KEEPER RULES ENGINE BIBLE

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INTRODUCTION

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This document defines the complete logic, structure, and rules for the LeagueOS Keeper Rules System.

It specifies: Rookie Keepers, Waiver Keepers, Franchise Tags, acquisition history, cost formulas,

interaction rules, league toggles, trade behavior, and all multi-year eligibility flows.

This is the master specification intended for developers, AI assistants (Cursor), and future contributors.

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SECTION 1 — ACQUISITION TYPES

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Players may be acquired in one of three ways:

1. Draft Acquisition

- Player is won during the auction.

- Acquisition price = winning auction bid.

- If drafted in their true NFL rookie year, they become Rookie Eligible.

2. Waiver Acquisition

- Player is acquired via waivers.

- Acquisition price = waiver FAB bid or commissioner-set override.

- These players may be eligible for Waiver Keeper or Franchise Tag.

3. Trade Acquisition

- Player changes teams via trade.

- Acquisition price and keeper history DO NOT CHANGE.

- Keeper rights transfer fully to the new team.

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SECTION 2 — KEEPER TYPES OVERVIEW

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There are three keeper types:

1. Rookie Keeper

2. Waiver Wire Keeper

3. Franchise Tag

A player may be kept under only ONE keeper type in any given offseason.

Team Keeper Limits:

- Max 2 Rookie Keepers (must be drafted in different years)

- Max 1 Waiver Wire Keeper

- Max 1 Franchise Tag

- Max total keepers per team = 4 players

All other players must return to the auction pool.

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SECTION 3 — ROOKIE KEEPER RULES

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Eligibility:

- Player must have been drafted in THEIR TRUE NFL ROOKIE YEAR.

- Rookie Keeper eligibility must be used immediately after the rookie season.

If not used → eligibility permanently ends ("use it or lose it").

- A player may be Rookie Kept for a maximum of 2 consecutive seasons after their rookie year.

Duration:

- Rookie Keeper Year 1

- Rookie Keeper Year 2

- After Year 2, rookie eligibility is permanently exhausted.

Cost:

- Rookie Keeper cost = original auction draft price (no escalator).

Limits:

- 2 per team maximum.

- Must be from different rookie draft classes.

- If player misses Rookie Keeper Year 1 → all rookie eligibility forever lost.

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SECTION 4 — WAIVER WIRE KEEPER RULES

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Eligibility:

- Player must NOT have been drafted.

- Player must have been acquired via waivers.

Cost:

- Waiver Keeper cost = waiver acquisition price + $5.

Limits:

- 1 Waiver Keeper per team per season.

Notes:

- Waiver Keeper eligibility transfers with trades.

- If waiver price cannot be retrieved from an external platform, commissioner enters it manually.

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SECTION 5 — FRANCHISE TAG RULES

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Eligibility:

A player may be Franchise Tagged if:

1. They finished the season on the roster, AND

2. They were NOT Franchise Tagged the previous offseason, AND

3. If they completed Rookie Keeper Year 2:

- Franchise Tag is allowed ONLY if league setting allow_franchise_after_rookie = TRUE.

Franchise Tag Exemption:

- Even if allow_franchise_after_rookie = FALSE, FT becomes available again in future seasons

after the player returns to the auction pool and is drafted again.

Cost:

- FT cost = max(draft_price, waiver_price) + $5.

Duration:

- Franchise Tag is the player's FINAL SEASON on that team.

- After that FT season, they MUST return to the auction pool.

Limits:

- 1 FT per team per season.

Resetting FT Eligibility:

- Returning to the auction pool resets FT cooldowns.

- Being drafted again makes a player FT-eligible again.

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SECTION 6 — KEEPER INTERACTION RULES

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Mutually Exclusive:

A player cannot be:

- Rookie Keeper AND Waiver Keeper,

- Rookie Keeper AND Franchise Tagged,

- Waiver Keeper AND Franchise Tagged,

in the same offseason.

Priority:

Players may qualify for multiple keeper types, but owner must choose ONE.

System must enforce exclusivity.

Keeper Limits Enforcement:

- Max 2 Rookie Keepers

- Max 1 Waiver Keeper

- Max 1 Franchise Tag

- Max total = 4 players

All remaining players are AUTOMATICALLY assigned "return to draft pool."

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SECTION 7 — TRADE BEHAVIOR

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When a player is traded:

- All keeper rights transfer to the new team.

- Rookie eligibility, rookie years used, waiver price, draft price, acquisition type,

and FT eligibility all follow the player.

- No stats reset; the "contract" transfers entirely.

Trades DO NOT:

- Reset rookie eligibility,

- Reset rookie years used,

- Reset FT eligibility,

- Reset acquisition prices.

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SECTION 8 — RETURNING TO AUCTION POOL

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A player MUST return to the auction pool when:

- Rookie Keeper Year 2 is finished AND allow_franchise_after_rookie = FALSE, OR

- They complete a Franchise Tag year, OR

- They exceed the team keeper limit, OR

- They are not chosen as any keeper.

Returning to auction pool resets:

- Franchise Tag cooldowns.

- Future FT eligibility.

- Eligibility for Waiver Keeper (if acquired via waivers again).

Returning to auction does NOT reset rookie eligibility.

Rookie eligibility is tied ONLY to the true NFL rookie year.

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SECTION 9 — ELIGIBILITY LOGIC SUMMARY

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Rookie Keeper Eligibility:

- Must be drafted in true rookie year.

- Must be kept immediately after rookie season or lose eligibility.

- Max 2 years.

- Never resets.

Waiver Keeper Eligibility:

- Must be undrafted.

- Must be waiver acquired.

- Cost = waiver + $5.

Franchise Tag Eligibility:

- Player is on roster at season end.

- Not FT last year.

- Not blocked by rookie toggle immediately after Rookie Year 2 (unless toggled false).

- After returning to auction, always eligible again.

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SECTION 10 — COST FORMULAS

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Draft Price:

- Fixed value: winning auction bid.

Waiver Price:

- FAB bid or commissioner override.

Rookie Keeper Cost:

- draft_price

Waiver Keeper Cost:

- waiver_price + 5

Franchise Tag Cost:

- max(draft_price, waiver_price) + 5

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SECTION 11 — DATA MODEL REQUIREMENTS

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For each player-season-team record, store:

- acquisition_type

- draft_price

- waiver_price

- max_acquisition_price

- rookie_drafted_year

- rookie_keeper_years_used

- was_rookie_kept_last_year

- is_franchise_tagged_this_year

- is_franchise_tagged_last_year

- eligible_keeper_types[]

- return_to_auction_flag

League Settings:

- allow_franchise_after_rookie (bool)

- max_rookie_keepers = 2

- max_waiver_keeper = 1

- max_franchise_tag = 1


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SECTION 12 — VALIDATION LOGIC

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For each player, compute:

- eligible_keeper_types[]

- cost for each keeper type

- reasons for ineligibility


For each team:

- Validate category limits

- Validate total keeper limit

- Validate rookie-year uniqueness

- Validate FT cooldowns

- Validate FT toggle rules


If any rule violated, system must block keeper submission.


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SECTION 13 — CURSOR IMPLEMENTATION NOTES

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1. Keep eligibility logic pure-functional; no side effects.

2. Maintain acquisition history separately from roster state.

3. Use TypeScript interfaces for KeeperType, EligibilityResult, CostResult.

4. Use Supabase row-level tables for acquisition and keeper history.

5. Build UI that displays eligibility, reasons, and costs clearly.

6. Validate server-side AND client-side to enforce rules reliably.

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END OF DOCUMENT

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