

LeagueOS – Functional Specification (v2)

Overview

LeagueOS is a fantasy commissioner toolkit for managing complex auction and keeper league structures.

It complements platforms like Sleeper and ESPN by adding deeper keeper rules, auction draft management,

and offseason workflows.

Key Domains

- Authentication & Users
- Leagues & Settings
- Teams & Owners
- Players & Acquisition History
- Keepers (Rookie / Waiver / Franchise Tag)
- Auction Draft System
- External Sync (Sleeper / ESPN)
- Offseason Workflow

Keeper System Rules Summary

- Max 4 keepers per team:
- 2 Rookie Keepers (must be used immediately after rookie season; max 2 years)
- 1 Waiver Keeper (waiver price + \$5)
- 1 Franchise Tag (max acquisition + \$5)
- Rookie eligibility is “use it or lose it”

- FT after Rookie Y2 is controlled by league toggle
- FT eligibility resets after player returns to auction pool

Auction System Summary

- Real-time bidding room (web + mobile)
- Player pool with headshots and position filters
- Nominations, countdown timers, budgets, roster constraints
- Commissioner controls: pause/resume/override

External Sync Summary

- Import rosters and transactions from Sleeper/ESPN
- Capture acquisition history (draft, waivers, trades)
- Commissioner can manually correct missing data

Offseason Workflow

1. Review settings
2. Owners select keepers
3. Commissioner approves
4. System finalizes and resets non-keepers to auction pool
5. Commissioner schedules auction