

## NGG Fantasy Football League Bylaws

This rulebook is written with the intent to provide clarity to any rules or situations that may arise. Any instance not described here will be a decision made by the Commissioner and added in afterwards. This rulebook is written fairly, but cannot cover every possible situation. Any decision made by the Commissioner (or lack thereof) may be called to a vote, and if 70% of the General Managers not directly involved in said situation vote differently than the Commissioner's ruling, it will be overturned in favor of the General Managers. Good luck.

### Table of Contents:

Important Dates Reference Guide; Page 2
League Calendar; Page 3
League and Season Format; Pages 3 and 4
Rosters and Scoring; Pages 4 and 5
Veteran Draft; Page 6
Rookie Draft; Pages 6, 7, and 8
Contracts and Salary Cap; Pages 8 and 9
Roster Moves; Pages, 9, 10, 11, 12, and 13
Holdouts; Pages 14 and 15
Taxi Squad Player Contracts; Page 16
Free Agency Process; Page 16
Trading Guidelines; Pages 17, 18, and 19
Removing Players from your Roster; Pages 19 and 20
Players who announce Retirement; Page 20
Division Realignment; Page 20
Prizes and Buy-In; Page 21
Rule Suggestions Process; Page 21
Orphan Team Process; Pages 21 and 22
Fair Play Rules; Page 22 and 23
Non Activity Standards; Page 23
Team Names and Color Standards; Page 24

## Important Dates, Quick Reference Guide

1/1 - Discount Period for Cutting Players Begins

2/1 - Roster Moves refresh

2/6 - Code's Birthday

3/1 - Discount Period for Cutting Players Ends

3/1 - RFA decisions due, Holdout Decisions Due

3/1 - Players on an Expiring Contract Released to Free Agency

3/10 - Rick's Birthday

Day 1 of NFL Free Agency - RFA Process begins

4/1 - Payment for the year due for all teams if not already paid

4/6 - Flynn's Birthday

5/1 - Rookie Draft Begins

6/1 - Taxi Discounts Begin

6/26 - Alan's Birthday

6/28 - Kmigs Birthday

7/12 - vvasquez04's Birthday

8/1 - Holdout Costs determined

8/30 - Blind Spiral's Birthday

9/1 - Rosters Revert back to Normal Size

9/17 - Camhun's Birthday

10/20 - Cchhaassee's Birthday

11/4 - Nate's Birthday

11/20 - MorganHL's Birthday

12/1 - Trade Deadline, any player cut on or After 12/1 is 100% dead cap

12/16 - Unicorn Bolt's Birthday

Week 14 - Holdouts announced

Week 15 - Fantasy Playoffs Begin

End of Week 17 - Rosters lock and no player may be added until the Veteran Auction

## League Calendar

- Fantasy Off-Season (Completion of End of Year Discussion to May 1st)
  - League Dues paid before the end of the NFL Draft
  - Teams not paid will have their General Managers replaced
  - Trading is Open
- Cut Discount Period (Once End of Year Discussions ends to February 29th)
  - Players may be cut from rosters at a discount
  - Discount period ends on 3/1 at 12:01am est
- RFA Bidding (Day 1 of NFL Free Agency until Completion)
  - RFAs will be announced and teams have 24 hours to bid on the player
  - Teams will bid on players until none remain
- Veteran Draft (Conclusion of RFA bidding until May 1st)
  - Slow auction held on sleeper where Veterans may be bid on
  - Draft will end on April 30th at the latest in preparation for the Rookie Draft
- Rookie Draft (May 1st until Rookie Draft Completed)
  - A draft for new NFL Rookies only
  - Pick order determined from last year's standings in the 3 playoff brackets
  - Rosters Expand
- Rookie Signing Period (1 Week, Post Rookie Draft, Pre Fantasy Pre Season)
  - Signing all rookies drafted to contracts
- Waivers Re-Open at conclusion of Rookie Signing Period
- Fantasy Pre-Season (Time after Rookie Signing Period and before Week 1)
- Regular Season (Weeks 1 - 14)
  - Trade Deadline is December 1st
- Playoffs (Weeks 15, 16, and 17)
- End of Season (End of Week 17)
  - Prizes Paid Out to winning teams
- End of Year Discussion (Week 17 to Completion)
  - Rule Change Suggestions Sent In and Voted On

## League + Season Format

- The league will have a total of 12 teams
- These 12 teams will be split across 3 different divisions
- Season Format
  - Regular Season (Weeks 1-14)
    - Each year, you will play each team in your division twice (6)
    - Each year, you will play each team in every other division once (8)
      - Schedule for weeks 4-11 will be randomly generated by Sleeper
      - Weeks 1-3 and Weeks 12-14 will be against division rivals
        - Order for these matches are randomized by Sleeper
    - There will be an additional game weekly against the league median
  - Playoffs (Weeks 15, 16, 17)

- 6 teams qualify for playoffs (Grand Prize Bracket)
  - The Top team from each Division qualify as Seeds 1, 2, and 3
  - Seeds 1 and 2 attain a bye for Week 15
  - From the remaining 9 teams, the 3 with the best records attain seeds 4, 5, and 6
  - Teams may no longer choose their opponent in playoffs
- Teams finishing in 7th 8th place will compete in a Best of 3 during Weeks 15, 16, and 17 (Extra Pick Bracket)
  - Winning team will be granted a single draft pick at the end of Round 1 in next year's Rookie Draft, pick 1.13
    - This pick is tradeable
  - The Best of 3 is based off Head to Head Matchups in Weeks 15, 16, and 17
    - The Best of 3 is not based off total points combined
- The Bottom 4 teams participate in a Toilet Bowl to determine Draft Order
  - Teams will be seeded based off their end of season standings
    - Seed 1 will be the "best" team, Seed 4 will be the "worst"
    - Week 15 - Seed 1 vs Seed 4 + Seed 2 vs Seed 3
    - Week 16 - Seed 1 vs Seed 3 + Seed 2 vs Seed 4
    - Week 17 - Seed 1 vs Seed 2 + Seed 3 vs Seed 4
  - Seeds will given "tickets" into a lottery drawing for seeding
    - 1st seed - 10 tickets
    - 2nd seed - 20 tickets
    - 3rd seed - 30 tickets
    - 4th seed - 40 tickets
  - Each time a team wins a matchup, they will be given 3 additional tickets in the lottery
  - The lottery will be done live as announced by the Commissioner
- Any ties in standings will be settled as follows:
  - Most Points for
  - Head to Head Record
  - Record within Division
  - Most Points Against
  - Coin Flip

## Rosters

- Rosters will consist of a total of up to 35 players as follows:
  - 10 Starters (QB, RB, RB, WR, WR, WR, TE, FLEX, FLEX, SUPERFLEX)
  - 15 Bench
  - 5 Taxi
- Each team will have 5 Spots for IR
  - IR can only be used for players listed as IR
  - IR cannot be used for players listed as Suspended, Holdout, Out, or N/A

- Any player who suffers a Season Ending Injury before or during Week 8 will have 25% of their cap hit for the current year refunded to the team's cap room
  - The team must announce that it is season ending, or be a historically season ending injury
    - The commissioner has zero discretion into determining if the injury is season ending or not, it will be purely on the NFL team to announce that the player will miss the entire season
    - It is the responsibility of the teams to report these situations to the commissioner to apply for the 25% refund
      - DM Blind Spiral directly to inform him of the situation once it is confirmed to be a season ending injury
    - If the player is traded at any point, the IR refund will follow the player to their new team
    - If the team never officially announces that the injury will keep the player out for the year, but the player does not play a single snap from Week 9 through Week 18, teams will be credited with their next year's rollover as if the refund had occurred
    - For clarity purposes, any player that is "allowed" into an IR spot on the Sleeper platform will be considered eligible for this refund, whether they are on IR, PUP, or NFI
- During the Fantasy Pre-Season, roster construction will change
  - IR will be removed
  - Bench will expand to 20 in addition to the 10 Starters
    - Rosters will revert fully back to the normal roster size on 9/1 yearly

#### Scoring

- 1 point per 25 passing yards (.04 per yard)
- 1 point per 10 rushing yards (.1 per yard)
- 1 point per 10 receiving yards (.1 per yard)
- 1 point per reception
- .5 additional points per reception for the Tight End position (Begins in 2027 season)
- 6 points per passing touchdown
- 6 points per rushing touchdown
- 6 points per receiving touchdown
- 6 points per kick or punt return touchdown
- 6 points per Fumble recovery touchdown or "other" touchdown
- -2 points per interception thrown
- -2 points per fumble lost
- 2 points per passing 2 point conversion
- 2 points per rushing 2 point conversion
- 2 points per receiving 2 point conversion
- 3 points for Over 400 Yards Passing
- 3 Points for Over 100 Yards Rushing
- 3 Points for Over 100 Yards Receiving

## Drafting

- Yearly Veteran Draft
  - Each year, there will be a Veteran Draft that will mimic NFL Free Agency
  - The draft will begin immediately following the Restricted Free Agent Process
    - The estimated time will be mid to late March
  - The draft will be a slow auction draft with a 24 hour unpausing clock
  - The draft will be held in Sleeper
    - Nomination order will mirror rookie draft order minus the 13th pick
  - GMs will be given a dollar amount equal to their cap room with some cushion
  - GMs are responsible for managing their team's money as they see fit
    - GMs can request more money added to their pool for the Veteran Draft
    - GMs are responsible for ensuring their team does not go too far over the cap in the bidding
  - Amounts bid will be representative of if the player was signed to a 1 year deal
  - Teams are allowed a limited number of year length signings
    - A maximum of 1 player may be signed for 5 years or less
    - A maximum of 2 players may be signed for to 4 years or less
    - A maximum of 3 players may be signed for to 3 years or less
    - A maximum of 4 players may be signed for to 2 years
    - Any amount of players may be signed to 1 year
  - Once a bid is won, the team is "stuck" with that player, and they must be signed to a contract matching what was offered
    - The team is allowed to trade the player if they so choose, but they are not able to say "nevermind" and pretend the contract they offered did not occur
    - GMs will have one week from the conclusion of the Yearly Veteran Draft to sign contracts and ensure their team is under the cap
    - Any player not signed from the one week mark will be given a default 1 year contract
- Yearly Rookie Draft
  - Each year, there will be a Rookie Draft
    - This draft will take place yearly beginning on 5/1
    - It will take place in linear order with pick order determined as below
  - Pick Timing
    - Round 1 will be a modified slow clock; one pick will be made per day
    - All remaining picks will be a 24 hour slow clock
  - Draft Order
    - 1st pick per round - Team that comes in 1st place in the Toilet Bowl
    - 2nd pick per round - Team that comes in 2nd place in the Toilet Bowl
    - 3rd pick per round - Team that comes in 3rd place in the Toilet Bowl
    - 4th pick per round - Team that comes in 4th place in the Toilet Bowl
    - 5th pick per round - Team that wins in the Extra Pick Bracket

- 6th pick per round - Team that loses in the Extra Pick Bracket
    - 7th pick per round - Team ending the season in 5th place
    - 8th pick per round - Team ending the season in 6th place
    - 9th pick per round - Team that finishes the Playoffs in 4th place
    - 10th pick per round - Team that finishes the Playoffs in 3rd place
    - 11th pick per round - Team that finishes the Playoffs in 2nd place
    - 12th pick per round - Team that wins the Playoffs
    - 13th pick in 1st round - Team that wins in the Extra Pick Bracket
  - Rookie Contracts dollar amounts are based off where the player was drafted
    - Picked in Round 1, Picked between 1st and 4th; \$30 in Year 1
    - Picked in Round 1, Picked between 5th and 8th; \$26 in Year 1
    - Picked in Round 1, Picked between 9th and 13th; \$24 in Year 1
    - Picked in Round 2, Picked between 1st and 4th; \$21 in Year 1
    - Picked in Round 2, Picked between 5th and 8th; \$18 in Year 1
    - Picked in Round 2, Picked between 9th and 12th; \$14 in Year 1
    - Comp picks, \$12 in Year 1
    - Picked in Round 3, including 3.13, \$8 in Year 1
    - Picked in Round 4, including 4.13, \$5 in Year 1
  - Rookie Contract year amounts are based off where the player was drafted
    - Picked in Round 1; 3 year minimum, 5\* years maximum
    - Picked in Round 2; 2 year minimum, 4 years maximum
    - Compensatory Picks; 2 year minimum, 4 years maximum
    - Picked in Round 3; 1 year minimum, 3 years maximum
    - Picked in Round 4; 0 year minimum, 3 years maximum
  - Rookies drafted in Round 1, by default, have a 5th year option
    - A team can void the Rookie's 5th year of their contract for no cost
    - A team that removes a player on their rookie deal will not be charged any negative dead cap for the final year of their contract
    - Teams must make their decision on whether to honor the 5th year of the contract or decline it by the end of the RFA period or the rookie will be removed from the team and placed into the Veteran Draft
  - Rookie Year 1 costs will be revisited every realignment period
- Yearly Salary Increases
  - Salary increases by an extra percentage per year
    - Any decimal is rounded following normal decimal rules
      - Example
        - Player John Doe drafted at a price of \$20
        - Year 1 cap hit is \$20
        - Year 2 cap hit is \$24 ( [20 x 120%] )
        - Year 3 cap hit is \$32 ( [24 x 130%] )
        - Year 4 cap hit is \$45 ( [32 x 140%] )
        - Year 5 cap hit is \$68 ( [45 x 150%] )
  - Any player not signed within 7 days will be given the minimum years contract
    - The only exception to this are rookies drafted in Round 4

- They will be given a one year contract
- Bonus Picks
  - 1.13 will be awarded to the team winning the Extra Pick Bracket
  - 2.13, 2.14 and so on will be awarded to any team choosing to let a holdout become a free agent (based on reverse standings order if multiple teams)
  - 3.13 will be awarded to the team winning the Battle for 3.13 Pick'em
    - If two (or more) players tie in the Pick'em, multiple picks will be awarded following reverse standings order of the NGG FFL
      - Example, Team Havoc and Ruh Roh Raggy both score 69 points in the Pick'Em
        - Team Havoc has gone 1-13 in the NGG FFL, Ruh Roh Raggy has gone 2-12 in the NGG FFL, Team Havoc will be awarded 3.13, and Ruh Roh Raggy awarded 3.14
    - If a team is orphaned during Week 10 or prior, the new owner will be given the average amount of points in the league to have a chance to compete
      - If a team is orphaned after week 10, the team is not eligible to compete in the Battle for 3.13
  - 4.13 will be awarded to the team coming in 4th place in the Toilet Bowl that completes the punishment
    - The punishment will be decided in advance during Off-Season discussion

## Contracts

- Salary Cap
  - Salary Cap in the Initial Year will be set at \$750 per team
  - Salary Cap will increase by 6.9% (nice) yearly
  - 33% of a teams unused Salary Cap will rollover to the next season
    - This will be capped at 10% of the base cap room
  - Teams must remain under the salary cap for current year to participate
    - Teams over the cap will be forced to remove players from their roster
    - Teams will have until Sunday at 12pm est to be cap compliant
      - If a player acquired in a trade puts a team over the cap and said player plays prior to Sunday, the team must be cap compliant by kickoff of said players game
    - Any team that does not get it fixed will force the Commissioner to drop players for them
      - The players chosen will be the ones most recently added no matter the form that they were added
  - Teams are eligible to go over the salary cap in future years
    - Teams over the cap in future years will be forced to remove players in said years
    - In the off-season, teams have a grace period and are eligible to be over the salary cap on a monthly basis

- Teams must be back under the Cap Room for the current year by the start of the RFA Process, 4/1, 5/1, 6/1, 7/1, 8/1 and 9/1 yearly
    - This must be authentic, teams may not trade players to another team to be in compliance and then have them traded directly back even if a form of payment for doing so is attached
- Roster Moves
  - Each team has 5 roster moves to use each year
    - If a team is orphaned, their current year roster move count will be immediately refreshed to 6
  - Roster Moves may be used at any time during the year
  - It is not mandatory to use any or all of your Roster Moves
    - Roster Moves will rollover into the next year at a 2 for 1 rate
      - If you have 2 remaining, 1 will roll into next year
      - If you have 3 remaining, only 1 will roll into next year
      - You may never exceed more than 8 moves in a single year
  - Roster moves will refresh yearly **on 2/1 (screw you Rick)**
  - The different types of Roster Moves are as follows
    - Tag a Restricted Free Agent
      - A player will be bid on by all other members of the league in two rounds of blind bidding, and the team that tagged the player will always have final say over him signing or leaving
    - Re-Sign or Extend a Player
      - A player signs or extends their contract for up to a 5 year length
    - Tag a Franchise Player
      - Instantly sign a player to a 1 year deal at the cost of a Superstar Holdout, trumping any holdout or normal contract increases
        - This can only be used once per offseason
        - This could cause the player to become “disgruntled”
    - Restructure a Deal
      - Distribute the cap hit for a player around as the team sees fit following the minimum thresholds per year
    - Convert Salary to a Roster Bonus
      - Teams can convert some of a player’s salary to a “bonus”, freeing up cap space for this year to pay a heftier penalty the following
    - **Buy Out**
      - **Teams remove a player from their team, and the entire cost of their contract in current and future years counts as dead cap**
    - **Fully Guaranteed Contracts**
      - **Teams can sign a player at a discount using this roster move**
      - **The entire contract will be dead cap if the player is ever cut**
  - Restricted Free Agents, Breakdown
    - Players may be designated as a Restricted Free Agent
      - RFAs will be signed to teams yearly from the beginning of NFL Free Agency until completion

- Bids must be submitted by 8pm est of the day the player is nominated
  - Bids submitted after 8pm est will not be considered
- There will be a 24 hour window to finish up the final bid process if need be, but the next RFA will be up for bidding the following day
  - Example, Player A goes through the bidding and at 8pm est, the team owning player A will be told of the cap hit
  - Player B, the next in nomination order, is then open for bidding, even if deliberations are occurring for Player A
- The highest bidding GM will be informed ASAP that they've won the initial bid
- The Owing GM will be informed ASAP of the highest bid cost
  - If they match
    - The player that won the RFA bidding may name their price for the player that is higher than the bidding price as one final attempt to sign the player
      - This intent cannot be revoked
    - The team that designated the player as the RFA may match that price, or let them sign with the new team
  - If they do not match the bid
    - The player signs with the new team
  - The Owing GM may also choose to raise the bid at this stage if they would like to for any reason
- If there is a tie in the bidding at any stage
  - If there is a tie in the Initial Bidding and it is not the highest offer, the tie will be ignored
  - If there is a tie in the Initial Bidding, it is the highest offer, and the Owing GM decides to let the player go, the team lowest in the prior year standings will gain the player
    - They then move to the top of the standings in terms of determining who the lowest team is for any future instance
  - If there is a tie in the Initial Bidding, it is the highest offer, and the Owing GM decides to retain the player, both teams will submit a Final Offer
  - If there is a tie in the Final offer and the Owing GM decides to retain the player, the tie will be ignored
  - If there is a tie in the Final offer and the Owing GM decides to release the player, the the team lowest in the prior year standings will gain the player
    - They then move to the top of the standings in terms of determining who the lowest team is for any future instance

- Example Scenario
  - Player A from Team 1 is designated as a RFA
  - Teams 2 through 12 blind bid how much they would sign Player A for
  - The highest bid was \$69 from Team 12
    - This intent cannot be revoked
    - Team 1 is not told the bid was from Team 12
  - Team 1 is told of the \$69 bid and can match it or pass
  - Team 1 decides to match the bid of \$69
    - This intent cannot be revoked
    - If they passed, Player A signs with Team 12 for \$69
      - This intent cannot be revoked
    - The contract is between 1 and 5 years
  - Team 12 is told the offer was matched
  - Team 12 gets to make a “final offer” of whatever amount they would pay Player A for Year 1
  - They offer to pay \$80
    - This intent cannot be revoked
  - Team 1 is told of the \$80 bid and can match it or pass
  - Team 1 decides to match the bid of \$80
    - This intent cannot be revoked
    - If they passed, Player A signs with Team 12 for \$80
      - This intent cannot be revoked
    - The contract is between 1 and 5 years
  - Player A signs with Team 1
    - The contract is between 1 and 5 years
- If a player is not bid on, Year 1 of their contract will cost \$5
- The order in which the RFAs will be bid on is based off standings order from the prior year
- Teams may bid an amount that would put them in negative cap
  - If they win the bid and they are negative in cap, teams have 24 hours to get back under the cap
- Teams may match an amount that would put them in negative cap
  - If they match the bid and they are negative in cap, teams have 24 hours to get back under the cap
- If no team bids for a RFA, they are signed to to a minimum 1 year deal with the Year 1 cost being \$1 more than the free cut cost
- Re-Sign or Extend a Player
  - Teams may re-sign or extend a player’s contract to a length of their choosing but no longer than 5 years
  - A formula will be used to determine the total cost of the contract based off the years they wish to sign or extend the player for
    - For re-signing, the formula is as follows
      - If signed to a 1 year deal, 120% of the Contract Year Cost



- If the player would be paid less, they will become “disgruntled”
      - Disgruntled players will refuse to sign with the team that tagged them **UNLESS they sign a new contract with the Y1oR of that contract being based off the SuperStar holdout cost in the current year**
    - If the player would be paid more, they will become “pleased”
      - Pleased players will re-sign with the team that tagged them
  - Restructuring Contracts, Breakdown
    - Teams may move money on their already existing contracts around including moving the money to “phantom years” but restructures will never extend a players contract
      - Phantom years are when you are paying the player as if they are on your team but they are actually a free agent
        - You could re-sign the player but would then be paying them for both their actual contract as well as the phantom years
    - The total remaining cost of the contract is added up and that number must be distributed as the team sees fit
    - Teams may spread the cap hits out how they wish, front loading, back loading, or spreading out the cost evenly but there are some restrictions
      - Restructures for 5 years must pay 15% of the total cost yearly
      - Restructures for 4 years must pay 20% of the total cost yearly
      - Restructures for 3 years must pay 25% of the total cost yearly
      - Restructures for 2 years must pay 30% of the total cost yearly
    - Players may only have their contracts restructured once per contract
      - If a player extends their contract, they may restructure in the future
    - **Players on rookie contracts may be restructured, but only with a restructure roster move, they cannot use an extend and restructure cap the way you normally would with the extension move, both are needed**
  - Convert Salary to Roster Bonus, Breakdown
    - Teams may take however much amount from the current year, and move double the number they take to next year as dead cap
    - **The amount moved will determine the dead cap multiplier**
      - **\$1 - \$25: Double the amount will be dead cap next year**
      - **\$26 - \$60: Triple the amount will be dead cap next year**
      - **\$61+: Quadruple the amount will be dead cap next year**
  - **Buy Out, Breakdown**
    - **Teams use this roster move and designate a player to use it on**
    - **The player is immediately cut from the roster**
    - **The players entire contract cost, in current and all future years, immediately turns into dead cap for the team in the current year**
  - **Fully Guaranteed Contact, Breakdown**
    - **Using this roster move, a player will be signed at 15% cheaper of the total contract cost**

- If the player is ever cut from a team, the entire contract is dead cap

## Holdouts

- A holdout occurs if a player at the end of Week 17 is in the top tier of their position for two of the last three years, and their salary is less than 60% of the top paid tier salary
  - QB Tier: Top 6 Players based off points per game
  - RB and WR Tier: Top 12 Players based off points per game
  - TE: Top 4 Players based off points per game
- Teams will be notified of any Holdouts at the end of Week 17
- Teams will have until the End of the Cut Discount period to decide whether to re-sign, release, or trade a holdout player
- Holdouts will be broken into two tiers, Superstar and Stars
  - Superstars are the first half of the holdout tiers
    - Top 3 QBs, Top 6 RBs/WRs, and Top 2 TEs
  - Stars are the bottom half of the holdout tiers
    - Next 3 QBs, Next 6 RBs/WRs, and Next 2 TEs
- Superstar holdouts expect their contracts to meet the average of the tier
- Star holdouts expect their contracts to meet the 60% of the average of the tier
- The team then has the option to re-sign them, release them, or trade them
  - If a team chooses to re-sign them
    - The length of the contract will be between 1 and 5 years
      - This does not affect choosing a Restricted Free Agent
      - This does not affect choosing a Franchise Player
  - If a team chooses to release them
    - There is no cap penalty applied for releasing a Holdout
    - Teams will be given a compensatory pick at the end of round two for each player released
      - If there are multiple teams releasing players, the sooner picks will be given to teams based on their draft order (see draft order explanation above)
  - If a team chooses to trade them
    - The receiving team immediately signs them to a contract
      - The length of the contract will be between 1 and 5 years
  - Despite normal re-signings allowing teams flexibility in terms of distributing cap hits around, the first year of the holdout contract must be equal to or greater than the demanded cost of the player
- Example for a Super Star Holdout
  - Player John Doe finished as 2nd most points for the QB position
  - The average salary of the top paid tier of players = \$75
  - John Doe is signed for \$20
    - This is less than 60% of that tier's salary (\$45)
    - This creates John Doe in a holdout
  - The team can void the remainder of John Doe's contract for no penalty and he will become a Free Agent and the team will be given a compensatory pick

- The team can re-sign John Doe, the year 1 cap hit must be \$75 or more
      - The length of the contract will be between 1 and 5 years
    - The team can trade John Doe
      - The team receiving John Doe will re-sign John Doe immediately
        - The year 1 cap hit must be \$75 or more
        - The length of the contract will be between 1 and 5 years
  - Example of a Star Holdout
    - Player John Doe finished as 5th most points for the QB position
    - The average salary of the top paid tier of players = \$75
    - John Doe is signed for \$20
      - This is less than 60% of that tier's salary (\$45)
      - This creates John Doe in a holdout
    - The team can void the remainder of John Doe's contract for no penalty and he will become a Free Agent and the team will be given a compensatory pick
    - The team can re-sign John Doe, the year 1 cap must be \$45 or more
      - The length of the contract will be between 1 and 5 years
    - The team can trade John Doe
      - The team receiving John Doe will re-sign John Doe immediately
        - The year 1 cap hit must be \$45 or more
        - The length of the contract will be between 1 and 5 years
  - In the unlikely event that a holdout would lower the player's money in a future season, the player will not holdout
    - Example
      - R. Anderson is paid \$35 this year and \$51 next year
      - 60% of the tier's salary is \$45, which would create a holdout
      - This \$45 would be less than the \$51 he is due the following year
      - R. Anderson would then NOT holdout
  - Players on a rookie contract from being drafted are not eligible to hold out for the first two years of their **NFL Careers**
    - If a player on a rookie contract is holdout eligible in his rookie and sophomore season, they will holdout in the 2nd season
    - **If a rookie would holdout but remained on the taxi squad and rolled his contract over, and then would holdout again in his sophomore season, he WOULD holdout, even though it is technically the first year of the contract**
  - Players that are rookies but are NOT on a rookie deal (added from waivers) can and will holdout and follow normal holdout rules
  - Players who have held out in the past will not hold out for the next two seasons, even if they are below the threshold and would holdout otherwise
    - Meaning if a player was a holdout in '22, they could not for '23 or '24
  - **Once a player declares their holdout, roster moves may not be used on them until the holdout has been resolved**
  - **Holdout costs will be determined on 8/1**

- If a player had a roster move on them which created dead cap, it will be factored in when determining whether or not the player would holdout
- A disgruntled players will NOT grant their team a comp pick if they holdout

### Taxi Players

- There will be 5 taxi spots for each team
- Players may be on the taxi squad their rookie year and their second year in the NFL
- Taxi squad will lock at the start of the regular season
  - Players are able to move from the taxi squad to the Bench/Lineup freely
  - Players are not able to move back to the taxi squad once promoted
- Players on the taxi squad will have 50% of their contract for the current year discounted
  - Taxi squad player's cost will round up by default
    - A player costing 11 and another costing 5 will cost 6 and 3 respectively
    - This will create a total cost of 9, not 5.5 and 2.5 creating a hit of 8
- Teams that have players that end the year on the taxi squad can roll over their contract to keep it the same length
  - Teams may also opt to let the contract progress to the next year
- Players moved to the active roster will lose the discount and ability to rollover
- Players become eligible for the discount on 6/1
  - If a player moves from taxi to the bench or starting lineup prior to the start of preseason when taxi locks, it needs to be reported to the commissioner to account for the cap details
  - If players move from taxi to the bench or starting lineup after the start of preseason when taxi locks, it needs to be reported to the commissioner to account for cap details, but teams will face penalties if it is not reported
    - First offense of not reporting will be a warning
    - Second offense of not reporting will be a loss of the discount for all players on the taxi for that team for the remainder of the season
- If a team trades for a player that is on another team's taxi, they will have until kickoff of the 1pm est games Sunday to make room and declare they want to keep them on taxi

### Free Agency

- Free Agency will be with Free Agency Acquisition Budget (FAAB)
- Teams will be given FAAB up to the amount that they would be at the Salary Cap
- FAAB will be consistently adjusted up or down by the Commissioner
  - These adjustments will be made based off individual teams adding and removing players from their roster
  - All adjustments will be on each team's page on the League Cap Overview
- Free Agency begins the day the Yearly Veteran Draft ends
- Free Agency ends after Week 17 and will lock for the rest of the year
- On Sundays, players may be added to the roster without the use of FAAB to protect any team needing a spot start
  - These players will be signed to the default, 1 year for \$1
- Any player with an expiring contract will be released to Free Agency on 3/1

## Trading

- Any player is eligible to be traded to any team
- Traded players salary is immediately transferred to the acquiring team
  - Trades putting teams over the cap need to be resolved before Sunday at 12pm est
- Any pick within the next 3 years is eligible to be traded to any team
  - Trades of picks in future years are not valid until the General Manager pays the league dues for the year of the pick they are sending
    - Teams trading a 1st or 2nd round pick must pay before players they traded for play (bye weeks will count as a 1pm est game)
      - If they do not, the team will be penalized by a trade reversal
      - If a reversal occurs, the team will be penalized by adding a loss, removing one or more picks, or another punishment at the Commissioner's discretion
        - Whichever is more impactful to the team's current season
      - If the team trades the pick during the offseason, they must pay by the next "Major Event"
        - Major Events are as follows
          - Conclusion of the Super Bowl (Flexible Date)
          - Cap Compliance Day (4/1)
          - Rookie Draft Beginning (5/1)
          - Cap Compliance Day (6/1)
          - Cap Compliance Day (7/1)
          - Cap Compliance Day (8/1)
          - Roster Cutdown (9/1)
    - Teams trading a 3rd or 4th round pick must pay by the Fantasy Football playoffs of the current season the league is in
      - If they do not, the team will be removed from whichever playoff bracket they are slated to compete in
        - If in the Grand Prize bracket, the 7th seed will take their place and there will be no Extra Pick Bracket with the 7th overall selection and Extra Pick awarded to the 8th seed
        - If in the Extra Pick Bracket, there will be no Extra Pick Bracket with the 7th overall selection and Extra Pick awarded to their opponent
        - If in the Toilet Bowl Bracket, they will be removed from the Toilet Bowl Bracket and the Toilet Bowl Bracket will be a round robin of 3 teams with bye weeks chosen at random
    - Teams receiving picks are not required to pay for the year of said pick(s)
  - Teams are allowed to add conditions in trading when completing trades
    - Conditions may only affect draft picks in trading or create no trade clauses
    - Conditions must follow one of the below instances to be considered valid

- If Player X meets a metric based off NFL Production Y (certain amount of Touchdowns, yards, etc), a draft pick in the trade may change to one of a higher or lower value
  - If Player X meets a metric based off Fantasy Production Y (certain amount of fantasy points, rankings at end of year, etc), a draft pick in the trade may change to one of a higher or lower value
  - If Team X meets a certain W/L threshold, a draft pick in the trade may change to one of a higher or lower value
  - If Team X makes a specific playoff bracket, a draft pick in the trade may change to one of a higher or lower value
  - A team participating in the trade is not allowed to sell player X for a specified time frame
- Any team wishing to add a condition that does not meet one of the outlined conditions above will need to follow the below process
  - A team involved in the trade must submit it to Blind Spiral for review
  - Blind Spiral will, discretely, submit the condition for review to a group of 5 league members that have commissioner experience to decide if it is valid
  - This group will be called the Council of Commissioners
  - The Council of Commissioners will use their knowledge to approve or decline this condition that will be added to the bylaws for all future trades
    - The Council of Commissioners knowledge will hereon be referred to by its acronym
  - This group will be Blind Spiral, Codes9, rickdunkin, kmigs, and camhun95
  - If any member does not wish to be on the council and use their C.o.C.K, they may choose to step down and Blind Spiral will appoint another
  - This process is in place to allow for innovation within conditions without breaking the league in some massively altering way
  - 4 of the 5 members of the C.o.C.K. must vote in favor for its approval
- Conditions must be announced once the trade is completed in the league chat and be confirmed by both General Managers
  - Example, if a team trades a 2025 2nd round pick for Player A, they can add a condition that if their team makes the playoffs, that their 2nd round pick will upgrade into a 2025 1st round pick
    - Any conditions involving specific picks means the pick can not be traded
    - In the example, the team trading the 2025 2nd round pick would not be able to trade their 2025 1st round pick until eliminated from playoffs
  - Teams may use general terminology if they choose instead of specific
    - Instead of a specific pick, it could be “a 2nd round pick” or “the teams soonest 3rd round pick”, whatever both teams agree
- Conditions may be waived by both teams if both General Managers agree
  - In the above example, a team could trade another pick to the team to free up the condition to allow themselves to trade their first round pick

- Both General Managers must agree to waiving the conditions
- Teams are eligible to send FAAB in any trade
  - General Managers must recognize FAAB is a direct link to their teams salary cap
  - Teams may trade salary cap up to four years in advance, but each year prior to the trade, and the year the trade is in effect itself, must be paid for
  - Teams may only send FAAB equal to a player's contract in said trade
    - Example being if a Team A trades Player B for a 2nd round pick, and player B is on a One year deal for \$69, the maximum amount Team A could send to their trade partner would be \$69
  - There is no limit to the amount of cap room you may trade for or away
    - Teams trading away 15% or more of their cap room in a future year must pay for said year
    - Teams making roster moves that result in 15% or more of their cap room becoming dead cap in a future year must pay for said year
  - You may not trade players back and forth to increase your cap room
    - In the example above, Team B could not send Team A back that player, then trade for them again to send another \$69 to upgrade from a 2nd round pick to a 1st round pick
- Trade Deadline is December 1st yearly (No trades on December 1 or After)
  - This date will remain the same regardless of Week number or day of the week
- Trading will reopen once the End of Year Discussion has concluded
- The Commissioner holds veto rights for traded suspected of collusion or invalid trades
- If a team is orphaned for any reason, a "trade review window" will be put into effect for any trade involving the orphan team for 8 weeks during the regular season
  - If the orphan is taken over in the offseason, the window will stop after Week 8
  - If the orphan is taken over mid season, the trade review window will stop in 8 weeks or at the end of the fantasy season
- Any trade involving the orphan owner will have a 24 hour window where open bidding may occur to make the offer more lucrative for the orphan owner
  - Trades may not go the other way where the orphan owner is outbid for the other side of the deal
    - The only exception would be if both owners in the deal are orphan teams

#### Removing Players from your Roster

- Player is on a 1 Year Contract
  - If the player is signed for an amount between \$1 and \$6
    - There is no penalty for removing this player
    - The players salary is immediately refunded to the cap room
  - If the player is signed for an amount between \$7 and \$25
    - There is a 25% cap hit for removing the player
  - If the player is signed for an amount between \$26 and \$49
    - There is a 35% cap hit for removing the player
  - If the player is signed for an amount greater than or equal to \$50
    - 50% of the salary for the current year turns into dead cap

- Player is on a 2, 3, 4, or 5 Year Contract
  - If the cut is made before December 1st
    - If on a 2 year deal, the dead cap will be;
      - 50% in Year 1, 33% in Year 2
    - If on a 3 year deal, the dead cap will be;
      - 50% in Year 1, 33% in Year 2, 25% in Year 3
    - If on a 4 year deal, the dead cap will be;
      - 66% in Year 1, 50% in Year 2, 33% in Year 3, 25% in Year 4
    - If on a 5 year deal, the dead cap will be;
      - 75% in Year 1, 66% in Year 2, 50% in Year 3, 33% in Year 4, 25% in Year 5
- If any player is cut on or after the Trade Deadline, the entire current year is dead cap
  - This is to protect the league from teams who attempt to salary dump
  - Any subsequent years will follow the rules outlined above
- Both January and February are the Off-Season Cut Discount Period months
  - If a player is cut in January or February, the penalty for removing them from your roster will be 15% cheaper than if done in any other months
- Players who announce retirement
  - The player will be immediately released by the team
  - There is no salary cap penalty no matter the contract term
  - If the player unretires, the team that originally owned them retains the right to reinstate their contract at the original dollar amount they were signed for

#### Division Realignment

- Divisions will be realigned every 3 years to keep seasons fresh
- Realignment process will be as follows
  - Statistically Top 3 teams from the last 3 seasons will be separated
  - Statistically Bottom 3 teams from the last 3 seasons will be separated
  - Remaining 6 teams will be drafted by the Top Teams
    - The best team statistically will choose to go 1st, 2nd, or 3rd in a snake
    - The second best team statistically will choose from the remaining options
  - Games against the Median to not have any effect on the statistics
    - Only Head to Head games matter here
- Divisions will be realigned if there is an Extreme Circumstance
  - This will take effect if a team with a record sub .500 wins a division
  - This will take effect if an entire division makes playoffs
  - The current season will continue with no change
  - Divisions are realigned the following year following the above protocol
  - This will reset the 3 year timer on division resets
- Division realignment will take place immediately following the End of Year discussion

## Prizes and Buy Ins

- All payments for prizes will be done through Leaguesafe
- This league has a \$80 buy in
- Buy ins must be paid prior by 4/1 for that year
- Any time a draft pick is traded, the year that pick is from must be paid for
- Any time a team trades away 15% or more of their cap room, the year must be paid for
- All payments will be made through LeagueSafe
- Prizes
  - 1st Place
    - \$650
  - 2nd Place
    - \$170
  - 3rd Place
    - \$80
  - Cost of Shipping Trophy
    - \$60 (sent to current trophy holder)

## Rule Changes / Suggestions

- General Managers may send in any ideas for rule changes yearly
  - Submit a rule suggestion via the form on the website
- Suggestions will be voted on in end of year voting
  - 9 out of 12 of the General Managers need to vote in favor for major votes to pass
  - 7 out of 12 of the General Managers need to vote in favor for minor votes to pass
    - 6 to 6 votes will be at commissioner's discretion
  - Votes that pass will go into effect either immediately, in one year, or in 2 years after they pass
    - This will be up to the Commissioner based on severity and outlined in the rules voting form and may even be voted on

## Orphan Teams

- Teams whose General Managers no longer participate are considered Orphans
- It is the responsibility of the Commissioner to fill the Orphan teams
- Any suggestions to fill the Orphan teams should be voiced immediately
- While looking for a new General Manager, the Commissioner will assume guardianship
  - The Commissioner will set the lineup based purely off projected points
  - Any past games played versus the orphan team will count as scored
  - Any future games played versus the orphan team will count as scored
- Orphan teams are ineligible to receive prizes from any of the 3 playoff brackets
  - If an Orphan team qualifies for the Grand Prize Bracket
    - Seed 7 will move up to Seed 6
    - Orphan team will be removed
    - The Extra Pick Bracket will be canceled
      - The non-orphaned team that would be participating is awarded winner and the extra pick at the end of Round 1
  - If an Orphan team qualifies for the Extra Pick Bracket

- Orphan team will be removed
    - The Extra Pick Bracket will be canceled
      - The non-orphaned team that would be participating is awarded winner and the extra pick at the end of Round 1
  - If an Orphan team qualifies for the Toilet Bowl Bracket
    - Commissioner will continue to set the lineups based on projected points
- If 2 teams become Orphans
  - The Extra pick bracket will be canceled
  - Top 6 teams will compete in the Grand Prize Bracket
  - The bottom 4 teams will compete in the Toilet Bowl Bracket
- If more than 2 teams become Orphans
  - Playoffs will run as if no teams are Orphaned
  - Commissioner will set lineups based on projected points

#### Fair Play Rules

- Intentional Tanking
  - Teams are not allowed to intentionally lose games
    - The following actions are considered intentionally tanking
      - Intentionally starting a player listed as Out
      - Intentionally starting a player listed as Suspended
      - Intentionally starting a player who is not on a team
      - Intentionally starting a player who is on a Bye Week
      - Intentionally starting a player who is expected to attain 0 points
        - Backup QBs, 5th string RB or WR, etc
      - Dropping valuable players for salary dumping purposes
      - Intentionally accepting trades that significantly hinder the team
      - Anything else not listed at the Commissioner's Discretion
    - The following actions are not considered intentionally tanking
      - Trading valuable players for picks / players
      - Refraining from spending large portions of cap in Free Agency
      - Refraining from spending large portions of cap in either draft
      - Anything else not listed at the Commissioner's Discretion
    - Teams cannot be forced to make a trade or spend FAAB or Cap on players, but should field the best roster possible
      - Generally, this is only a concern for QB due to limited availability
      - Teams CAN NOT be forced to trade for a QB due to their player(s) being injured, benched, or anything outside of their control
      - Teams CAN be forced to trade for a QB if they trade an available starting QB on their roster away without another available
        - Teams may pull a QB from their taxi to avoid forcing a trade, but they MUST pull one up if they don't trade for one
  - Any General Manager suspected of intentionally tanking will be warned
  - Any General Manager needing a second warning will be expelled

- Teams competing for pick placement that do not own multiple or any picks are expected to continue to make logical and ethical decisions to win their matchups
- If a trade is sent to another team involving a player that is injured after the trade is sent but before the trade is accepted, the trade will be reverted as the player would be unable to pass a physical
  - Example:
    - Team A sends an offer to Team B involving Player 1 for Player 2 at 12pm
    - During their game at 1:30pm, Player 1 is injured.
    - At 2:00pm Team B accepts the offer to get Player 2 on their roster, who is uninjured
    - This would cancel the trade as Player A could not pass a physical
  - This does not constitute trading an injured player at another point in the year
- Teams that cannot field a full starting lineup are expected to do whatever means possible to field one
  - This may mean cutting a player for cap relief
  - This may mean promoting a player from their taxi to have a full lineup
  - This may mean trading a player for cap relief

#### Non Activity

- General Managers are required to be active throughout the year
- Inactivity will be described as follows:
  - Not setting rosters on a weekly basis
  - Starting players that are listed as OUT or COVID or have a bye
  - Not making waiver claims that would benefit the team
- Inactivity will not be described as follows:
  - Not accepting trades that do not benefit you
  - Not making trades if your team is performing well
  - Not making trades if your team is in the process of rebuilding
  - Not spending cap room in terms of FAAB or Contracts
- General Managers who are not being active will be warned before potentially facing Cap penalties or league expulsion for repeated inactivity
  - Expulsion will be at the Commissioner's discretion or a League Vote
  - If a General Manager is expelled from the league
    - All games moving forward will be set with the projected best lineup
    - The team will make no more waiver claims
    - Previous games against this team will still count as scored
    - Future games against this team will still count as scored
    - The team is immediately withdrawn from all Playoff brackets
- Commissioner will never set or change a lineup for a player once a game begins
  - In situations of extreme circumstance with advanced notice, the Commissioner is able to change the lineups for players prior to weekly games beginning
  - Under no circumstances, without mentioned advanced notice, will lineups be changed after the games have begun

### Team Name and Color Changes

- Teams are able to choose their own name and team colors
- Team names may not closely resemble other Team Names
- Teams may not share a primary or secondary colors
- Teams are eligible to “steal” another team's color for their own primary or secondary color if they placed higher than the team they are stealing from in the prior year’s fantasy season