beat will never hear the end of it. Any Fantasy Football Player will tell you that it's the loser's privilege to cite the "could haves" and that the greatest benefit of winning a game is getting to rub it in. But owners are encouraged to temper these natural inclinations every once in awhile, so that by raising the bar a little they also raise the enjoyment level for all the owners in the league.

Section 2 - Anti-Competitive Conduct

Anti-competitive conduct is defined as owners or teams engaging in conduct that prevents, reduces or otherwise negatively affects the natural competition and well-being of the league. The following anticompetitive actions are strictly prohibited, and violations of these rules shall subject an owner or owners to Commissioner's sanctions, which may include immediate removal from the league:

1. Making trades that result in worsening your team in order to stock another team who plays a rival you want/need to lose.
2. Trading if you don't intend to come back. If you don't plan on returning next year, please just set your roster as best you can and do not drop/trade any players. Let the new owner make their own trades.
3. Collusion - Any collusion between teams, including trading to consolidate better players on one team and/or agreeing to share winnings by acting in concert, is strictly prohibited. Two or more owners making arrangements to influence the results of league activities, such as auctions, player availability, draft standing or game outcomes. Any unsportsmanlike conduct coordinated between two or more owners is considered collusion.
4. "Loaning" players is not allowed (i.e. *"I'll trade you my backup QB, but you have to give it back after your bye week."*). All parts of a trade should be fully disclosed to the league so they can evaluate it for fairness. No delayed or two part deals should be made (i.e. *"You give me LT this week and I'll give you LJ next week,"* or, *"Here's a 3 player for 3 player trade, but I don't want to give you my RB until next week. Let's trade the other 2 for 2 now and agree to swap the remaining players next week"*)
5. Adding and Dropping players frequently to tie up their status is not allowed.
6. Indifference - An owner who fails to submit starting lineups, or change their existing lineups to replace players who are out due to injury, suspension or bye

weeks will receive a warning from the Commissioner. If they fail to respond or resume their participation, the Commissioner will have no choice but to impose what he deems an appropriate penalty.

7. Dumping players - An owner who, for any reason, cuts players from his team who are obviously valuable will receive a warning from the Commissioner to cease. If the owner continues to dump, the Commissioner will take more serious action to resolve the situation in accordance with the selected penalties listed below, up to and including expulsion from the league. Obviously, there are always going to be a few borderline cuts made but cutting obvious fantasy starters, or large quantities of average players in an obvious attempt to increase draft position, make players available to others by way of collusion or to sabotage the integrity of the league will not be tolerated.

Section 3 - Owner Responsibilities

1. This is a larger, more complex league than a standard 12-team redraft league, and as such it requires a higher level of commitment and communication.
2. Preparation is the key to short-term survival and long-term success in a dynasty league. Owners are expected to be prepared for the annual rookie draft and to monitor NFL activities throughout the regular season and offseason, including but not limited to up-to-date knowledge of player injuries and which players and coaches have changed teams or retired.
3. Participation is the lifeblood of this league, even more than rivalries, free agents, statistics or drafts. Maintaining a sense of community and respect among owners is vital to this league's long-term survival and owners' long-term enjoyment. Owners are encouraged to frequent the MFL site to get to know one another as people, start rivalries, and of course, engage in draft talk, trade talk, trash talk and general NFL & League talk.
4. In addition to the above, owners are also required to adhere to the following responsibilities on behalf of their teams. An owner who fails to adhere to one or more of these responsibilities will be subject to Commissioner's sanctions:
5. Owners are responsible for responding to emails or private messages from the Commissioner or other owners in a timely manner.
6. Owners are responsible for taking part in league votes and debates.
7. Owners are responsible for regularly accessing the league's MFL site.
8. Owners are responsible for responding to trade offers in a timely manner.
9. Owners are responsible for participating in all required league functions and scheduled events, whether they occur in the regular season or offseason.
10. Owners are responsible for submitting weekly lineups.
11. Owners are responsible for notifying the Commissioner if they will be away for an excessive period of time so arrangements can be made to set lineups and/or manage the team during that owner's absence.

Section 4 - Tanking

- Tanking, in any form, will not be tolerated in this league.
- Starting lineups should be submitted as complete and in the best interest of that team.
- If an owner is accused of not submitting its best lineup, the commissioner will make a ruling.
- If an owner is guilty of tanking, he will be removed from the league immediately.

Section 5 - Abandoned Teams

1. If a team has been abandoned mid-year, unless a replacement owner can be found, the Commissioner will set the roster using his best judgment each week. If the Commissioner team's is playing the abandoned team during any week, another team can propose a starting lineup and the Commissioner will honor that.
2. If the abandoned team wins any money at the end of the season, those earning will go into the next year's prize pool.
3. Teams will be considered abandoned if one of the following occurs:
 1. The Franchise Owner sends an email to the Commissioner or to the league stating that they would like to retire;
 2. An owner doesn't log into the league website for a period of 4 weeks without communicating to the Commissioner. In addition, if an owner doesn't set their lineup for two consecutive weeks without notifying the Commissioner, the Commissioner will issue a warning to that individual via email, if the owner doesn't respond to this email or doesn't set their lineup for a third week, the team will be considered abandoned and the owner will be removed from the league. Once an owner has been removed, they will not receive a refund from Leaguesafe.com and they are no longer eligible to win any prize money.
4. If an owner elects to leave the league, a deposit return may be possible, however it is not guaranteed. The commissioner will do his best to find an experienced owner willing to pay the dues and pay the previous own his deposit, however this isn't always possible. It is not uncommon for owners to forfeit some or all of the dues paid, depending in large the state of the roster and future picks. This includes if the owner finds a replacement owner. Unless the replacement owner is qualified and willing to reimburse him and pay the dues required to join the league, then a full or partial refund may not be possible. The commissioner will do what he can, however.

Section 6 - Commissioner Duties

- Our goal is to have a fair, balanced league consisting of highly active and competitive owners.
- The Commissioner will act in the best interest of the league at all times.
- The Commissioner accepts the following responsibilities:
 - Interpret and enforce rules.
 - Settle all disputes between owners.

- Preside over draft and perform waiver activity.
- Removing the Commissioner is a serious situation and should be considered a last resort.
- Should the need arise for the Commissioner to be removed; a majority vote (9 votes) would be required.

Section 7 - Commissioner Sanctions

If at any time an owner violates league rules or engages in conduct judged by the Commissioner as detrimental to the league in any way, the Commissioner has both the authority and obligation to act to protect the league and to act in its best interests. The Commissioner may impose sanctions against an owner or team found to have violated league rules or conducted themselves in a manner detrimental to the league. All Co-Commissioner Council members are subject to the same penalties as the rest of the league. It is expected that Commissioner's use of sanctions will be rare, appropriate to the offense, proportionate to its severity, and not undertaken lightly. Commissioner's sanctions include but are not limited to the following:

- Public warning
- Deductions from overall and divisional point totals
- Retroactive cancellation of trades, with the possibility of forfeits declared for any games affected by the cancelled trade
- Suspension of bidding rights for a specified period
- Suspension of trading rights for a specified period
- Suspension or benching of players for a specified period
- Suspension of chat room privileges for a specified period
- Suspension of an owner or co-owners for a specified period, with their team forfeiting all games occurring during the suspension Forced waiving of players
- Loss of future draft choices
- Loss of annual Franchise Player tag
- Removal of an owner or co-owners from the league
- Any combination of the above sanctions deemed appropriate by the Commissioner.

The Commissioner may impose and enforce sanctions at any time, including retroactively. The Commissioner may use an owner's past record in considering the length or severity of sanctions.

Section 8 - League Council

Due to the complexity and time commitment required to maintain this league, a league Council will be formed to help the Commissioner take care of league duties.

The league shall be governed by a Commissioner and a Co-Commissioner Council ("Council"). The purpose of the council is to disburse commissioner duties and decisions to prevent any league dictatorship issues. All decisions made by the Commissioner and the Co-Commissioner Council require a majority council vote to be enacted.

The League Council will consist of the following 2 positions:

Commissioner (1)	Council (2)
Aaron Walburg Team "Sasquatch" groundhog@gmail.com	Trey Burke Team Name TBD treysffleague@gmail.com

In the event of a Council member leaving the league or stepping down from their position, the remaining Council members shall elect a new council member through a unanimous vote.

All Council members shall be subject to the same penalties and Commissioner's sanctions as the rest of the league.

Section 9 - Rule Re-Evaluation

A situation may arise in which the league rules, as written, may lend themselves to harming the position or integrity of the league in a way that was unintended. In the event of such an occurrence, the Commissioner has the right to re-evaluate the league rules to determine whether applying a literal interpretation of the rule to the situation at hand would render a result that differs from the intent of that rule, and the Commissioner may forego application of the rule as written in favor of the rule's intent. In the event the Commissioner takes this action, he is required to email all league owners in a timely manner to inform them of the decision and its reasoning.

In the event that a situation arises that is not covered by applicable language or direction in the league rules, the Commissioner may use their own discretion to resolve the issue. In the event a situation arises that is governed by a rule containing unintended ambiguities in its language, the Commissioner may use his own discretion to resolve the issue. If either of these events occurs, the Commissioner will be expected to apply his discretionary rule consistently for any significantly similar situation for the remainder of the season.

At the conclusion of each season, the league bylaws will be subject to a comprehensive review by the Council members and all returning owners. The intent of the review will be to identify any ambiguities, unintended gaps or any other area requiring review, clarification, revision, addition or removal of specific language. In subsequent seasons, Following an open league comment and discussion period, all potential rules changes or additions will be identified, proposed, debated and voted upon each offseason by the Council prior to the annual Rookie Draft.

In the event of an NFL work stoppage, strike, lockout or anything else of this nature in the NFL, the P.O.D. will freeze along with standings and statistics. The P.O.D. will restart when the NFL season restarts, and revisions in the schedule, rules and regulations may be necessary to accommodate for the delay. Any revisions of this nature will be processed and disseminated to owners as soon as possible.

In the event of the cancellation of an NFL season, the P.O.D. season will also be cancelled and all payout money shall be carried over to the following season.

If a human error is made by the Commissioner or Co-Commissioner council member while acting within the scope of their authority and/or responsibility, all attempts shall be made to retroactively correct the error and its subsequent ramifications upon discovery or notification of the error.

Bylaw edits can be found in *Article VIII, 8.1*.

Section 10 - Rule Changes

The NFL is constantly adapting and evolving with the times to remain one of the most thriving sports leagues in the world., therefore our league will evolve and adapt to remain the most dynamic dynasty fantasy football league possible. For this reason, the league Commissioner will constantly research the best possible methods in running a dynasty league. Often the Commissioners will conduct opinion polls, seek feedback, and search the internet for the best trends in fantasy football.

Each season the Commissioners will use this research and any other information to decide on possible rule changes that might improve the league. Any major rule change will be put to a league vote. Minor rule changes may be made at the Commissioner's discretion.

Assuming the league is full, the rule change will always require a majority of the vote in favor to make a rule change, e.i. 8 of 14.

Note: If a rule change is proposed during the season, it will require 100% of the league owners to vote in favor of the change for it to be implemented. If the vote receives at least 8 of 14 of the votes in favor, then the change will be made the following season.

Owners are encouraged to suggest possible rule changes to the Commissioners, but please keep in mind that the Commissioners get tons of suggested rule changes each season and it is impossible to implement all of these suggestions. It is also important to limit rule changes to maintain the stability of the league, and when the league is constantly discussing major rule changes it also creates a level of uncertainty with owners and puts their strategies in question. Therefore, the Commissioners will try and limit rule changes to that what is really necessary. When we do propose important rule changes we seek a large majority.

Commissioner Reserves the right to make any rule changes at any time in order to protect the integrity of the league. In matters where a clear answer is not easily noted or a situation arises where the intent of the rules written is not being followed, the commissioner reserves the right to follow his best judgment to handle the matter and protect the integrity of the league. In doing so, the commissioner will be required to give a detailed explanation to the entire league explaining the situation and the reasons behind his course of action. In addition any rule that will affect the Commissioner's duties will require the commissioner to agree with the rule. For instance – A rule that would create much more work or be hard for the commissioner to enforce will have to get the commissioners ok to implement. In addition, certain major rules such as changing the way prizes are paid out or any major change will require the commissioner's approval.

Some rules may be effective immediately, while others may only implement upon commencement of the new season. It is the commissioner's duty to provide an effective date for each rule change. These effective date notations will be noted in the bylaws adjacent to the rule change and will be removed after one year. They will appear in box brackets, i.e. [Effective upon kickoff of first game of the season] or [Effective immediately].

Section 11 - Best Interest Clause

Should circumstances, issues, or problems arise for which a remedy is not stated in the Rules... the Commissioner reserves the right to take whatever actions he deems necessary in the best interest of the league. He may consult with some or all other owners and/or possibly take a vote.

Article 7: Miscellaneous

Section 1 - Bylaw Edits

Below you will find a comprehensive list of the edits that have been made to this set of bylaws. Minor tweaks to grammar or formatting won't be mentioned here.

- **June 29, 2024** – Creation of bylaws.
- **July 2, 2024** – Clarification of Empire League Rules.
- **July 5, 2024** – Added an addendum at the end of the bylaws which includes startup draft guide information as well as results of the randomized order for draft slot selection sequence and the final draft order. Jeff 'Fats' Portnoy
- **November 29, 2024** – Cleaned up some minor tweaks and documented the scoring changes made during the startup draft.
 - o Renamed Trey's team from "Tropic Thunder"(the film name) to Jeff 'Fats' Portnoy (the character in that film). Renamed Neal's team from "Jables" to "Dio".
 - o Documented the updated scoring rules implemented on July 8, 2024, which nerfed the overpowered kick return settings. Explained that change below, in the section called "Section 2 - League Scoring".
 - o Updated league calendar so that the trading period ends "Kickoff of First Game of Week 14" rather than "Kickoff of Week 14 Thursday Night Football". This change is in case there is ever more than one game on that week's first gameday of football.
 - o Clarified that the "Most points scored against" contest runs from weeks 1-13. This makes the contest fair because each team only plays every other team once. Also it won't include the playoffs, which would skew the results. Also added that this contest is called the 'Punching Bag Award'.

Section 2 - League Scoring

Here are the scoring settings. These will be unlikely to ever change and not without a unanimous owner approval. **UPDATE:** The original MFL scoring settings were edited on July 8, 2024 to the settings listed below and documented with parenthesis. This is all explained in the July 8, 2024 message board post titled "Re-Rolling the League - NOT!". In round 7 of the startup draft the commissioner realized that the punt returners and kickoff returners were overpowered. His initial solution was to restart the draft, however, the members unanimously agreed to move forward with the updated/nerfed scoring settings shown below. The fact that no impactful kick returners had yet been drafted helped make this decision palatable.

RULES FOR QB, RB, WR, LB	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Pass Interceptions Thrown	-2 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each
Rushing Yards	.1 points each
Rush Attempts	.25 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receiving Yards	.1 points each
Receptions	1 point each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Returns	.5 points each (initially 1.5)
Punt Return Yards	.02 points each (initially .07)
Long Punt Returns of 40+ Yards	2 points each (initially 3)
Number of Kickoff Return TDs	6 points each
Kickoff Returns	.5 points each (initially 1.5)
Kickoff Return Yards	.02 points each (initially .07)
Long Kickoff Returns of 40+ Yards	2 points each (initially 3)
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each
Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	2 points each
Number of Blocked Field Goal TDs	6 points each
Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	2 points each
Assists	1 point each
Sacked a QB	3 point for every .5
Tackles for a Loss	2 points each
Safeties	6 points each

RULES FOR WR	
Long Receptions of 20+ Yards	.5 points each

Long Receptions of 40+ Yards	2 points each
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RULES FOR TE	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Pass Interceptions Thrown	-2 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each
Rushing Yards	.1 points each
Rush Attempts	.25 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receiving Yards	.16 points each
Receptions	1.67 points each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Return Yards	.05 points each
Number of Kickoff Return TDs	6 points each
Kickoff Return Yards	.05 points each
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each
Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	2 points each
Number of Blocked Field Goal TDs	6 points each
Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	2 points each
Assists	1 point each
Sacked a QB	6 points each
Tackles for a Loss	2 points each
Safeties	6 points each

RULES FOR DT	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Pass Interceptions Thrown	-2 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each

Rushing Yards	.01 points each
Rush Attempts	.25 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receiving Yards	.01 points each
Receptions	1 point each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Return Yards	.05 points each
Number of Kickoff Return TDs	6 points each
Kickoff Return Yards	.05 points each
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each
Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	2 points each
Number of Blocked Field Goal TDs	6 points each
Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	4 points each
Assists	2.25 points each
Sacked a QB	3.5 point for every .5
Tackles for a Loss	3.25 points each
Safeties	6 points each

RULES FOR DE	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Pass Interceptions Thrown	-2 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each
Rushing Yards	.1 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receptions	1 point each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Return Yards	.05 points each
Number of Kickoff Return TDs	6 points each

Kickoff Return Yards	.05 points each
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each
Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	2 points each
Number of Blocked Field Goal TDs	6 points each
Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	3 points each
Assists	1.75 points each
Sacked a QB	3 point for every .5
Tackles for a Loss	2 points each
Safeties	6 points each

RULES FOR CB	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each
Rushing Yards	.01 points each
Rush Attempts	.25 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receiving Yards	1 point for every 10
Receptions	1 point each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Returns	.5 points each (initially 2)
Punt Return Yards	.02 points each (initially .1)
Long Punt Returns of 40+ Yards	2 points each (initially 3)
Number of Kickoff Return TDs	6 points each
Kickoff Returns	.5 points each (initially 2)
Kickoff Return Yards	.02 points each (initially .1)
Long Kickoff Returns of 40+ Yards	2 points each (initially 3)
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each

Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	4 points each
Number of Blocked Field Goal TDs	6 points each
Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	2.5 points each
Assists	1.5 points each
Sacked a QB	4 point for every .5
Tackles for a Loss	2.5 points each
Safeties	6 points each

RULES FOR S	
Number of Passing TDs	6 points each
Passing Yards	.04 points each
Passing 2 Pointers	2 points each
Number of Rushing TDs	6 points each
Rushing Yards	.01 points each
Rush Attempts	.25 points each
Rushing 2 Pointers	2 points each
Number of Receiving TDs	6 points each
Receiving Yards	.01 points each
Receptions	1 point each
Receiving 2 Pointers	2 points each
Number of Punt Return TDs	6 points each
Punt Returns	.5 points each (initially 2)
Punt Return Yards	.02 points each (initially .1)
Long Punt Returns of 40+ Yards	2 points each (initially 3)
Number of Kickoff Return TDs	6 points each
Kickoff Returns	.5 points each (initially 2)
Kickoff Return Yards	.02 points each (initially .1)
Long Kickoff Returns of 40+ Yards	2 points each (initially 3)
Fumbles Lost (to Opponent)	-2 points each
Number of Defensive Fumble Recovery TDs	6 points each
Fumble Recoveries (from Opponent)	4 points each
Number of Offensive Fumble Recovery TDs	6 points each
Forced Fumbles	6 points each
Number of Interception Return TDs	6 points each
Interceptions Caught	6 points each
Passes Defended	2.5 points each
Number of Blocked Field Goal TDs	6 points each

Blocked Field Goals	4 points each
Number of Missed Field Goal Return TDs	6 points each
Number of Blocked Punt TDs	6 points each
Blocked Punts	4 points each
Blocked Extra Points	4 points each
Tackles	2.25 points each
Assists	1.35 points each
Sacked a QB	3.5 point for every .5
Tackles for a Loss	2.25 points each
Safeties	6 points each

Addendum - Startup Draft Information

This addendum is a copy of the [message board post](#) dated July 4, 2024.
It provides details of the startup draft.

“This is a long message, but I want to get it all out there. Please also refer to the bylaws. Some league details are posted here again, simply to help everyone remember everything. Please disregard any typos. And is there is info below which conflicts with the bylaws, please let me know. At this point information here and in the bylaws should mostly be the same, however information here is more current.

CHARTER MEMBERS

Each of you are charter members of Pick of Dynasty (P.O.D.), meaning you were here from the beginning. Hopefully you all have long, illustrious careers in P.O.D.

MANAGERS, TEAMS, AND EMAIL (Ranked by Team ID#)

1. Aaron (Sasquatch) - groundhog@gmail.com
2. Trey (Jeff 'Fats' Portnoy) - treysfleague@gmail.com
3. Dubie (Barry Judd) - dubie409@yahoo.com
4. Neal (Dio) - nealskillman@gmail.com
5. Jason (Beelzeboss) - jason.r.auguste@gmail.com
6. Joshua (Wake & Bake Pizzeria) - jdkolus@yahoo.com
7. Reece (Dewey Finnterceptions) - reececlarkemufc@gmail.com
8. AJ (Kung Fu Panda) - ajsacks24@gmail.com
9. Richard (JD McNugent) - rad5577@hotmail.com
10. Scott (Bowser) - scott.bloomdahl@gmail.com
11. Ryan (Nacho) - ryanwebb2017@gmail.com
12. Matt (Baxter's Bad Men) - mattmurf77@gmail.com
13. John (Red Headed Waitress) - jjwc316@yahoo.com
14. Joe (Jerry McLean) - donnelly.joe.m@gmail.com

GROUPME NAME FORMAT

While I'm here, **please follow this format for each of your names in GroupMe**. This makes it MUCH EASIER to know with whom you're chatting.

Aaron (Sasquatch)
Trey (Jeff 'Fats' Portnoy)
Dubie (Barry Judd)
Neal (Dio)
Jason (Beelzeboss)
Joshua (Wake & Bake Pizzeria)
Reece (Dewey Finnterceptions)
AJ (Kung Fu Panda)
Richard (JD McNugent)
Scott (Bowser)
Ryan (Nacho)
Matt (Baxter's Bad Men)
John (Red Headed Waitress)
Joe (Jerry McLean)

CHARTER MEMBER LONGEVITY

As an exercise in curiosity, I wanted to see how our sister league (B.A.D.A.S.S.) has done in the category of charter member longevity. B.A.D.A.S.S. (<https://www45.myfantasyleague.com/2024/home/70995#0>), which I commissioned and started in 2016, is a 16-team, 1QB, TEP, IDP league. Of the 16 original managers, only five are still in the league. Three of those managers are in P.O.D.: .

Aaron (Sasquatch in POD; The Godfather in BADASS)
Joe (Jerry McLean in POD; Paul Kersey, AIA in BADASS)
Trey (Jeff 'Fats' Portnoy in POD; Here's Johnny! in BADASS)

RECRUITING DETAILS FOR 'PICK OF DESTINY'

B.A.D.A.S.S. PACK

Ten managers are from B.A.D.A.S.S. (B.A.D.A.S.S. manager's team name in parenthesis):

Aaron - Sasquatch (The Godfather)
AJ - Kung Fu Panda (Dirty Grandpa)
Dubie - Barry Judd (Easy Rider)
Joe - Jerry McLean (Paul Kersey, AIA)
John - Red Headed Waitress (Blondie)
Matt - Baxter's Bad Men (Jessup's Jingoistic Jazzmen)
Neal - Dio (Ace)
Ryan - Nacho (Got a Light?)
Scott - Bowser (Escape from Alcatraz)
Trey - Jeff 'Fats' Portnoy (Here's Johnny!)

TWO MANAGERS RECRUITED FROM "ARCADE OF CHAMPIONS" (Interestingly, Jack "A Streetcar Named Dez (IR)" from BADASS is the commissioner of Arcade of Champions)

Arcade of Champions (<https://www48.myfantasyleague.com/2024/home/25133#0>)

Joshua - Wake & Bake Pizzeria (Josh is "Gotta Go Fast" in 'Arcade of Champions'. Won Division in 2023)
Richard - JD McNugent (Rich is "Blades of Steel" in 'Arcade of Champions'. Took over orphan in 2024. In 33 dynasty leagues)
Aaron - Sasquatch (Aaron is "Q-bert" in 'Arcade of Champions'. Somehow won the championship last season)

ONE MANAGER RECRUITED FROM "AXIS & ALLIES"

Axis & Allies (<https://www44.myfantasyleague.com/2024/home/72238#0>)

Jason - Beelzeboss (Jason is "Canada" in 'Axis & Allies': Best record in Axis Division 2022 and 2023; League Champion 2023)
Aaron - Sasquatch (Aaron is "Philippines" in 'Axis & Allies': Floundering; Rebuilding)

ONE MANAGER RECRUITED FROM REDDIT

Reece - Dewey Finnterceptions (Reddit DynastyFF post "Tuesday - Find a League Megathread" at https://www.reddit.com/r/DynastyFF/comments/1dtk3r3/tuesday_find_a_league_megathread/)

WHY DID I CREATE P.O.D.?

I've been thinking about starting a new league called "Pick of Destiny" for 6-7 years, simply because I like the film and the title fits well for a Dynasty league.

I started B.A.D.A.S.S. eight years ago and it's great, but **Superflex is fun!** So four or five years ago I thought about converting B.A.D.A.S.S. from 1QB to Superflex. We had a vote, but it didn't pass. It's nearly impossible to fairly transition a league from 1QB to SF.

P.O.D. is achieving several things. It's Superflex, and it uses that great league name. Also it's similar to B.A.D.A.S.S. in that, though scoring, it tries to provide equal value to every player position. The scoring isn't identical to BADASS. Subtle changes were made. This is news more for the members of BADASS. Additionally POD adds a light seasoning of devy and empire. Devy only happens for one round in even years

JACK BLACK THEME

In general I detest musicals, however "Pick of Destiny" (2006) somehow hit a sweet spot for me. Great humor (albeit campy) and great music. I spend many hours each season organizing B.A.D.A.S.S. and doing write-ups every few weeks. The thought of starting second league has been on my mind, but I didn't want to do it unless I knew I could make the commitment. This is the time.

I first noticed Jack Black in the early 1990's when he had minor roles on the **Mr. Show with Bob and David**, an HBO skit show which aired from November 3, 1995 to December 28, 1998. In Season 1 Episode 2 (Nov 10, 1995) Jack Black played the role of a farmer in a silly skit (<https://www.youtube.com/watch?v=kNc7v0-x7wc>). It was memorable, and his singing chops were immediately evident. I also remember he had a minor role in the Season 2 Episode 4 skit "Jeepers Creepers", a spoof on the 1971 rock-opera Jesus Christ Superstar. The skit sort of begins around the 20:42 minute mark: <https://www.dailymotion.com/video/x6by0pb>),

COOL LEAGUE ID NUMBER

Your commissioner has OCD. He rolled and deleted new MFL leagues over and over for about 24 hours until settling on **ID 22212**. It's a fitting number when you note the lineup requirements below. Most positions require 2 starters. Only QB has an option for starting only 1 player.

ANNUAL FEES

This is already explained in the bylaws, but P.O.D. is \$57/year. Because we're slowly building the futures tradability deposit (over 5-years), draft picks will ultimately be tradable 3 years in advance. Rather than requiring managers come up with the \$228 (\$57x4) futures deposit all at once, we're phasing in the payments using this schedule:

2024: \$128 buy-in - may trade 2 years of future picks

2025: \$115 - may trade 2 years of future picks

2026: \$71 - may trade 3 years of future picks

2027: \$71 - may trade 3 years of future picks

2028: \$71 - may trade 3 years of future picks

2029: \$57 - may trade 3 years of future picks

Thereafter \$57/year and may trade 3 years of future picks

H2H FORMAT

Single division, H2H, 62-players/roster, 10-player IR and 12-player Taxi Squad.

H2H SCHEDULE

Weeks 1-13: Every team will play every other team once. The first 13 weeks will be random, via MFL, but each team will play every other team once.

Week 14: Team ranked #1 plays team ranked #2, #3 plays #4, etc.

STARTING LINEUPS

23 starters (11 Offense, 12 Defense):

QB: 1-2

RB: 2-5

WR: 2-5
TE: 2-4
DT: 2
DE: 2-3
LB: 2-4
CB: 2-3
S: 2-3

SCARCITY WARNING:

What's the most boring type of league? 10-team standard league with shallow lineup requirements where everyone is starting elite players at every position.

What makes a league interesting and challenging? Scarcity.

P.O.D. will have scarcity. No team will have a perfect roster. Not every team will even have two starting QBs. With equal positional scoring, perhaps only one QB is needed. There are 14 teams and it will be a challenge to acquire strength at every position. Teams will be required to start two players at every position, except QB, but due to scoring owners will likely want to start two QBs, if they can.

Please read the planned bylaws update below for more about this.

P.O.D. BYLAWS

https://docs.google.com/document/d/1HrkgN3lInjNRyz1Lj8U5RU_qkT2TuExd/edit?usp=sharing&oid=115789779502664160081&rtpof=true&sd=true

P.O.D. BYLAWS UPDATE

LEAGUE OBJECTIVE: POSITIONAL EQUALTY AND POSITIONAL SCARCITY

I've been working on the bylaws for about a week and I'd still like to add a bit more information to the bylaws, but not today as I'm a bit burned out. However, the bylaws update will relate to the league's objectives of positional equality and positional scarcity.

SCORING

I spent a week tweaking scoring. I began by copying the scoring from B.A.D.A.S.S., then making minor adjustments until the positions were more equal, especially for the top scorers at each position. Prior to the adjustments there were only 1 or 2 CBs that scored in the top 100. TEs didn't rank above the mid-40's in scoring and DT was somewhat an afterthought. I'll detail the tweaks below so managers can see exactly which positions underwent gains and which remained untouched.

When you draft, it's highly encouraged to consider positional scoring in the past as an example of what it might be in the future. This report can display what 2023 looked like, using the current settings:

https://www45.myfantasyleague.com/2024/top?L=22212&SEARCHTYPE=BASIC&COUNT=500&YEAR=2023&START_WEEK=1&END_WEEK=17&CATEGORY=overall&POSITION=*&DISPLAY=points&TEAM=*

Also keep this in mind when trying to build your rosters. Every position can score well. Running last season's results with these scoring rules, every position had at least one representative in the top 21.

Here is the number of each position that were in the 2023 top 100 for scoring:

QB 17
LB 16
RB 12
WR 12
DT 12
DE 9
S 8
CB 7
TE 7

Another check I did using these scoring rules, was to see if any positions were more likely to post "monster" single-game scores. By 'monster' I mean most points of all players that week (usually around 50 points in a single game). This wasn't precise, but each week of the season I would note the position of the player who scored the most fantasy points. Here are those results over the past two seasons.

Number of weeks in 2023 that a position ranked highest of all other positions during a given week:

DT 3
TE 3
LB 2
QB 2
RB 2
CB 1
DE 1
WR 1
S 0

Number of times in 2022 that a position ranked highest of all other positions during a given week:

DE 7
CB 4
DT 3
RB 3
WR 3
QB 2
S 2
TE 2
LB 0

Take from this what you will. The 'monster rate' of each position is about the same.

No scoring system is going to be perfect or perfectly balanced. This one does attempt to achieve it. Much thought and effort went into this, in part because changing scoring after a league has started is forbidden in my book. Owners have already invested in players.

Sharing the analysis results above, should help inform managers about the best strategy for them. We'll all be equally frustrated with imperfect rosters, but that's what makes it entertaining.

SCORING CHANGES FROM BADASS

Because 10/14 managers are used to the scoring of BADASS, I've highlighted those adjustments below. Everyone, especially the managers not in BADASS can observe the scoring rules on MFL and run various reports to see how well each position scores. No scoring was removed or reduced, it was only added/boosted in some areas.

The main objective with these adjustments is to achieve a better positional balance, particularly so that each position is somewhat represented in the top 20 and top 100. As for representation in the top 500 scorers, those haven't significantly changed.

PUNT AND KICKOFF RETURNING IS MORE OF A THING

Punt and kickoff returners earn very little in BADASS, basically only .05 points/yard, unless it went for a TD then they earned 6pts.

Since it's the most important special teams position, it deserves to earn more. Also it helps increase more boost some WRs as well as some Cornerbacks and Safeties. After making adjustments I examined the scoring affects. Even players who get lots of returns aren't breaking the top 100. Known studs who also serve as returners, like Deebo, get a nudge, but it's not earth-shattering. Britain Covey, the most prolific returner in 2023, was un-rostered in BADASS and will likely remain un-rostered in POD.

SCORING CHANGES FOR QB, RB, WR, LB

Punt Returns: 0 each return >>> 1.5 each return
Punt Return Yards: .05/yard >>> .07/yard
Kickoff Return: 0 each return >>> 1.5 each return

Kickoff Return Yards: .05/yard >>> .07/yard
Long Kickoff Returns of 40+ Yards: 0 points >>> 3 points

SCORING CHANGES FOR WR

Long Receptions of 20+ Yards: 0 points >>> .5 points
Long Receptions of 40+ Yards: 0 points >>> 2 points

SCORING CHANGES FOR TE

Receiving Yards: .125 points/yard >>> .16 points/yard
Receptions: 1.5 points per reception >>> 1.67 points per reception

SCORING CHANGES FOR DT

Tackles: 3.5 points each >>> 4 points each
Assists: 1.75 points each >>> 2.25 points each
Sacked a QB: 3 points for every .5 >>> 3.5 points for every .5
Tackles for a Loss: 3 points each >>> 3.25 points each

SCORING CHANGES FOR DE

Assists: 1.5 points each >>> 1.75 points each

SCORING CHANGES FOR CB

Punt Returns: 0 each return >>> 2 each return
Punt Return Yards: .05/yard >>> .1/yard
Long Punt Returns of 40+ Yards: 0 points each >>> 3 points each
Kickoff Returns: 0 each return >>> 2 each return
Kickoff Return Yards: .05/yard >>> .1/yard
Long Kickoff Returns of 40+ Yards: 0 points >>> 3 points
Passes Defended: 3 points each >>> 4 points each
Tackles: 2.25 points each >>> 2.5 points each
Assists: 1 point each >>> 1.5 points each
Sacked a QB: 3 point for every .5 >>> 4 point for every .5
Tackles for a Loss: 2 points each >>> 2.5 points each

SCORING CHANGES FOR S

Punt Returns: 0 each return >>> 2 each return
Punt Return Yards: .05/yard >>> .1/yard
Long Punt Returns of 40+ Yards: 0 points each >>> 3 points each
Kickoff Returns: 0 each return >>> 2 each return
Kickoff Return Yards: .01/yard >>> .1/yard
Long Kickoff Returns of 40+ Yards: 0 points >>> 3 points
Passes Defended: 2 points each >>> 2.5 points each
Assists: 1 point each >>> 1.35 points each
Sacked a QB: 3 point for every .5 >>> 3.5 point for every .5
Tackles for a Loss: 2 points each >>> 2.25 points each

STARTUP DRAFT

Trades will be disabled until the draft begins. For one, I still have a lot of work to do, and until it begins, I need things frozen.

Trading of draft slots will be possible, but such trades may only involve a 1-for-1 swapping of the entire draft position and all it's picks. **The startup will be a 3rd Round Reversal (3RR)** draft. There's no real advantage to any position. If anyone is unfamiliar with 3RR drafts please search online. It's explained better online than I can do here. Trading draft picks in order to swap draft positions has terrible trade value for the owner sacrificing picks. Which is why it isn't allowed.

DRAFT OVERVIEW - 80-ROUND EMAIL STARTUP DRAFT WHICH INCLUDES ROOKIE PICKS AND (1) DEVY PICK PER MANAGER

Normally each offseason the roster limit is **expanded from 62 players (+ 12 Taxi +10 IR)** to 76 players (+ Taxi. In the offseason players must be moved from IR to the regular roster). This expansion allows for rookies to be drafted, and later

placed on the Taxis squad. Due to this being a startup draft we're allowing for 80 players/picks to be stored on each roster. Once the rookie/devy draft is completed those placeholder picks will transform into players. Thus, prior to cuts to 62 players (+10 IR and 12 taxi) each owner can hold up to 80 veterans, rookies and one devy pick. Come cut time each owner will have to cut many players. This is simply a **reminder not to overvalue startup picks after round 72**, which already assumes an owner has stashed 10 picks. During the startup some owners will draft lots of rookie picks and some owners won't draft many at all. **80 players gives owners lots of room for OVERDAFTING. So be careful, because as mentioned, you'll all be cutting at least 8 players.**

DRAFT STEPS

1. A random order will be established.
2. Owners will use that order to select which draft position they prefer.
3. Trades will be enabled.
4. Draft begins. **Timer: for the first few rounds I'll probably set the clock for 4 hours.** I want the draft to move along, but I don't want anyone for skip a pick. **If an owner has an issue, like work or something, I'm inclined to be flexible during rounds 1-3**, because those are important rounds. I may stop the draft to ensure a pick isn't skipped, but if you know you're going to be away for over 4 hours, **please use the Pre-Draft feature**. It's easy to rank your preferred players and you will draft the player you ranked once on the clock.
5. **If someone times out and misses a pick, I'll let them sub in a player later, but I won't reverse picks made after the timer expired.** I can't guarantee how long I will be unavailable to swap a player in for a missed pick. So I recommend that owners use the pre-draft feature to avoid this.
6. The bylaws state that the startup draft will be 62 rounds, but I forgot that we'll also be drafting rookie picks by number. For instance, in Round 3 an owner might opt to select Rookie Pick 1.01. These picks will be marked as Kickers. The rookie draft will be 9 rounds, and so there will be $9 \times 14 = 126$ Rookie Draft picks available. Please be sure to select these in proper order. If an owner makes a mistake and selects a lesser rookie pick than was available. I will fix it and give the owner the better pick, but I don't want to be bothered with this. So be careful.

The offseason roster size is normally 76 players. After the NFL preseason we'll cut down to 62 players, 10 IR and 12 TAXI. **During the Startup and Rookie /Devy draft IR and Taxi will be disabled.**

TAXI RULES: REMINDER

Players may only be placed on the TS if they were initially **drafted in the rookie, devy, or supplemental draft. Rookies picked up through waivers may not be placed on the TS. Players may remain on the taxi squad for up to three years, but once promoted to the main roster they may no again be demoted to taxi.**

7. Sometime during the draft **each owner is allowed to select one (1) and only one devy draft slot (#1-#14).** These will be marked as Punters. In even years, like this. **Devy picks will be Round 10 picks.** Don't make a mistake and trade a 10th round pick thinking it's less valuable than a 9th round pick. **If ever such an obvious blunder occurs, I will reverse the trade, but it has to be obvious.** The reason I'm being generous here is that I was once in a league and made this mistake and the commissioner refused to reverse it even though it was obvious. **Please be careful with Round 10 Rookie picks because these will always be devy picks.** Devy picks aren't worth a rookie 1st and probably not even worth a rookie 2nd, but they're worth much more than a 9th round rookie pick! Once you select a Devy pick, **please do not select a second devy pick.** Each manager gets one. You can trade them after the draft is complete. I don't want the extra confusion of teams holding more than one during the startup.

DRAFT ORDER

Determining draft slot selection order will be very random.

1. Google's Random Number Generator' will be set at a value of 100 max. Three numbers will be rolled for each owner. Those three numbers will be totaled and the highest score will get the **#1 lane assignment in 100yardrush.com.**
2. **100yardrush.com results determine the order of teams entered into <https://www.fantasypros.com/nfl/draft-order-generator.php>.** The best thing about FP's draft order generator is the results cannot be altered, because they are emailed to every manager at the same time. I'll post race results in GroupMe, but bear in that 100yardrush results only determine the order teams have in the Fantasy Football Draft Order Generator.
3. Once the Fantasy Football Draft Order Generator email has been received, teams will be ranked in that order, with Team #1 getting to select which draft position he prefers. Then team #2 will select his preferred draft position, etc.
4. After draft positions are set **owners are free to swap positions, but no individual picks may be swapped as part of the exchange.** Just the entire position and all it's picks. Again bear in mind that because **this is a 3RR draft, there is really no advantage to one position or the next.**

TRADING DURING THE DRAFT

Trading Players, 2024 rookie picks and 2025 and 2026 rookie picks is fine. (Caveat: I think this is all possible, but there's a chance I won't be able to figure out how to trade 2024 picks. They will be represented by generic kicker picks) If possible, please do not hold the draft for ransom while trying to get a trade completed. This is an etiquette thing. At the same time, I'm not a fan of harassing managers when they're on the clock. Please just be mindful and considerate.

Devy picks will be untradeable until after the startup draft. Each owner may only select one devy pick, which is already tricky to follow. I don't want to make it too confusing to track who has made a pick and who hasn't.

I'll be adding most if not all of this to the bylaws as an addendum. Simply to document the startup and rules.

I'm winging some of this stuff, so I'll inform everyone if I have to stray far from the process described above.

RESULTS OF THE DRAFT SLOT SELECTION RANDOMIZATION PROCESS:

Teams were given random numbers which served as lane assignments for the following 100yardrush Race:

<https://100yardrush.com/v/eunOVQC5m8>

The results of that race determined the order that teams would be entered into FantasyPros 'Draft Order Generator'. Those results were emailed via the utility to all owners simultaneous. The **sequence for selecting draft positions** was:

1. Joe (Jerry McLean)
2. Neal (Dio)
3. Jason (Beelzeboss)
4. AJ (Kung Fu Panda)
5. Trey (Jeff 'Fats' Portnoy)
6. Reece (Dewey Finnterceptions)
7. Scott (Bowser)
8. Dubie (Barry Judd)
9. John (Red Headed Waitress)
10. Aaron (Sasquatch)
11. Richard (JD McNugent)
12. Joshua (Wake & Bake Pizzaria)
13. Ryan (Nacho)
14. Matt (Baxter's Bad Men)

FINAL DRAFT ORDER

Managers made their selection and here was the final draft order.

- 1.01 Neal (Dio)
- 1.02 John (Red Headed Waitress)
- 1.03 Joe (Jerry McLean)
- 1.04 Trey (Jeff 'Fats' Portnoy)
- 1.05 Reece (Dewey Finnterceptions)
- 1.06 Ryan (Nacho)
- 1.07 Matt (Baxter's Bad Men)
- 1.08 AJ (Kung Fu Panda)
- 1.09 Dubie (Barry Judd)
- 1.10 Scott (Bowser)
- 1.11 Joshua (Wake & Bake Pizzaria)
- 1.12 Jason (Beelzeboss)

1.13 Richard (JD McNugent)

1.14 Aaron (Sasquatch)