

SAFTB DYNASTY LEAGUE CONSTITUTION

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Article I - Contacting League Commissioner

Your league commissioner is available if you have any questions or are in need of assistance.

If you cannot contact the commissioner, and your issue is time-sensitive (for instance, if you are requesting a roster modification because you don't have access to the Internet), please use the league message board to make your request. In this way, we can verify the time of your request and make your roster change retroactively if necessary.

League Commissioner

John Caterino

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Article II - League Entry & Other Fees

The following fees will be collected yearly to finance league operations and prizes.

Entry Fee: \$100 per team

The league entry fee covers is the individual team's contribution to the yearly payout as well as the side pot. See Article III for prize payout information.

Trophy Engraving & Shipping Fees

It will be the responsibility of the last-placed team in the loser playoff bracket to pay the engraving fee for the fantasy league championship trophy, as well as the cost of shipping for the new engraving AND the cost of shipping for the championship trophy from the previous year's winner to the current year's winner.

Article III - Prize Payout Structure

Our league **awards a cash prize** to the team who wins the Week 16 Championship Game. Additionally, our league **awards a cash prize** to the team with the **most "Points For..." scored during the regular season over the span of 3 years – as calculated by the Sleeper App.**

Payout Structure

Here is how we'll award the winning team, as well as divide the pot for the larger side pot.

- **1st Place:** \$500 (50%)
- **Side Pot Allocation:** \$500 (50%)

The payouts detailed above shall be considered the actual payout amounts pending verification of payment from all owners. Payout percentages were added and will be used **if we are unable to collect some fees from all league owners.**

Article IV - Late Payment Penalties

At this time there are no late payment penalties, as the entirety of the league has been consistent in paying their respective annual fees.

For updating the league constitution, see Article VIII.

Article V - Playoff Configuration

Our league will implement a 6-team Championship playoff bracket. The top 6 teams will be determined first by win/loss record and total “points for” (as calculated by Sleeper) will be used as a tie-breaker if necessary. The Championship playoffs start on week 14 of the [NFL regular season](#) and last 3 weeks.

Article VI - Determining Draft Order

Each year, the draft position for each fantasy team will be determined similar to how the NFL draft order is determined;

- non-playoff teams occupy draft slots 1-4 in reverse order of win/loss record (and total “points for” in the case of a tie)
- playoff teams occupy draft slots 5-10 of the draft in reverse order of placement in the playoff bracket, with teams that lost in the same round earning the higher slot in the draft based on reverse order of their respective regular season win/loss record.

Article VII – Roster Structure & Scoring

Roster Structure

This league roster structure is as follows:

- 1 – QB
- 2 – WR
- 2 – RB
- 1 – TE
- 2 – FLEX
- 1 – K
- 1 – Team D/ST
- 15 – Bench
- 5 – IR
- 5 – Taxi Squad

Any future changes to the league roster structure will be handled as discussed in Article IX.

Taxi Squad

Taxi Squad - A taxi squad is essentially your fantasy version of an NFL practice squad. Similar to how IR spots mimic the ability to move your injured player to a special spot off of your normal active roster to free up a spot for an acquisition who could potentially fill their shoes while they are out injured, the taxi squad establishes dedicated roster spots for your younger players, usually rookies, while they get accustomed to the NFL landscape. Most rookies don't produce in their first year, so dynasty players are faced with a tough decision: pick up a guy to fill in for your important matchup this week as

byes and injuries force your hand or cut the promising young player you invested in with your rookie draft pick. This is where the taxi squad helps. Instead of having to make the tough choice on the back end bench spot on your roster, that promising rookie is getting some seasoning for a year or two sitting in your dedicated taxi squad slot.

A player is only allowed to remain on a taxi squad for a period of 2 years, and at that point they must be elevated to the active roster or cut to free agency. These players may not be started in a week unless they are called up to the active roster.

- Once a player is called up to the active roster, they may not return to the taxi squad.
- Any player acquired by a trade during the **regular season** goes **straight to the active roster**, regardless of whether or not they came from a taxi squad.
- Any player on a taxi squad traded during the **off season** may be placed on the acquiring team's taxi squad.
- Players acquired by a trade during the off season, that are still within the 2-year period of eligibility, **BUT were promoted to the active roster by their previous owner** at any point during the regular season may **not** be put on the taxi squad again.

Players on the taxi squad who have reached the end of their allowable 2-year period on taxi squads must be elevated to an active roster or cut to free agency by the roster cut deadline of the off season following the respective player's 2nd season. See the **Roster Cuts** section of this Article for details on the roster cut deadline.

Roster Cuts

Rosters cuts must be made during the off season by the roster cut deadline

This league's roster cut deadline is **March 30?**

This means that each teams bench cannot consist of more than 25 total players (bench slots plus starting roster slots). All players must be activated from IR or cut, and any Taxi Squad players that have reached the end of their 2-year eligibility period must be either promoted to the active roster or cut.

Scoring Details

The scoring setting in this league are as follows:

Passing

- +0.04 points per passing yard
- +4.0 points for a passing touchdown
- +2.0 points for a passing 2-pt conversion
- -1.0 points for an interception thrown

Rushing

- +0.1 points per rushing yard
- +6.0 points per rushing touchdown
- +2.0 points for a rushing 2-pt conversion

Receiving

- +0.5 points per reception
- +0.1 points per receiving yard
- +6.0 points per receiving touchdown

- +2.0 points for a 2-pt conversion

Kicking

- +3.0 points for a field goal made (0-39 yards)
- +4.0 points for a field goal made (40-49 yards)
- +5.0 points for a field goal made (50+ yards)
- +1.0 points for PAT made
- -1.0 points for a field goal missed
- -1.0 points for a PAT missed

Team Defense and Special Teams (D/ST)

- +6.0 points for defensive touchdown
- +10.0 points for 0 points allowed
- +7.0 points for 1-6 points allowed
- +4.0 points for 7-13 points allowed
- +1.0 points for 14-20 points allowed
- -1.0 points for 28-34 points allowed
- -4.0 points for 35+ points allowed
- +1.0 points per sack
- +2.0 points per interception
- +2.0 points per fumble recovery
- +2.0 points per safety
- +1.0 points per forced fumble
- +2.0 points per blocked kick
- +6.0 points for special teams touchdown
- +1.0 points for special teams forced fumble
- +1.0 points for special teams fumble recovery

Miscellaneous Scoring

- -1.0 points per fumble

- -2.0 points per fumble lost
- +6.0 points per fumble recover touchdown

Article VIII - Trade Guidelines

For a trade to be granted in a given week, it must be accepted **through our league hosting service – Sleeper** - no later than 1 hour before gametime. This gives the commissioner ample time to approve said trade. Any trades that are submitted through the website/app **within 1 hour of gametime** are still able to be approved, but are not guaranteed to be seen by the commissioner before gametime. In the rare case that a trade is not approved before gametime, the trade is still considered to be final, but the commissioner will not be expected to manually set any of the involved players in any of the involved teams' starting roster slots.

Once accepted through the hosting service (Sleeper), a trade **cannot be withdrawn by one party** due to player injury, suspension, or any other unforeseen circumstance.

There is only 1 valid reason which a trade can be vetoed by the commissioner:

1. Collusion. (See below paragraph for details)

Collusion - occurs when one team makes moves to benefit another team, without trying to improve its own position. One-sided trades are an example of collusive transactions. Dropping a player so another team can pick up that player is another example of collusive transactions.

If a team suspects another team of collusion, they must notify the commissioner immediately. All final decisions on collusion will be made by the commissioner.

Collusion must be clear and obvious to be considered punishable. The punishment for collusion is subject at the discretion of the commissioner, and will involve reversal of any trade, roster move, or free agency addition that could be considered related to the colluding act. In severe cases the commissioner reserves the right to remove the colluding team(s) from the league.

Article IX - Creating New League Rules

When a league rule is questioned, it is noted and a discussion will ensue after the end of the current season on possible resolutions. Based on these discussions, the Commissioner will create an online poll so that owners can vote on an appropriate course of action.

Changes to rules involving payouts, fees, or anything finance related require a unanimous vote. Updates to the Constitution regarding league approved rule changes related to finances will not be made until after the payout of the current side pot. Meaning if a decision is made regarding league finances during the first year of the three year side-pot accumulation period, the change will not take effect until after the end of that respective three year period.

Changes to all other rules, including, but not limited to, bench size, starting roster make-up, taxi squads, deadlines, rookie drafts, etc., require only a majority vote. Updates to the Constitution regarding league approved rule changes related to all other aspects of the league will also not be made until after the payout of the current side-pot. Meaning if a decision is made regarding league finances during the first year of the three-year side-pot accumulation period, the change will not take effect until after the end of that respective three year period.

Article X- Penalties for Roster Oversights

If an owner has a starting roster slot open (either due to bye week or simple oversight) then they **must insert a player** in the open starting roster slot. The commissioner will not make a substitution for a player who is OUT on behalf of the team starting said player, regardless of when they were declared out.

In the event that a roster spot is left empty, or filled with a player that is not playing that week, at the time that the respective player's game starts, the team who started said player will pay a penalty of \$5.00, which will be contributed to the overall side-pot.