

## **DAMN Best Fantasy Football League Dynasty By-Laws**

**League Totals:** 3 Divisions, 12 Franchises

### **Roster Parameters**

Total # of Weekly Starters: 19

QB: 1

RB: 1-3

WR: 1-4

TE: 1-3

PK: 1

DE/DT: 3-4

LB: 1-4

CB/S: 4-6

### **REGULAR SEASON**

#### **1.0 OPENING DAY ROSTERS**

Every player on a teams roster must be signed to a contract.

-A roster may have a max of 40 players and a minimum of 35 players.

A team may not exceed 120 total contract years.

A PS shall have a Max of 7 players

#### **2.0 LINE UPS**

Players that are injured or suspended must be removed from the active lineup and replaced by the teams available reserves.

Roster limits are listed above.

Line ups are due 5 minutes before that players game

### **3.0 ROSTER MOVEMENT**

#### **3.1 Calling Up A Player**

When a player is promoted to the major league roster, it must be posted on the message board, the message must include the amount of years the player is being signed to.

Once a player is promoted from the PS he may not go back down to the PS.

A PS player must enter as a rookie & may stay on the PS for 3 years.

- If a player is promoted before his 3<sup>rd</sup> year in the practice squad he may be signed to a multi year contract.

- If a player is promoted during his 3<sup>rd</sup> year, he may be signed to a 1 year contract

#### **3.2 Injured Players**

There will be a max of 5 IR spots.

Once a player is listed with OUT status on MFL, that player will be eligible to be placed on the IR.

Once a player is placed on the IR, he may stay there until he is totally off of the injury report or plays a game.

If a player on the IR is not removed by time he plays his second game, penalties will apply.

If a player on the IR is traded, he must stay on the IR until the trade is final.

There will be IR moves after week 11, an owner must carry back ups at a position to in order to make IR move.

The injured player must be on the OUT list come the Thursday injury report to be placed on the IR. When the player that was placed on the IR plays a game, the player added for him MUST be dropped & that player will have to come off of the IR. If the players play on Thursday the DBFFL will use the Wednesday injury report for those players that play on Thursday.

To claim a player after week 11 an owner shall email the commissioner, a reverse record will be used.

Players add after week 11 may not be kept after the season, they will be placed back into the player pool.

Any moves made after week 11 won't result in contract penalties or cost any DBucks.

#### **4.0 PENALTIES**

\*If a team don't meet the minimum amount of roster spots a team will be charged 5 contract years for each spot until the spot(s) have been filled.

If the team exceeds the yearly contract allotment there will be a charge of \$10 DBucks per week.

\*If a team is at max contract years and is forced to make a transaction to keep their roster legal all contract years will be applied to next season.

There will be a charge of \$10 DBucks per incident.

-Owners may only charge contract years to the next season if they are forced to make a move.

\*Leaving a player on the IR too long.....\$10

\*A player illegally in a teams PS.....\$10

\*Not playing available bench players.....\$10

- Owners will not be required to add players from the waiver wire because it does cost them DBucks.

When possible an owners last transaction will be reversed to prevent illegal rosters

## **5.0 TRANSACTIONS**

Owners are responsible for have vacant roster spots and contract space after any transaction is completed with their team.

### **5.1 Free Agency**

#### **ADDING PLAYERS**

The DBFFL will use a blind bidding salary system using the automated system provided to use by MFL. (The league Salary will be called Damn Bucks or DBucks). When an owners places a bid, other owners in the league cannot see the owners bid.

- Blind bidding waivers will run nightly Thursdays- Sunday.

Only rookies that were won through the blind bidding system at zero DBucks may be placed into a teams practice squad. All other players must have a minimum bid of 1.

Owners may give a player acquired from blind bidding a contract of their choice, the amount of the contract must be posted on the message board before blind bidding waivers run again or the first game of the week is played, if an owner does not submit an amount of contract years a default of 1 year will be used.

Blind bidding will run from week 2 until the start of week 11.

#### **DROPPING PLAYERS**

Players with contract years dropped will count towards a teams total by the following....

1 & 2 contract years.....Teams will be charged 1 year towards their current year.

3 contract years.....Teams will have to choice to be charged with 2 years to the current year and 1 year towards the following year OR 3 years towards the current year.

4 contract years..... Teams will have a choice to be charged with 2 years to the current year and 2 years to the following year OR 4 years to the current year.

5 contract years or more....Will be charged 5 years to the current year, 4 years to the following year, 3 years to the third year, 2 years to the fourth year and 1 year to the 5<sup>th</sup> year.

### **5.2 Trades**

Contract years cannot be traded.

DBucks may be traded.

Trades may include draft picks.

-Trades including future draft picks must have a third of their league fees paid for those years.

-Draft picks for 3 years in advance may be traded but owners must have dues paid in full for each year before trading a pick for the next year.

If trades are rejected, they stay as rejected. They will not be looked at by the commissioner.

If a player involved in a trade gets hurt during the voting period, either owner may request to cancel the trade before the voting period ends.

The trade deadline is before week 11 begins.

## **6.0 SCHEDULE & PLAYOFFS**

The league is made up of 1 conference of 3 divisions with 4 teams in each division.

Each team will play a 13 game schedule, playing each team in their division twice and 7 of the other 8 teams once.

-The schedule will be done by MFL.

The 3 division winners and 5 wildcard teams will make the playoffs.

Playoffs will start in week 14

Teams who lose in the first round of the playoffs will go on to compete in the "Maybe Next Year Tournament" starting in week 15.

-Teams will keep their current ranking from the week before.

The 4 teams who didn't make the playoffs will play in the "Toilet Bowl"

The draft order will not be effected by the outcome of the MNYT or TB.

### **OFFSEASON**

The commissioner will reduce all contract years by 1 year & label the correct players with hold out status.

The commissioner will accept request for rule changes until the end of the Super Bowl. If the commissioner thinks they are acceptable he will put them up for a vote.

The league needs 1 vote over 25% to decline a propose rule change.

Owners are responsible for having a correct roster & meeting the correct contract years by the end of the off season.

Each team will be awarded \$70 DBucks at the completion of the off season rules.

### **7.0 OFF SEASON TRADES**

Owners may begin to trade the day after the super bowl

-Trades will not be approved by the commissioner until league dues are received from both owners.

Off season trades will be subject to a 7 day voting period.

-If trades are rejected they will not be looked at by the commissioner, they will stay rejected.

### **8.0 RESIGN PERIOD**

Owners may release players with 1 or 2 contract years without a penalty.

Owners may release players who retire with contracts of 3 plus years if their age & contract years are less than 35.

### **8.1 Hold Outs**

A hold out will occur when a player is ranked in the top 5 in fantasy points at his position while entering the last year of his contract.

The team may offer this player a 4 year contract, trade him or release him.

- If the player trades him, the receiving team must give this player a 4 year contract.

- If this player is released he becomes an unrestricted free agent.

### **8.2 Franchise Players**

A team may franchise 1 player a year, the deadline is 5/25

A franchise player initially receives a one year contract.

A team may offer a franchise player an extension after week 6 of the NFL season

Once a player is franchised, the tag cannot be removed.

If a Franchise player is traded before week 11, the new owner will own franchise rights to the player.

A franchise player can receive only one extension during the year.

### **8.3 Restricted Free Agents**

A team shall name their restricted free agents by 5/25

Each team may label an unlimited number of RFA tags to their free agents.

-Any free agent that doesn't get a RFA tag will become unrestricted.

Any player that is tagged restricted must be offered an initial amount of DBucks.

-Once DBucks are offered it may not be removed.

### **9.0 LEAGUE MONEY**

League money will be used to bid on free agents during the off season and during the season.

Each team will receive a yearly allowance of \$70 of league money that will be tallied to the team current total that may not exceed \$210 at any time.

League money will be added to a team's bank account at the end of the rules period.

Owners may trade league money

### **10.0 RESTRICTED FREE AGENCY**

#### **10.1 Bidding**

Players who were tagged to a RFA contract are eligible for this auction.

Owners don't bid their own tagged players.

Owners will use DBucks to bid on RFAs

RFA bidding will start on 6/1 at 9am & end after the last player is signed

Owners will bid on other teams RFA by placing the bid on the message board to the league.

-Bids must be 1 more DBuck than the previous bid.

-Bids are permanent, once a bid is made it cannot be removed.

6/25 is the last day a team may bid on a new RFA

When the highest bidder hasn't changed after 48 hours, the player will be offered back to the original owner who tagged the player at the same amount of DBucks the highest bidder offered the player.

- The Original owner will have 2 days to match the bid.

-A player being tagged does not count as a bid (a player's clock does not start until the first bid is made)

An owner may decide to take a compensation pick in return for the player if qualifies.

All player won in RFA will have to be signed by June 28th. Any owner who fails to sign a player will get a default 1 year contract.

### **10.2 Compensation**

Compensation will be awarded to owners that loses a top 30 player per position during RFA.

If an owner claims a RFA player from a different team and the owner of the player wishes not to match the bid, the receiving team must give a draft pick for compensation.

Picks will be exchanged for RFA'S as follows:

Top 5 player- 1st rd. pick

Top 10 player- 2nd rd. pick

Top 15 player- 3rd rd. pick

Top 20 player- 4th rd. pick

Top 25 player- 5th rd. pick

Top 30 player- 6th rd. pick

Players are ranked by his previous years performance.

### **11.0 UNRESTRICTED FREE AGENCY**

Players from the most recent NFL draft are not eligible for free agency.

All players not on a roster at the start of unrestricted free agency will be available for the auction.

#### **11.1 Nominating**

Owners may begin to nominate players on 7/1

To nominate a player, an owner must place a bid using DBucks in the live auction room.

Nomination of a player is first come, first serve basis.

A nominated player will be open to be bid on immediately.

An owner may nominate 1 player every 48 hours.

8/25 is the deadline to nominate a new player.

#### **11.2 Bidding**

Owners will use DBucks to bid in UFA.

The Unrestricted free agent auction will begin 7/1 at 9 am. & will end when the last player in the auction is signed.

Bids must be placed using the leagues open bidding system provided by MFL.

Owners may bid on any of the players that were nominated by team owners by trumping the previous bid by at least 1 DBuck.

Once the bidder hasn't changed after 2 days, the last (highest) bidder will win that player.

-Once a bid is made, it cannot be taken away> bid wisely!

Players won in UFA will have to be signed by September 1<sup>st</sup>, any owner that fails to sign a player will get a default 1 year contract.

### **12.0 ROOKIE DRAFT**

Players drafted in the rookie draft must be players who have come out of the most recent NFL draft.

Draft picks may not be traded for future considerations

The player draft will be 7 rounds.

The time limit per pick will be 20 minutes, in the event the draft will not finish on time the commissioner reserves the right to change the time limit per pick.

The draft will begin on the third Sunday in August each year at 9 am.

By request the draft may start at a earlier date.

Selection will not be subject to a draft clock before the scheduled draft date listed above.

The draft order will be worst to first, ranking teams how they finished after the playoffs.

#### **12.1 Trading**

Trades are allowed during the draft.

If trades include draft picks, other owners in the draft room will decide on the trade, the commissioner will have final say.

If trades are made prior to the actual draft date, trades must be agreed to using the trade page provided by MFL.

#### **12.2 Post Draft**

An owner may sign any player that is drafted to a contract of any amount of years.

Contracts must be signed by the Sunday before the first game.

### **13.0 Tie Breakers**

#### **TIE BREAKING PROCEDURES-**

The eight post season participants from each conference will now be seeded as follows:

1. The division champion with the best record.
2. The division champion with the second-best record.
3. The division champion with the third best record
4. The Wild Card club with the best record.
5. The Wild Card club with the second-best record.
6. The Wild Card club with the third best record
7. The Wild Card club with the fourth best record
8. The Wild Card club with the fifth best record.

The following procedures will be used to break standings ties for post season playoffs and to determine regular-season schedules.

NOTE: Tie games count as one-half win and one-half loss for both clubs.

#### **TO BREAK A TIE WITHIN A DIVISION**

If, at the end of the regular season, two or more clubs in the same division finish with identical won-lost-tied percentages, the following steps will be taken until a champion is determined.

##### Two Clubs

1. Winning percentage
2. Head 2 head record
3. Division record
4. Strength of schedule, (most points against)
5. Total Points
6. Victory Points
7. All Play Record
8. coin flip

##### Three or More Clubs

(Note: If two clubs remain tied after third or other clubs are eliminated during any step, tie breaker reverts to step 1 of the two-club format).

1. Winning percentage
2. Head 2 head record (total wins between the teams tied)
3. Division record
4. Strength of schedule, (most points against)
5. Total points
6. Victory Points
7. All Play Record
8. coin flip

#### **TO BREAK A TIE FOR THE WILD-CARD TEAM**

If it is necessary to break ties to determine the two Wild-Card clubs from each conference, the following steps will be taken.

1. If the tied clubs are from the same division, apply division tie breaker.
2. If the tied clubs are from different divisions, apply the following steps.

##### Two Clubs

1. Winning percentage
2. Head-to-head, if applicable.
3. Wins in common games (Teams that all teams played the same amount of times, minimum of 4)
4. Strength of schedule, (most points against)

5. Total points
6. Victory Points
7. All Play Record
8. Power Rank
9. Coin toss.

#### Three or More Clubs

(Note: If two clubs remain tied after third or other clubs are eliminated, tie breaker reverts to step 1 of applicable two-club format.)

1. Winning percentage
2. Head-to-head sweep. (Applicable only if one club has defeated each of the others or if one club has lost to each of the others.)
3. Wins in common games, minimum of four. (All games vs. opponent must be equal)
4. Strength of schedule, (most points against)
5. Total Points
6. Victory Points
7. All Play Record
8. Power Rank
9. Coin toss

When the first Wild-Card team has been identified, the procedure is repeated to name the second Wild-Card, i.e., eliminate all but the highest-ranked club in each division prior to proceeding to step 2. In situations where three or more teams from the same division are involved in the procedure, the original seeding of the teams remains the same for subsequent applications of the tie breaker if the top-ranked team in that division qualifies for a Wild-Card berth.

#### **OTHER TIE-BREAKING PROCEDURES**

1. Only one club advances to the playoffs in any tie-breaking step. Remaining tied clubs revert to the first step of the applicable division or Wild-Card tie breakers. As an example, if two clubs remain tied in any tie-breaker step after all other clubs have been eliminated, the procedure reverts to step one of the two-club format to determine the winner. When one club wins the tie breaker, all other clubs revert to step 1 of the applicable two-club or three-club format.

#### TIE- BREAKER IN A PLAYOFF GAME

1. Net touchdowns
2. Defense points
3. Offense points
4. Offense points minus opponents defense points
5. Total yards (passing, rushing, receiving)
6. Sacks + INT
7. Field goals
8. Home team (better regular season record)

#### **14.0 DATES TO KNOW**

2007

2/05 Off season Trades open

4/1 - 4/10 Owners offer contracts to their own RFA, hold outs, Franchise players.

4/15 RFA auction begins

5/10 Last day to bid on RFA's

5/15 UFA auction begins

6/15 Last day to nominate an UFA

7/19 Player draft, 9am

Week 11 Trade deadline

#### **15.0 BYLAWS**

The by laws cant be modified during the season.

Upon paying league dues an owner purchases a team in the DBFFL.

There is no limit on the number of years an owner may own a team as long league dues are paid on time and stays active.

An owner may sell his franchise to another interested party for a reasonable price and approval of the DBFFL.

New owners must accept the league rules and must pay league dues besides the dues paid to the original owner.

Trash talk is welcome, but keep it trash talk, no written attacks on other owners in the league. The DBFFL is designed to be fair and competitive, owners are expected to compete even if their out of the playoff hunt. NO TANKING!

Tanking may result in loss of team, loss of draft pick(s) or their ranking to be changed.

The commissioner reserves the right to make rule changes From year to year when necessary to keep play fair and fun.

The commissioner reserves the right to remove owners for disregard for the league rules.

**16.0 FINANCIAL**

League payout for 12 teams....

1st.....315

2nd.....235

3rd.....145

4th.....95

MNYT.....40

There is no payout for the toilet bowl

League dues of \$75 are due 5/1 of each year.

If dues are not received on time, the owner will sacrifice their team back to the league.

The web site is \$70

There are no additional fees.

**17.0 EXPANSION RULES**

¾ of the league must approve an expansion vote.

The expansion teams will conduct a 10 round draft from all free agents, includes teams RFA and franchise players. This draft will take place before free agency.

The expansion teams will get 3 extra draft picks during the player draft after rounds 2,4,6, the expansion teams draft order will be reversed from the first draft.

There will be another 5 round draft after the player draft.

Expansion teams shall only pay half the league dues in the first year.

Other expansion rules will be set at the time of expansion.

**SCORING POINTS**

<b>Rules for QB, RB, WR, TE, PK</b>			
<b>Event</b>	<b>Range (Low-High)</b>	<b>Points</b>	<b>Test?</b>
Number of Passing TDs	0-99	6 points each	<u>Test</u>
Passing Yards	-50-999	1 point for every 25	<u>Test</u>
Pass Interceptions Thrown	0-99	-2 points each	<u>Test</u>
Passing 2 Pointers	0-99	2 points each	<u>Test</u>
Number of Rushing TDs	0-99	6 points each	<u>Test</u>

Rushing Yards	-50-999	1 point for every 10	<a href="#">Test</a>
Rushing 2 Pointers	0-99	2 points each	<a href="#">Test</a>
Number of Receiving TDs	0-99	6 points each	<a href="#">Test</a>
Receiving Yards	-50-999	1 point for every 10	<a href="#">Test</a>
Receptions	0-99	1 point each	<a href="#">Test</a>
Receiving 2 Pointers	0-99	2 points each	<a href="#">Test</a>
Length of Field Goal Made	0-39	3	<a href="#">Test</a>
Length of Field Goal Made	40-45	4	<a href="#">Test</a>
Length of Field Goal Made	46-49	5	<a href="#">Test</a>
Length of Field Goal Made	50-51	7	<a href="#">Test</a>
Length of Field Goal Made	52-53	8	<a href="#">Test</a>
Length of Field Goal Made	54-55	10	<a href="#">Test</a>
Length of Field Goal Made	56-57	12	<a href="#">Test</a>
Length of Field Goal Made	58-59	14	<a href="#">Test</a>
Length of Field Goal Made	60-61	17	<a href="#">Test</a>
Length of Field Goal Made	62-117	20	<a href="#">Test</a>
Length of Missed Field Goal	0-19	-3	<a href="#">Test</a> (Warning!)
Length of Missed Field Goal	20-29	-2	<a href="#">Test</a> (Warning!)
Length of Missed Field Goal	30-39	-1	<a href="#">Test</a> (Warning!)
Extra Points	0-99	1 point each	<a href="#">Test</a>
Extra Points Missed	0-99	-4 points each	<a href="#">Test</a>
Number of Punt Return TDs	0-99	6 points each	<a href="#">Test</a>
Number of Kickoff Return	0-99	6 points	<a href="#">Test</a>

TDs		each
Fumbles Lost (to Opponent)	0-99	-2 points each <a href="#">Test</a>
Number of Offensive Fumble Recovery TDs	0-99	6 points each <a href="#">Test</a>

### Rules for TE

Event	Range (Low-High)	Points	Test?
Receptions	0-99	.5 points each	<a href="#">Test</a>

### Rules for DT, DE, LB, CB, S

Event	Range (Low-High)	Points	Test?
Number of Punt Return TDs	0-99	7 points each	<a href="#">Test</a>
Number of Kickoff Return TDs	0-99	7 points each	<a href="#">Test</a>
Number of Defensive Fumble Recovery TDs	0-99	7 points each	<a href="#">Test</a>
Fumble Recoveries (from Opponent)	0-99	4 points each	<a href="#">Test</a>
Opponent Fumble Recovery Yards	-50-999	1 point for every 10	<a href="#">Test</a>
Forced Fumbles	0-99	3 points each	<a href="#">Test</a>
Number of Interception Return TDs	0-99	7 points each	<a href="#">Test</a>
Interceptions Caught	0-99	3 points each	<a href="#">Test</a>
Interceptions Caught	2-2	5	<a href="#">Test</a>
Interceptions Caught	3-99	10	<a href="#">Test</a>
Interception Return Yards	-50-999	1 point for every 10	<a href="#">Test</a>
Passes Defensed	0-99	3 points each	<a href="#">Test</a>
Number of Blocked Field Goal TDs	0-99	7 points each	<a href="#">Test</a>
Blocked Field Goals	0-99	5 points each	<a href="#">Test</a>
Number of Blocked Punt TDs	0-99	7 points each	<a href="#">Test</a>
Blocked Punts	0-99	5 points each	<a href="#">Test</a>
Blocked Extra Points	0-99	5 points each	<a href="#">Test</a>
Defensive Tackles	0-99	1 point each	<a href="#">Test</a>
Defensive Tackles	5-9.5	5	<a href="#">Test</a>
Defensive Tackles	10-99	10	<a href="#">Test</a>
Defensive Assists	0-99	0.5 points each	<a href="#">Test</a>
Sacked a QB	0-99	5 points each	<a href="#">Test</a>

Sacked a QB	2-2.5	5 <a href="#">Test</a>
Sacked a QB	3-99	10 <a href="#">Test</a>
Safeties	0-99	5 points each <a href="#">Test</a>