

Bylaws of the Apex Fantasy Football League

Preamble: These Bylaws govern the operation, rules, and procedures of the Apex Fantasy Football League (the "League"). The League is established for the purpose of providing a competitive and enjoyable fantasy football experience among its members. All members agree to abide by these Bylaws, and the Commissioner shall have the authority to interpret and enforce them in a manner that promotes fairness and integrity.

Article I: Core Settings

Section 1.01 Scoring

The League shall utilize a Head-to-Head Points scoring system with 0.5 Points Per Reception (PPR).

Section 1.02 Roster Composition

Each team roster shall consist of the following starting positions: one (1) Quarterback (QB), two (2) Running Backs (RB), two (2) Wide Receivers (WR), one (1) Tight End (TE), one (1) FLEX position, one (1) Kicker (K), and one (1) Defense/Special Teams (D/ST). Additionally, each team shall have seven (7) bench spots and two (2) Injured Reserve (IR) spots, for a total roster size of sixteen (16) players.

Section 1.03 Playoffs

The playoffs shall include six (6) teams. Round 1 shall last one (1) week, Round 2 shall last one (1) week, and the Championship shall span two (2) weeks. In the event of a tie, the tiebreaker shall be determined by total Points For.

Article II: Draft Procedures

Section 2.01 Draft Format

The League draft shall be conducted in a Snake format on August 25, 2025, at 7:30 PM Central Daylight Time (CDT). Each pick shall have a time limit of ninety (90) seconds. The draft order shall be set by the League Manager (LM).

Section 2.02 Keepers

Each owner may keep up to two (2) players who were drafted in rounds seven (7) through sixteen (16) of the previous year's draft. Kept players shall be retained in place of the draft pick for the round in which they were originally drafted. No player may be kept in back-to-back years, and the player must have remained on the owner's roster throughout the entire previous season. Keeper selections must be submitted forty-eight (48) hours prior to the draft, with the exact submission time set by the Commissioner. Owners may refer to the Keepers Page for additional details.

Article III: Financial Provisions

Section 3.01 Buy-In

Each team owner shall pay a buy-in fee of one hundred twenty-five dollars (\$125) to participate in the League.

Section 3.02 Payouts

Payouts shall be distributed as follows: first place shall receive one thousand dollars (\$1,000); second place shall receive three hundred seventy-five dollars (\$375); and third place shall receive one hundred twenty-five dollars (\$125).

Article IV: Trades

Section 4.01 Review Period

Each trade shall be subject to a review period of one (1) day, during which league members may vote to veto the trade.

Section 4.02 Commissioner Approval

The Commissioner may approve and process a trade immediately if it is determined to be clearly within the competitive integrity of the League.

Section 4.03 Processing Timeline

Trades are not guaranteed to be processed before game time. Notwithstanding the foregoing, the Commissioner shall make reasonable efforts to process trades before any applicable game-time deadline, provided the trade is deemed competitive and made in good faith.

Section 4.04 Commissioner Veto Authority

The Commissioner retains the authority to veto any trade that is deemed uncompetitive, unfair, or made in bad faith.

Section 4.05 Consultation

In exercising veto authority, the Commissioner may consult with the Organization for the Vigilance and Repression of Anti-Competitive Activity.

Article V: Roster Integrity

Section 5.01 Organization

The League shall maintain the Organization for the Vigilance and Repression of Anti-Competitive Activity (the "OVRAA").

Section 5.02 Mission

The mission of the OVRAA is to conduct leaguewide roster monitoring to ensure that all members act in good faith and abide by the League rules.

Section 5.03 Procedure

Any member of the League may report a suspected violation of the rules to a member of the OVRAA. The OVRAA shall then investigate the report and take appropriate action. If foul play is suspected, the Commissioner shall be notified, and swift action shall be taken.

Section 5.04 Membership

Once a League member has notified the OVRAA of a suspected violation and the accusation is substantiated, the accuser may join the OVRAA.

Article VI: Governance

Section 6.01 Amendments

These Bylaws may be amended by a majority vote of the League members, subject to the approval of the Commissioner.

Section 6.02 Commissioner's Authority

The Commissioner shall have the final authority to resolve any disputes arising under these Bylaws and to make decisions in the best interest of the League.

Section 6.03 Vote of No Confidence

The Chair of the OVRAA may raise a vote of no confidence against the Commissioner, provided that all members of the OVRAA are in unanimous agreement that the Commissioner has abused their authority or has not committed the necessary time to run the League smoothly. Upon raising the matter to the League members, the OVRAA Chair shall state the case against the Commissioner. A vote shall then be taken among the League members, excluding the Commissioner. A successful vote of no confidence requires seven (7) out of eleven (11) votes in

favor of removal. Once removed, the league members will vote on a replacement. A simple majority is needed to decide on a new Commissioner.

Section 6.04 Proposals

Any League member may raise a proposal to the League for consideration and voting. A simple majority of the League members is required to pass a proposal. The Commissioner retains the right to veto any proposal.

Proposals must be submitted to the Commissioner for approval before being presented to the League members.

Section 6.05 Effective Date

These Bylaws shall be effective as of the date of adoption and shall govern the League for the 2025 season and thereafter, unless amended.

Article VII: Penalties and Punishments

Section 7.01 Weekly Low-Score Penalty

During the regular season and playoffs, the team with the lowest weekly score shall be required to shotgun a beer before work on the following Tuesday.

AND

During the regular season and playoffs, the weekly lowest-scoring member funds \$20 parlay (Parlay Fund). Weekly Loser must pay Gambling Chair by Friday 12:00 AM ET; \$10/day fine for missing the deadline.

Section 7.02 Parlay Construction

Each member submits one Leg by Friday night; non-submitters excluded from winnings. Form single parlay via approved sports-book.

Section 7.03 Gambling Chair

Annually elect Gambling Chair by majority vote. Duties: collect funds, compile Legs, place bet, distribute winnings. Commissioner to act as interim chair until chair is elected.

Section 7.04 Betting Restrictions

(a) Sunday/Monday Night NFL games only.

(b) Straight or prop bets.

(c) Props: rostered player only.

(d) Odds range -300 to +300; Chair approves or vetoes non-compliant or conflicting Legs (majority appeal). Chair handles bet collection and distribution at their discretion. The league commissioner can enforce changes if needed.

Section 7.05 Winnings Distribution

On win:

(a) 5% fee to Chair.

(b) Withhold/remit taxes per U.S. laws.

(c) Evenly split remainder among submitting members via [e.g., Venmo] within 7 days. Provide accounting.

Section 7.06 Parlay Based Disputes

Commissioner resolves disputes at their sole discretion.

Section 7.07 Regular Season Loser Punishment

The team finishing last in the regular season standings (the "Loser") shall be required to complete one (1) of the following punishments by the date of the draft for the subsequent season. Failure to complete the selected punishment shall result in expulsion from the League. The punishment shall be selected from the following options:

(a) Complete the Hot Ones challenge;

(b) Perform five (5) minutes of stand-up comedy;

(c) Take an eight (8)-hour Greyhound bus trip to a destination and return on an eight (8)-hour trip back within the same day;

(d) Wear a suit every Saturday for a specified period;

(e) Complete the 6/12/18 challenge (details available from Lohmar);

(f) Participate in the Chicago triathlon (first triathlon, major race, or distance competition);

(g) Complete the 9x9 challenge;

(h) Obtain a tattoo of the League name or an agreed-upon tattoo;

(i) Attend a college football (CFB) game in full body paint;

(j) Perform a musical performance at a Chicago Transit Authority (CTA) stop during rush hour.