

DyNasty League

Est. 2019 - a roll up of the FFB league est. 2008

Contents

General	Scoring and Transactions	Playoffs	Rookie/ FA Draft	Collusion
League Dues	Trades	Timeline	Ownership	Points

General League Setup and Rosters

- Sleeper will be designated application
 - 12 Teams
 - No Divisions, all teams compete against each other for playoffs
 - Roster sizes: 25 (27 if 10 teams) at the start of the regular season until rookie draft. Roster will expand at rookie draft through regular season. Will need to make cuts to roster by last preseason game to bring back to 25.
 - Keeping kickers for the moment. I prefer not to, but I need a second!
 - IR – 2 IR spots
 - Taxi Squad – No
 - Schedule will randomize every year
 - Starting lineups to include – 1 QB, 2 RB, 3 WR, 1 WR/TE, 1 Flex, 1 Defense, 1 Kicker :(
-

League Dues and Payouts

- \$100, due before rookie draft
 - If you trade a draft pick, you must pay 50% of that years dues. Trade will not process unless you pay.
 - E.g. trade a 5th round 2021 for Andrew Luck, you pay \$50 for 2021. You'd still owe \$100 for 2020
 - Pay out is:
 - 1st: \$560
 - 2nd: \$160
 - 3rd: \$60
 - Rolling Pot: \$260
 - To be claimed by the first champ repeating two years in a row.
 - Highest scorer per week gets \$10
-

Scoring & Transactions

- Scoring Format:
 - .5 ppr
 - Slight tweak to kickers.
 - VPs
 - The top 4 scoring teams would get 2 VP, 5-8 would get 1 VP, bottom 4 get none
 - Then you get 2 VP for winning, 0 for losing
- In-Season Waivers/Free Agents:
 - FAAB Bidding – \$200 budget per year
 - In-Season FAAB starts week 1, ends after the Champ is named
 - \$0 claims allowed
 - Waivers clear on Tuesdays (end of day) after games
 - Players are on waivers for two days after being dropped
 - After waiver period, players are available for pick up on first come first serve basis
 - Continuous waivers - meaning all players are waived until 7 PM, waivers processed, everyone is FA, 11:59 PM that day, everyone becomes waivers again. This will help everyone get a chance at Chubb hunting.
- Off-Season Waivers:
 - After the season ends and offseason has started, FAAB is reset to \$200 until draft
 - After draft, FAAB is reset to \$200 until regular season
 - \$0 claims allowed
 - Same waiver period used

Trades

- Trade Deadline – week 9
 - Draft pick trading allowed
 - Future Pick Trading – 2 years out
 - Just about any trades will be allowed.
 - Commissioner reserves the right to veto
 - Veto may be overruled by a majority vote
 - Trading during offseason is allowed, but only after teams have paid league dues.
 - A trade may be cancelled if accidentally accepted is commissioner is alerted 5 min after it happens. Otherwise, trade will go through.
 - I didn't know Marshawn Lynch got suspended or "I didn't realize there was an Aaron Rogers" aren't legitimate reasons. Do your research.
-

Playoffs

- Top 6 teams get in, determined by VPs
 - Ties are broken by head to head, then most points scored, then most points scored against.
 - Week 14: 3 v 6 & 4 v 5 - 1 and 2 get a bye
 - Week 15: 1 v lower seed 2 v higher seed
 - Week 16: Winners of week 15 for championship, losers for 3rd place.
-

Timeline

Date	NFL Week 1	March 1	Rookie/ FA	NFL Week 1
Roster Size	25	21	28	25

Rookie/FA Draft

- Subsequent rookie drafts will take place after NFL draft and before NFL Preseason
 - Date will be voted on
 - 7 rounds, Fixed draft order (i.e. no snaking)
 - Rosters expand to 28
 - Each player has 24 hours per pick
 - Rookie Draft Order:
 - Spots 1-4 will be determined by a lottery: <http://www.draftpicklottery.com/>
 - Odds are: 10th - 44%, 9th - 32%, 8th - 19% 7th - 5%
 - Spots 5-10 determined by finishing spots. Spots 5 & 6 will be determined by total points for the year week 1-15.
 - Each round is linear, not snake. After 10th pick of each round, next pick goes back to the first team (same as NFL draft)
-

Team ownership

(If you're responsible, don't worry about this mumbo jumbo. I literally copied and tweaked from some other league guide.)

- 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.
- If an owner forfeits his team, a replacement will be found as soon as possible to replace that owner for continuity.

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 that they are quitting the league on the league 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 weeks**.
 - **If you can't set your lineup, let commissioner know and they will set it for you.**
- 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 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 rulings.
- Removal of an owner for repeated failure to communicate with owners or the 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. The stated preference is that the Commissioner setting the orphan team's roster not be scheduled to play that orphan team during the season. In the event the Commissioner's team does play the orphan team during the season, another league 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.

Changing League Rules

- Proposed rules or scoring changes must be communicated to all owners. This may be achieved via group chat.
- For binary votes: 6 of 10 owners voting in favor the change will result in a successful change.
- Changes will be implemented in the following league year unless otherwise specified.

Collusion/Dumping/Tanking

- Don't be a dick. We all know what you're doing. If you're repeatedly accused of any such negativity, it may result in expulsion from the league

- Yearly dues and other payments will not be reimbursed if you caught and kicked out.

Points

Offense	League Value
Passing Yards	25 yards per point
Passing Touchdowns	4
Interceptions	-1
Rushing Yards	10 yards per point
Rushing Touchdowns	6
Receiving Yards	10 yards per point
Receiving Touchdowns	6
Receptions	.5
Return Touchdowns	6
2-Point Conversions	2
Fumbles Lost	-2
Offensive Fumble Return TD	6
Kickers	League Value
Field Goals 0-19 Yards	1
Field Goals 20-29 Yards	2
Field Goals 30-39 Yards	3

Field Goals 40-49 Yards	4
Field Goals 50+ Yards	5
Field Goals Missed 0-19 Yards	-4
Field Goals Missed 20-29 Yards	-3
Field Goals Missed 30-39 Yards	-1
Field Goals Missed 40-49 Yards	-1
Field Goals Missed 50+ Yards	0
Point After Attempt Made	1
Point After Attempt Missed	-3
Defense/Special Teams	League Value
Sack	1
Interception	2
Fumble Recovery	2
Touchdown	6
Safety	2
Block Kick	2
Kickoff and Punt Return Touchdowns	6
Points Allowed 0 points	10
Points Allowed 1-6 points	7

v1.1 7/29/19 - edited to .5 ppr, and tweaked typos in rosters sizes and FAAB, changed roster sizes by +3

Points Allowed 7-13 points	4
Points Allowed 14-20 points	1
Points Allowed 21-27 points	0
Points Allowed 28-34 points	-1
Points Allowed 35+ points	-4
Defensive Yards Allowed - Negative	5
Defensive Yards Allowed 0-99	4
Defensive Yards Allowed 100-199	3
Defensive Yards Allowed 200-299	2
Defensive Yards Allowed 300-399	1
Defensive Yards Allowed 400-499	0
Defensive Yards Allowed 500+	-2
Extra Point Returned	2