

# **21 Mafia Bylaws**



**As of August 16, 2019**

1. **Votes:** There are 10 total teams, 6 votes are majority for a poll with only 2 choices and whatever the majority is for a poll with 3 or more choices. In the event of a tie, the poll will be re-posted until the poll reaches the majority vote. This is called the "Mafia Rule". If the majority is not reached in a 48 hour period, and not all members have voted, there will be a "24 hour" grace period before the poll is finalized. The selection with the most votes will be the chosen decision. This applies to any rule that affects the league as a whole. 6 votes are still required to veto a trade.
  - a. Any vote that changes By-Laws will go in to affect the following season. Under no circumstances are By-Law changes to go in to affect during the current fantasy season. (I.e. A vote takes place during the 2011 season to change the change the tiebreaker format, the new rule will apply to the 2012 season.) For seasons beyond the 2012-2013 seasons, polls can be submitted until the keepers are locked. Once keepers are locked, there will be no more changes to the upcoming season.
  - b. Another team member must second motions for league vote that will potentially change a league rule before a poll is posted and voted on. Polls may be presented to the league at the conclusion of the Fantasy Championship game thru the Keeper deadline. Results of the poll will be in accordance with Rule 1a. Any request for a poll submitted after the Keeper deadline through the Fantasy Championship game will looked at for the following season. The LeagueManager can make exceptions if there is an overwhelming reason why the rules must change. Exceptions will be made on a case-by-case basis.
2. **League Entry Fee:** Result of the Poll 7-1 (2 non-voters): There is a \$25.00 per season entry fee due prior to draft date. Any money not received prior to the draft date, the team will be given a 10-day grace period to make the payment and if no payment is received, they must forfeit the season. The league may pick up another owner; however, the new owner must live with the decisions of the forfeited owner.

Beginning in the 2018 Season, the League voted to keep the \$100 league entry fee as was voted in 2017. In 2017, we voted to raise league fee from \$50 to \$100 and donated the total amount to the Travis Mills Foundation in honor of Joshua S. Jamieson who passed away in May of 2017. The vote in 2018 included a stipulation that the \$1,000 total will be divided in half, \$500 divided among various league winners outlined below and \$500 to be donated to the Travis Mills Foundation in Joshua S. Jamieson's honor.

League Champion - \$300

Runner-up - \$100

Each Regular Season Division Champ - \$50

Remaining \$500 donated to Travis Mills Foundation in Joshua S. Jamieson name.

**3. Number of Keepers:** Each team can keep 9 players from their previous end-of-season roster (QB, RB, RB, WR, WR, WR, TE, K, and DEF). Deadline for submitting keepers will be based on the current year draft date (one week prior @ 5pm on that specific date); settings are then locked once keepers are set. All bench players (including IR position) will be dumped into the following season's draft; just before the draft begins, (They will show up as non-keepers on the "Player" tab). If an owner does not select their keepers by the deadline, they will forfeit their right to select keepers and the players in the starting positions will be made keepers by the LM.

- Each team that placed a player on the IR by way of the League homepage will have an opportunity to bring that player back to their current roster to be considered as a keeper for the following season. An additional IR position will be added to each team's roster for 2012 and beyond (No longer applies, applied to 2011 season).

**4. IR/OUT:** Result of the Poll 5-2 (3 non-voters) each team will have two IR spots available to them. One IR spot is for an injured player that has been placed on the IR by his NFL team\*.

- This player is allowed to be dropped and remain safe from being claimed by any other team. At the end of the fantasy season, the dropped IR player will be added to your current roster (replacing a player of the team owner's choice). (2011 season only)

The second IR or Out spot can be used for a player that is sent to the IR by his NFL team or for a player listed as "OUT." The player can remain on the team IR spot for as long as he has the "O" next to his name. Once the label changes to either "D", "Q" or "P" he will need to be removed from the IR spot by either dropping him or adding him back to your current bench roster (this may require you to drop a player from your bench to add him back).

**\* Note:** Due to changes in the NFL Rules, by discussion, the league has unanimously agreed to the following changes in the use of the two IR spots for the 2013 season and beyond:

IR Position #1....O or IR, however the team wants to use it

IR Position #2....O or IR, however the team wants to use it

The player has to be deemed either O or on the IR by ESPN to use the positions.

**5. Tie Breakers:** Result of Poll 6-2 (2 non-voters): Tie breaker for playoff seeding and playoff entry as well as division seeding is as follows: Division Record, Head to Head, Total Points For (i.e. Team A scored a total of 1400 points on the season and Team B scored 1350 on the season; Team A would win the tie breaker if they had the same record, division record and head to head record.)

**6. Trades:** There is no limit on trades. Draft pick/player trading starts the day the LM Opens the season and ends on the Keeper Deadline. No trades are allowed between the Keeper Deadline and Draft Day. This period is turned off by ESPN. Draft Pick trading must have equity, i.e. there has to be an equal number of draft picks on each side of the trade so that everyone has the same number of draft picks for the actual draft. All trades are subject to league vote (see #1). The trade review period is 1 day (24 hrs). If the trade is allowed prior to the 1-day review period, the LM will process the trade. If not enough votes are obtained within the 1 day review, the majority vote will prevail, i.e. if the trade is allowed by a 2-1 vote, the trade will process automatically at the 24 hour mark and vice versa if the trade is vetoed. The LM does not have the power to overrule the league vote. The LM will never process his own trade, the league administrator (Harland Connors) will process the trade in this scenario based on the above scenarios.

**7. Draft Order:** Result of Poll 5-1 (4 non-voters): The draft order will be based on the inverse of the previous year's overall standings. The League Champion deemed the #1 overall team will receive the last pick in the first round and the Turd Burglar, deemed the #10 overall team will receive the first overall pick in the draft. The order will inverse for the second round, third round, etc. until the draft is complete. As soon as the new season is opened by ESPN, the draft order will be published. Final league standings are located in the Standings tab under Final leaguestandings.

a. **Note:** Beginning in the 2019 season and beyond, the team that wins their final game in the consolation bracket (with the exception of the King Ding a Ling winner) will receive the lower draft pick (ie Team A beats Team B, Team A will pick 4<sup>th</sup> and Team B will pick 5<sup>th</sup>). By doing this, the teams playing in the consolation bracket would have something to play for and would therefore make an effort to win vs lose, adding a competitive edge to this otherwise meaningless bracket.

**8. Playoffs:** The top 4 teams in each Conference will earn the right to compete for King-Ding-a-Ling, the League championship game. Four teams from Hate a Hairy Beaver will face each other with the division winner playing the lowest seeded team from their division and Four teams from Love a Shaved Beaver will do the same. The winner from each Conference title games will face off for the Turd Burglar Award (i.e. AFC vs. NFC). The playoff format is single elimination tournament with 3 rounds in Weeks 14-16. The Playoff Seeding Tie Breaker is the Intra Division Record. Playoff game tiebreaker is the team with the most bench points for that game.

**9. Turd Burglar:** All remaining teams not in the Winner's Bracket teams are placed in the Consolation Ladder. Games in the Consolation Ladder are played Head-to-Head but work differently than the Winner's Bracket in that each game's winner moves "up", while the loser moves "down". Competing in the Consolation Ladder is a matter of pride - no team wants to finish in Last Place!

a. **Note:** The "top" team in the Consolation Ladder cannot move "up" after the win. Likewise, the "bottom" team cannot move "down". Head-to-Head play continues for the duration of the playoffs.

- b. **Note:** Beginning in the 2018 season, as the result of a 6-0 league vote (4 non-voters), the Turd Burglar consolation bracket will change. Previously, the loser of this bracket, which consist of the two team that do not make it into the top 8 seeds to play for the league title, would play each other with the loser of the best of three series, thus becoming the Turd Burglar and would receive the 1<sup>st</sup> overall pick in the following years draft. With this change, the winner of the Turd Burglar best of three bracket will now receive the 1<sup>st</sup> overall pick in the following years draft. By doing this, the Turd Burglar bracket team would have something to play for and would therefore make an effort to win vs lose, adding a competitive edge to this otherwise meaningless bracket. Only the two last place team from each division will be allowed to play in this bracket.

**10. Acquisitions and Waivers:** The player acquisition system is the waiver process. The waiver period is 1 day (Every Wednesday) and resets 1 time per week to the inverse order of standings (Tuesday Morning). Each time a player is picked up off waivers, that team is removed from their place in the Waiver order and becomes #10 in the waiver order. A team is not penalized for picking up a player labeled as a FA. There is no limit to amount of waiver claims during the regular season and playoffs. Waivers will be limited following the draft up until the Week 1 kickoff to 1 waiver claim.

\* **Note:** For the 2012 season and beyond, Kickers can be exchanged using the waiver process, not counting as their one waiver claim. It was shown that not all kickers are starters from year to year and making a kicker a keeper is sometimes not fair, since there is only one waiver claim, and it would then have to be used on a kicker. This has been discussed and accepted unanimously by the league.

**\*Note:** For the 2019 season and beyond when two or more teams have the same record, the tie breaker to determine waiver order will be lowest Points For not division record. This change will be made weekly by 21 Mafia League Manager.

**11. New Owners:** If an owner decides to leave the league, there must be a vote for a new league owner. The league members may nominate anybody they want to, and a majority vote will be needed to make the new owner official. In the case there is not a new owner when the season starts, or during the season, the LM will run the team. The LM will have very limited power on the running of the team. The LM may adjust the roster as necessary to play each week, so that the other team doesn't have an "automatic" win. The LM will not be able to make trades or waiver moves without the consent of the league to keep things fair. For example, if the abandoned team's QB is out for the season, and there is no other QB on the bench, that QB could be moved to the IR, and the LM would be able to claim the best available QB with the consent of the league. A vote should not be necessary, just simply a message with affirmative responses from most of the league members prior to the upcoming weekly matchup. The starters on that team for the final week of the season will be the keepers for the following season if a new owner is not identified, and the draft will be based on the best available player on auto-pick. The LM will be as fair as possible running the abandoned team.

**12. Scoring:** Result of Poll 7-1 (2 non-voters). Secondary vote for passing results 4-3 (3 non- voters):

a. **Note:** Starting in the 2019 league year and beyond:

- Missed PAT's will now = -1 point
- Missed FG's of 50 yards or more = 0 points

**13. See Chart Below:**

Scoring <a href="#">EDIT</a>			
Passing		Rushing	
Passing Yards (PY)	0.05	Rushing Yards (RY)	0.1
TD Pass (PTD)	6	TD Rush (RTD)	6
Interceptions Thrown (INT)	-2	2pt Rushing Conversion (2PR)	2
2pt Passing Conversion (2PC)	2	100-199 yard rushing game (RY100)	2
300-399 yard passing game (P300)	2	200+ yard rushing game (RY200)	3
400+ yard passing game (P400)	3		
Receiving		Kicking	
Receiving Yards (REY)	0.1	Each PAT Made (PAT)	1
TD Reception (RETD)	6	Each PAT Missed (PATM)	-1
2pt Receiving Conversion (2PRE)	2	FG Made (0-39 yards) (FG0)	3
100-199 yard receiving game (REY100)	2	FG Made (40-49 yards) (FG40)	4
200+ yard receiving game (REY200)	3	FG Made (50+ yards) (FG50)	5
		FG Missed (0-39 yards) (FGM0)	-1
		FG Missed (40-49 yards) (FGM40)	-1
Team Defense / Special Teams		Miscellaneous	
Kickoff Return TD (KRTD)	6	Kickoff Return TD (KRTD)	6
Punt Return TD (PRTD)	6	Punt Return TD (PRTD)	6
Interception Return TD (INTTD)	6	Fumble Recovered for TD (FTD)	6
Fumble Return TD (FRTD)	6	Total Fumbles Lost (FUML)	-2
Blocked Punt or FG return for TD (BLKKRTD)	6	Fumble Return TD (FRTD)	6
Each Sack (SK)	1		
Blocked Punt, PAT or FG (BLKK)	2		
Each Interception (INT)	2		
Each Fumble Recovered (FR)	2		
Each Safety (SF)	2		
0 points allowed (PA0)	10		
1-6 points allowed (PA1)	8		
7-13 points allowed (PA7)	6		
14-17 points allowed (PA14)	2		
22-27 points allowed (PA22)	-1		
28-34 points allowed (PA28)	-2		
35-45 points allowed (PA35)	-4		
46+ points allowed (PA46)	-8		