

Legends of Dynasty, Inaugural Season 2016

1. 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.

- 12 teams (4 Divisions)
- 23 roster spots = 276 players on rosters at a time during the regular season.
- 10 starters - 1QB / 2RB / 2WR / TE / 1(QB/RB/WR/TE) / 3(RB/WR/TE)
- An initial 30-round Third Round Reversal startup draft conducted by email that includes seven rounds of 2016 rookie and free agent draft positions (not players).
- An annual rookie and free agent drafts conducted in two parts:
 - A two (2) round rookie draft (Rounds 1-2) completing no later than one month after the NFL draft (ASAP for the initial season)
 - A five (5) round rookie and free agent draft (Rounds 3-7) completing no later than the end of second to last NFL preseason weekend.
- Post startup rookie draft order determined by Potential Points and a draft lottery.
- A position-balanced 0.5 PPR scoring system with 1.5 PPR for TE.
- Free agents acquired by bidding Free Agent Acquisition Budget (FAAB) weekly during the regular season followed by First Come First Serve claims.
 - At least \$1000 FAAB per team, per season with poorer scoring teams getting increased FAAB.
 - FAAB is tradeable and can be used for small bets and other league achievements by vote. Up to \$500 of FAAB can be carried across season boundaries.
 - FAAB can be borrowed from future seasons at a penalty.
- Three-week, six-team playoff structure running NFL weeks 14-16.
- Trading prohibited only from beginning of NFL Week 13 to the end of NFL Week 16..
- Guaranteed playoff berths for two season-end points-scored leaders.
- Consolation bracket ("Toilet Bowl") for six non-playoff teams running NFL weeks 14-16.
- Draft pick (1.13) for Toilet Bowl winner.
- \$60 annual league dues including MFL fees. Dues penalties up to \$20 for lowest 4 teams.
- Prize pools with 100% payouts, less MFL league fees and Empire Prize pool.
- 20% of league dues held back for Empire Bonus Prize, awarded when a team wins the league twice in three seasons.
- Prizes for weekly top scorer, season scorer, regular season champ, and playoff champ.
- The league is designed to run for decades with smooth ownership transitions if necessary. Rules may be modified by league vote to achieve these and the other overarching goals.

2. INAUGURAL DRAFT

The league will initially select players via a 30-round startup draft that will include 2016 rookie draft positions. The players in these positions will be drafted in the rookie and free agent drafts per the league calendar.

The startup draft will be via Third Round Reversal format conducted by MFL. This format has [been shown](#) to reduce the advantage of the team picking first from about 8% to about 2% for a draft with more than 10 rounds.

In this draft, Round 3 is reversed from the original "snake" draft order, so the person going last in Round 1 gets to go first in Rounds 2, 3 and 4. The owner who has the first overall pick doesn't start a round again until Round 5 as shown in the table below (R=Round; P=Position).

	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12
R1	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12
R2	2.12	2.11	2.10	2.09	2.08	2.07	2.06	2.05	2.04	2.03	2.02	2.01
R3	3.12	3.11	3.10	3.09	3.08	3.07	3.06	3.05	3.04	3.03	3.02	3.01
R4	4.12	4.11	4.10	4.09	4.08	4.07	4.06	4.05	4.04	4.03	4.02	4.01
R5	5.01	5.02	5.03	5.04	5.05	5.06	5.07	5.08	5.09	5.10	5.11	5.12
R6	6.12	6.11	6.10	6.09	6.08	6.07	6.06	6.05	6.04	6.03	6.02	6.01
R7	7.01	7.02	7.03	7.04	7.05	7.06	7.07	7.08	7.09	7.10	7.11	7.12
R8	8.12	8.11	8.10	8.09	8.08	8.07	8.06	8.05	8.04	8.03	8.02	8.01
Snake continues R9-23 with P12 picking 9.01												

All current NFL players and 2016 draft positions (1.01-7.12) are eligible to be selected.

Remaining 2016 draft positions that are not selected (if any) will be allocated via snake draft.

The draft timer will be set to 8 hours, turned off between 10PM and 8AM. If the draft will not be completed by the league imposed deadline, a real-time online draft will be scheduled to complete the draft.

Trading inaugural draft picks, players, FAAB, and future draft picks is allowed during the draft. Teams trading away future picks must pay 100% of league dues for that season.

Initial draft position will be selected at random or by a game of pseudo-skill such as betting on the final point total of an NBA playoff game.

Owners shall use MFL to pre-draft a pick if they will be away for an extended period of time or if they have one or more clear decisions on which players to draft. Owners shall use their best efforts to make draft picks as promptly as possible, and owners who are considering trading an upcoming draft pick are strongly encouraged to announce their intention publicly beforehand. Owners are discouraged, but not prohibited, from waiting until they are "on the clock" before announcing that they are soliciting trade offers for the current pick.

If a team misses their pick, the owner must notify the Commissioner(s) before 6 subsequent picks have passed to acquire a player for the missed pick. If the owner does not notify the

Commissioner before 6 subsequent picks have passed, the owner shall make up the pick at the end of the draft.

If an owner leaves the league during the draft, the draft will be paused until a replacement owner is found. If an owner is not found within one week, the Commissioner and Executive Council will assign a trusted third party to complete the draft for the orphaned team.

In the unlikely event a disruption occurs during the online draft with adverse results to any owner or team, the Commissioner reserves the right to pause, modify or otherwise alter the draft in such a way that corrects the adverse effect and promotes fairness and integrity of the league. Under no circumstances shall the Commissioner or any owner alter the draft results so as to grant an unfair advantage to any owner.

3. ANNUAL ROOKIE and FREE AGENT DRAFTS

Rookie draft positions for the inaugural season will be selected during the Inaugural (Startup) Draft. Owners will select a position (1.01) rather than a player (Ezekiel Elliott).

Draft order for subsequent seasons will be set as follows:

1. The top three spots will be selected by a draft lottery of the teams that did not make the playoffs and that finished with the 3 lowest totals of Potential Points. **Potential Points** are the total points that could have been scored by a team by its best combination of starters in each position each week during the regular season as shown in the MFL Power Rankings.

This will be a weighted random lotto draw similar to NBA and NHL drafts using tools similar to those at DraftLotto.com. The weighting will be distributed by the number of chances (“balls”) a team has to win a given draft slot.

- 12th-place team: 6 balls
- 11th-place team: 3 balls
- 10th-place team: 1 ball

The draft lottery results will be shared with all owners via email and the message board.

2. The next three draft spots will be in order of lowest totals of Potential Points that did not make the playoffs.
3. The final six draft spots will be in order of playoff results, with the league champion picking last. Those teams exiting in the same round will pick in reverse order of playoff seeding.

The annual rookie and free agent drafts will be conducted in two parts:

3.1 ROOKIE DRAFT PART 1 (Rounds 1-2)

The subsequent yearly rookie draft will be completed no later than one month after the NFL draft except for the inaugural season.

Part 1 of this draft will run for two rounds and will only include rookies for the upcoming NFL season. This draft will be conducted with the same logistics as the startup draft.

Draft picks may be traded if the dues for that year are fully paid for.

3.2 ROOKIE and FREE AGENT DRAFT PART 2 (Rounds 3-7)

Part 2 of the rookie draft will include free agents and will be completed by the end of the second to last NFL pre-season weekend. The draft will run for five rounds.

All free agents from the prior year along with undrafted rookies are available during this time.

The draft order is the same as determined for the Rookie Draft. This draft will be conducted with the same logistics as the startup draft.

Most league rosters will exceed the mandated roster limit at the end of the Rookie Draft Part 2. All teams are required to reduce their rosters to the mandated limit by the end of the final NFL preseason game.

4. LEAGUE RESOURCES

MFL site: <http://www72.myfantasyleague.com/2016/home/52319>

Google Sheet

- League Dues Tracker Google Sheet
- Draft Pick Tracker Google Sheet
- FAAB Budget Tracker
- Trade Tracker

League funds management: Leaguesafe

GroupMe is required and owners are required to be active participants.

5. LEAGUE CALENDAR

This league calendar will be updated annually

6/1/2016	Initial contact of founders via Reddit
6/14/2016	Deadline to pay 2 years of dues to Leaguesafe for founding members
6/21/2016	Startup Draft begins
7/1/2016	Startup Draft complete
7/4/2016	Rounds 1-2 Rookie Draft Part 1 (RDP1) begins
7/11/2016	Round 1-2 Rookie Draft Part 1 (RPD1) complete
8/25/2016	Round 3-7 Rookie Draft Part 2 (RPD2) begins
8/28/2016	[End of 2nd to last Preseason Week] Round 3-7 Rookie Draft Part 2 (RDP2) ends
9/2/2016	[Kickoff NFL Preseason Final Week] Roster cuts to roster limit
9/8/2016	NFL Season Begins (Thursday Kickoff – Panthers at Broncos!)

9/13/2016	[After NFL Week 1] Waivers and Free Agency open
12/1/2016	[Kickoff NFL Week 13] Waivers and Free Agency closes
12/1/2016	[Kickoff NFL Week 13] Trade Deadline
12/1/2016	[NFL Week 13] Final week of the regular season
12/8/2016	[NFL Week 14] First round of Championship and Toilet Bowl playoffs..
12/15/2016	[NFL Week 15] Second round playoffs.
12/22/2016	[NFL Week 16] Championship and Toilet Bowl games.
12/27/2016	[Following NFL Week 16] Leaguesafe Payouts
12/27/2016	[After NFL Week 16] Trading Reopens
3/1/17	League Year ends. Deadline to pay owed dues at Leaguesafe.
3/1/17	Divisions realigned by vote of division winners

6. TEAMS, DIVISIONS & OWNERSHIP

- a. The League will consist of 12 teams in 4 divisions. Each team will play every team in their division twice (total of 4 games) and every other team once (9 games) for a total of 13 regular season games.
- b. After each season, the division winners (in order of regular season finish) will draft the new divisions between the NFL draft and Rookie Draft Part 1.
- c. For each franchise, the team owner must choose a team name, colors, and graphic in accordance with any theme that is chosen by the league.
- d. The owner will have control of their home page, to personalize as long as it basically aligns with the league theme.
- e. If an owner should choose not to return, the Commissioner will find a replacement owner using whatever means necessary to keep the league stable.
- f. If a team is abandoned:
 - After the new owner is awarded a franchise, he will have the opportunity to remake his team through free agency and trades during their first week in the league.
 - The replacement owner will be allowed, during their first week in the league, the chance to pick up as many free agents as they like. This is a one-time ability.
 - All free agents will be acquired using the MFL league software during this week.
 - Roster limits will be enforced during these pickups so drops may need to be accompanied with free agent requests.
 - All replacement owners get this one time opportunity whenever they join whether it's in season or off season.
 - Rookies cannot be selected prior to the rookie draft.
 - The new owner will keep the drafting positions held by the previous owner.
 - If more than one team is abandoned at a time, new owners will be identified and players from those teams distributed to the new owners in a dispersal draft that will include all free agents and draft picks from the abandoned teams unless all of the new owners agree which teams to select.

7. DUES

League dues are \$60 per season per team including MFL fees and are non-refundable. Owners will pay 2 years of league dues at startup and stay two years ahead by paying one year of dues during the off season. Therefore, \$120 will be due to join the startup.

Dues are collected on Leaguesafe.com.

An owner may not participate in any draft until they are paid in advance for at least 2 seasons.

If the owner has traded away future picks beyond next season, 100% of those dues (for that advanced season) must be paid before the owner can participate in any draft. For example, at startup, for 2017 picks dues will already be paid. If a team wishes to trade away 2018 picks, they must pay 2018 dues. Dues must be paid by the next league deadline, typically the 1st of March.

If an owner leaves the league for any reason, his dues are forfeit to the prize pool and he will have no claim to them in any way. This includes if he finds a replacement owner, unless the replacement owner is willing to reimburse him and pay the dues required to join the league.

If an owner cannot reasonably meet the dues deadline, they must notify the Commissioner and make alternate arrangements. Failure to do so will result in the forfeiture of their team for the current season and seeking a replacement owner. **Don't be that guy.**

8. CURRENT-YEAR PRIZE PAYOUTS

The payout structure is based on dues of a \$60 per team per season.

2016 Prize pool:

- \$60 x 10 teams = \$600 total league funds.
- Minus \$70 for MFL = \$530.
- \$106 (20%) withheld for Empire Bonus Prize = \$424 for current-year prizes

Current-year prizes are awarded as follows:

- | | |
|---|-------|
| • \$10 for the weekly highest points scored (Starter Points) | \$130 |
| • \$10 for the highest weekly point total during the regular season | \$10 |
| • \$60 (equal to dues) to the highest regular season point scorer | \$60 |
| • \$60 (equal to dues) to the regular season champion by record | \$60 |
| • \$164 (remainder) to the Champion of the playoffs | \$164 |

No payouts for 2nd place! Payouts are made via LeagueSafe and are subject to their payout procedures.

7 out of 12 owners must approve the payouts.

9. EMPIRE BONUS PRIZE PAYOUT

The Empire Bonus Prize consists of all specifically-allocated Empire Bonus funds retained from subsequent and current seasons.

Dues collected for future seasons (such as for startup or as owed for trading future draft picks) are not eligible for payout in the current season's Empire Bonus Prize award. Any monetary penalties collected during a season will be applied to the following season's Empire Pot, that is, the amount of the Empire Pot is established at the start of a season.

An owner is eligible to receive an Empire Bonus Prize if he/she wins two championship games in any three-season span since the previous Empire Prize distribution (if applicable).

All owners in good standing are eligible for Empire Bonus Prizes. Teams may win the Empire Bonus more than once if the criteria are met more than once.

The Empire Bonus Prize is awarded in addition to the single-season prize funds.

The Empire Bonus Prize is payable at the same time as current-year prizes and is subject to the same majority approval (7 of 12 owners).

10. STARTING LINEUP & ROSTERS

League rosters will consist of no fewer than 20 players and no more than 23 players during a season. There are no roster limits during the off season. Violation of this rule will subject a team to league sanctions, but **don't be that guy**.

Teams are required to submit a full starting lineup each regular season week during the regular season and, if applicable, each playoff week.

A starting lineup shall consist of 10 players:

- 1 Quarterback (QB)
- 2 Running Back (RB)
- 2 Wide Receivers (WR)
- 1 Tight End (TE)
- 1 Superflex (QB/RB/WR/TE)
- 3 Flex (RB/WR/TE)

Player positions are determined by the MFL site. No restrictions are currently in place.

- Owners should be aware that MFL may change a player's position at any time pursuant to that player's NFL team changing their position, e.g switching a player who was previously a wide receiver (WR) that of a running back (RB). These changes shall not be overruled by the League under any circumstances. These changes become effective when they are made by MFL.
- Owners are responsible for assessing the possibility that a given player may change positions before acquiring the player.

Players are not 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.

Owners who know they will be unavailable to set their team's lineup are shall use their best efforts to inform the Commissioner and designate another owner or the Commissioner to set or change their team's lineup.

Owners who know they will be unavailable on game days may also submit conditional lineup changes or preferences via the MFL message board, and a council member will make the changes on behalf of the owner on game day. However, conditional changes requested via the message board are not guaranteed to be processed if posted less than 1 hour prior to kickoff of the player's game that occurring on a Sunday or less than 2 hours prior to kickoff of the player's game if occurring on any other day.

Players may be started on their bye weeks in order to field a full lineup only if a team has no other active (i.e. non-bye week) players on their roster at that position and if it is impossible for that team to acquire an active player via trade or free agency. **This should never happen.**

11. SCORING

EVENT	POINTS
Passing TDs	4 points each
Passing Yards	1/30 points for every one yard
Passing 2 Pointers	2 points each
Passing Interceptions	-2 point each
Rushing TDs	6 points each
Rushing Yards	1/10 point for every one yard
Rushing 2 Pointers	2 points each
Receiving TDs	6 points each
Receiving Yards	1/10 point for every one yard
Receptions (other than TE)	1/2 point for every 1
Receptions (TE)	1.5 point for every 1
Receiving 2 Pointers	2 points each
Off Fumble Recoveries for a TD	6 points each
Offensive Fumble Recovered by D	-2 points each

12. PLAYOFFS

Playoffs will take place during Weeks 14-16 of the NFL season.

The six playoffs teams will be seeded as follows:

- Top two division winners (Seeds 1 and 2)
- Remaining division winners (Seeds 3 and 4)
- Top point scorers that did not win a division (Seeds 5 and 6)

Tiebreakers for all standings and playoff spots and will be determined by MFL which should use this order. If this list is in error, MFL standings and tiebreakers will prevail.

- Overall Winning Percentage
- Total points
- Head-to-Head matchup
- Power Rank.

The top two seeds will receive a bye in NFL Week 1 / Playoff Round 1. Playoff teams will be manually reseeded in the event of an upset in Round 1. For example: If Seed 6 defeats Seed 3 in Round 1, Seed 1 will now play Seed 6, and Seed 2 will play the winner of Seed 5 & Seed 4.

Playoff ties are won by the team with the higher seed.

13. TOILET BOWL

The six teams that do not advance to the playoffs in each conference will participate in the Toilet Bowl playoffs. These teams will be seeded one through six based on Potential Points, with the number one seed going to the team with the lowest point total. Tiebreakers (see above) will be used if necessary.

The top two seeds will receive a first round bye.

The winner of the Toilet Bowl will receive the 1.13 rookie draft pick and this pick will be a tradable commodity.

Owners of teams that finish out of the playoffs and the two lowest "Points For" (actual points scored) totals will owe an additional \$20 in league fees for the following season. Owners of teams with third and fourth lowest "Points For" totals that missed the playoffs will owe an additional \$10 in league fees for the following season. These additional dues will go toward the empire pot.

14. WAIVERS and FREE AGENCY

Any player not on a league roster is considered a free agent. Free agents may be claimed by owners during one of two periods each week: The Waivers Period and the First Come, First Served (FCFS) Period. Free agents whose NFL teams have participated in a game and players dropped since the last Waiver Period ended are not eligible to be claimed until the following Waiver Period.

The **Waiver Period** consists of owners placing Free Agent Acquisition Budget (FAAB) bids. This period begins after the end of the final NFL game of a week and the bidding is adjudicated Wednesdays at 3 AM ET. A player to be dropped (if desired or necessary to meet roster requirements) can be identified when the bid on a free agent is placed. Waiver bid ties are adjudicated by league tiebreakers (weakest team wins the player).

The Waiver Period is followed the **FCFS Period** where players are assigned to rosters as soon as they are claimed. This period runs from the end of the Waiver Period until that week's final kickoff..

- a. All teams will have FAAB of \$1000 the first year.
- b. In following years, teams will be allocated additional FAAB based on their standing from the prior season:
 - i. \$1000 for the previous year's playoff teams
 - ii. \$1050 for the top two non-playoff teams based on potential points scored
 - iii. \$1100 for the bottom four non-playoff teams based on potential points scored
- c. FAAB can be traded.
- d. FAAB is for all free agent transactions during the regular season, both waivers and FCFS.
- e. At the end of the league year, the balance of the FAAB, to a maximum of \$500, will carry over to next season.
- f. All First Comes First Serve (FCFS) waiver transactions will cost \$1.
- g. A team with insufficient FAAB to make a waiver bid or free agent claim may either trade for FAAB or borrow from the next season. To borrow FAAB the owner must:
 - i. Request an increase in FAAB of up to \$100 from the league office by email and message board before the end of the final game of the NFL week. Later requests may be processed either for the current week, or for the next.
 - ii. Agree to forfeit \$50 of NEXT season's FAAB as a one-time penalty.
 - iii. Agree to forfeit \$5 of NEXT season's FAAB for each \$1 of CURRENT season FAAB requested. For example, if the owner requests \$50 of FAAB for this season, his next year's FAAB will be reduced \$50 (one time) + \$250 of next year's FAAB.
 - iv. The owner may subsequently request additional current season FAAB until reaching the maximum of \$100 at a rate of \$5:\$1. This will incur the maximum of \$550 to be repaid when FAAB is allocated for the following season.
- h. Each team will be able to acquire an unlimited amount of free agents per week/year dependent on roster space limits and available FAAB.
- i. The owner cannot rescind or replace a FAAB bid with another request after bids are adjudicated.

Waivers and FCFS moves will occur only during the portion of the league year shown in the league calendar, generally the league's regular season.

15. TRADES

Trading is the lifeblood of a dynasty league. Limits on trading shall be rare, and when in doubt, a trade will be allowed.

Trading is only permitted by teams who are paid in full for the current season.

A team may only trade away draft picks for future seasons for which they have paid in full..

Trades are not allowed during the period shown in the league calendar (generally, the league's final week and the league playoffs).

Once a trade has been proposed and accepted via the 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 (i.e. within 5 minutes of the trade's acceptance) 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.

The Commissioner shall reject all trades which cause a team to violate the requirements for maintaining a starting lineup in the absence of other roster decisions that immediately rectify the lineup violation.

Conditional trades involving players or draft picks are permitted, but must be documented on the message board **and** to the league in an email. However, teams may not engage in "delayed" or "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. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade in question was part of such a trade.

Teams may not impose "post-trade conditions" where a team trades a player subject to a requirement that the other team perform or refrain from performing a specified action relating to the player after the trade is completed.

Example: an owner may not trade a player with the condition that the player be waived immediately, or that the player must not be subsequently traded to a particular team, or that the player is benched when playing the team currently trading the player.

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.

Owners shall use their best efforts to respond promptly (within 24 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.

The Executive Council may, under rare circumstances, decide that a trade is either anti-competitive, or not in the best **long-term** interest of the league. In this case, the Executive Council must vote unanimously to disallow the trade. The rationale for this trade veto will be documented on the message board and via email. An Executive Council trade veto can be overridden by 8 of 12 owners..

Occasionally, rapidly changing information is not available to both sides of a trade, particularly when the trade was opened before the news was known. In this case, it is recommended that both sides of the trade inform each other of the material information that has changed before acting on the

trade. While trading on rapidly changing information can benefit an owner short-term, it's a bush league move and that owner will be surely be shunned like an Amish rap artist.

16. OFFICIAL STATISTICS AND SCORING CHANGE

Every week after all NFL games are played and all fantasy scores are calculated, the Elias Sports Bureau reviews all NFL games for the purposes of locating and calculating any necessary corrections to the official team and player statistics compiled during each game. These corrections will be applied to league scores when they are released by Elias and the NFL, which is usually on Wednesday morning.

Owners should be aware that the outcome of a game that was tied or won by a small margin may change after the Elias Sports Bureau's scoring corrections are applied. MFL will apply the official scoring corrections without exception, and owners may not appeal the changed scoring, the changed outcome of a game, or request that the official scoring corrections be disregarded.

17. ORPHAN TEAMS

An owner may retire from the league in good standing. Retirement must be announced before the conclusion of Week 17 of the NFL season to retire in good standing. Upon announcement of an owner's retirement, a replacement owner will be sought and they will be responsible for the upcoming season's league fee if it has not already been paid by the retiring owner. Once an owner announces their retirement, they may not make any trades for the remainder of the season. A retirement announcement is irrevocable, but an owner who retires in good standing may be considered for reinstatement to the league after an absence of at least one full season.

Aside from retirement, orphan teams can be created through the following circumstances:

- **Quitting owner:** If an owner publicly declares they are quitting the league on the MFL site or chat, the team is immediately classified as an orphan team and the Commissioner will assume control of the team until a replacement owner is found. Public, written "I quit" declarations are permanent and irrevocable; quitting owners are permanently barred from seeking reinstatement to the league.
- **Abandoning owner:** A team is considered abandoned during the season if an owner fails to set a lineup for two consecutive games.
- **Removal of an owner for failure to pay league fees by one month before the NFL draft.**
- **Removal of an owner for cheating or anti-competitive conduct**
- **Removal of an owner or multiple owners for collusion between teams**
- **Removal of an owner or owners for offering and/or accepting bribes (i.e. real-life money or any other real-life consideration) as an incentive to complete league trades, league transactions or influence league activity of any kind.**
- **Removal of an owner for repeated failure to return league emails and trade offers in a timely manner.**
- **Removal of an owner for conduct or transactions detrimental to the league.**
- **Removal of an owner for failing to maintain the minimum or maximum roster size..**

- Removal of an owner for repeated failure to adhere to league rules or abide by Commissioner or Executive Council rulings.
- Removal of an owner for repeated failure to communicate with owners, Executive Council members or Commissioner in a mature or respectful manner.

If a team is orphaned during the season, the Commissioner will set that team's roster for the remainder of that season or appoint a Council member to set the orphan team's roster for the remainder of the season. The stated preference is that the Commissioner or Council member setting the orphan team's roster

Not be scheduled to play that orphan team during the season. In the event the Commissioner or Council member's team does play the orphan team during the season, another Council member shall set the orphan team's lineup for that game.

Payouts won by a team orphaned during a regular season will be put into the following year's pool to be distributed as extra prize winnings.

18. CHANGING LEAGUE RULES

Each owner may submit up to five proposed rules changes prior to the annual rookie draft. A proposed rules change must be seconded by any other owner in order to proceed to a vote.

Proposed rules or scoring changes must be communicated to all owners. This may be achieved by either:

- Posting in the official league message board.
- Emailing all league owners.

For binary votes: 7 of 12 owners voting in favor the change will result in a successful change.

For votes with more than one option: If no majority is achieved, the option with the most votes will succeed. If no option receives the single most votes, the proposal will fail. The proposer will be given one additional opportunity to submit a variation of this rule change in this calendar year in order to achieve the required number of votes.

The league may be disbanded or restarted at the end of any season by a vote of 8 of 12 owners.

Changes will be implemented in the following league year unless otherwise specified.

19. OWNER RESPONSIBILITIES

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 drafts 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.

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 the league's long-term survival and owners' long-term enjoyment.

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:

- Owners are responsible for ensuring their team has current Owners are responsible for knowing and following the rules and schedule listed in these bylaw as well as on the League Site.
- Owners are responsible for responding to emails or private messages from the Commissioner, Council or other owners in a timely manner.
- Owners are responsible for taking part in league votes and debates.
- Owners are responsible for regularly accessing the league's MFL site.
- Owners are responsible for responding to trade offers in a timely manner.
- Owners are responsible for participating in all required league functions and scheduled events, whether they occur in the regular season or offseason.
- Owners are responsible for submitting weekly lineups.
- 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.

20. 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. Violations of these rules shall voted on by the Executive Council (as requested by any owner or the Commissioner) and may subject an owner or owners to Commissioner's sanctions, which may include immediate removal from the league:

Tanking: Owners are expected to use their best efforts to set their best available lineup every week of competition, even if they are well out of playoff contention. Tanking is defined as failing to submit their best available starting lineup either intentionally or through indifference. It is understood that owners may play hunches on who to start and won't always start the player who scores the most points.

However, an owner who knowingly benches star players or obvious starting players in favor of players who are marginal, clearly injured, benched, suspended or on their bye weeks shall be subject to Commissioner's sanctions for a first offense. A second offense shall result in that owner's immediate removal from the league.

Anti-competitive Trades: Owners may not make trades that result in worsening their own team in order to stock another team playing a third team they want or need to lose. Owners may not make trades if they do not intend to return to the league for the next season. If an owner does not intend to return to the league, they should announce their retirement publicly and play out

the season using their best efforts; the incoming replacement owner should be permitted to inherit an intact team and make their own trades and roster decisions. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade was prohibited on anti-competitive grounds that were not apparent at the time of the trade.

Collusion: Collusion is defined as two or more owners making arrangements and/or acting in concert to influence the results of league activities such as game outcomes, draft standing or player availability. Any unsportsmanlike conduct coordinated between two or more owners is considered to be collusion, as is teams trading to consolidate better players on one team and/or agreeing to share payouts by acting in concert. Trading a player with the condition that he be traded back would be considered collusion, and against the rules. Owners engaging in collusion are subject to penalties and/or immediate removal from the league.

Dumping: An owner who, without good reason, cuts players from their team who are obviously valuable is subject to Commissioner's sanctions. If an owner continues to dump players after sanctions are imposed, the owner shall be removed from the league. It is understood that teams can and will drop "borderline" players from their rosters, but dropping obvious fantasy starters or large amounts of average players in an attempt to increase draft position, make players available to other by way of collusion or sabotage the integrity of the league shall not be tolerated.

Indifference: An owner who fails to submit a starting lineup or fails to replace inactive players who are injured, benched, suspended or on their bye week is subject to Commissioner's sanctions for a first offense. An owner who fails to set a starting lineup due to indifference twice in the same season is subject to removal from the league.

An owner whose personal conduct is deemed by the Executive Council to be consistently and flagrantly disrespectful to other owners or the league is subject to Commissioner's sanctions. Such conduct includes but is not limited to posting chat or comments containing serious threats of violence, offensive comments regarding race, ethnicity, religion or sexual orientation, or engaging in any kind of persistent harassment or bullying. In general, if an owner would get punched in the face by saying it to the guy sitting on the next bar stool, an owner should probably refrain from saying it here.

The Commissioner will be the final authority on all sanctions only to be overturned by a (1) unanimous vote by all other members of the Executive Council or (2) a vote of 8 of 12 owners on a league wide poll.

21. OWNERS 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 Executive 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 waiver 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 picks
- Loss of FAAB
- 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.

22. COMMISSIONER, EXECUTIVE COUNCIL, AND ELECTIONS

The Commissioner will act in good faith and at all times in the best interest of the league to maintain a fun, fair, competitive environment.

The Commissioner will have the final authority over all actions, activities, votes, rule changes, and any other thing necessary to effectively run a good league while respecting the rights of its owners. The intent of this clause is not to grant arbitrary, unchecked Roger Goodell-like power, but rather to empower and require the Commissioner via these bylaws to take fair and necessary executive action for the good of the league.

The league shall be governed by a Commissioner and an Executive Council ("Council"). There will be a Deputy Commissioner to take the league duties of the Commissioner if unavailable. 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 Council require a majority council vote to be enacted.

A Co-Commissioner will assist the Commissioner with their duties, will act for them in their absence, and will fill in for the Commissioner if there is a conflict of interest. The Co-Commissioner will take the place of an Executive Council member in their absence or if

there is a conflict of interest. If two members of the Council have a conflict of interest, the Commissioner will fill the third Council seat.

Role of the Commissioner (or Co-Commissioner in his absence or if the Commissioner has a conflict of interest) vs. Executive Council are:

Commissioner

- Maintain league logistics
- Help set lineups and perform team/roster moves for owners if requested
- Ensure that the league calendar is updated and followed
- Facilitate drafts
- Collect league dues and facilitate payouts
- Ensure that actions that require dues to be paid are completed only if dues are up to date
- Ensure that the league dues are paid and accounts are kept current
- Ensure that the league website, message boards, and team pages are maintained
- Apply penalties for owner misconduct, rules violations, or actions against the league as voted on by the Executive Council
- Void trades if rules are clearly violated (tradebacks, roster limits, etc.)
- Control abandoned or otherwise orphaned franchises and seek new ownership

Executive Council (votes are majority unless otherwise specified)

- Vote on trade vetoes (must be unanimous)
- Vote on owner misconduct, rules violations, or actions against the league

The Council currently consists of:

1. Commissioner:
 - *Marcus*
2. Co-Commissioner:
 - *To be determined*
3. Executive Council:
 - *Pat, Aaron, Cyril*