

KNUCKLEHEADS

KESPER

FEARGUS

Bylaws



Contents

Article I.	Administration	5
Article II.	League Structure	6
Article III.	Owner Conduct	7
Article IV.	Activity Rules	8
Article V.	Finances	9
Article VI.	Message Board	10
Article VII.	Rosters	11
Article VIII.	Schedule	12
Article IX.	Keeper Rules	13
Article X.	Keeper Deadline	15
Article XI.	Rosters Report	16
Article XII.	Free Agent Draft	17
Article XIII.	Blind Bid Waivers	18
Article XIV.	Trade Rules	20
Article XV.	Scoring Rules	21
Article XVI.	Locked Rosters	22





Introduction

Welcome to the Knuckleheads Keeper League ("KKL"). This is a 12-team league that was formed in 1999 by a group of owners who all lived in Denver, Colorado. Since then, the league has evolved into a group of owners from all over the country and has been a keeper league for over 10 years.

When I thought about myself and our original group of friends in the league, knuckleheads came to mind and the name has stuck with us ever since. Every year, I look forward to Sunday afternoons lying on my couch watching my favorite team win or lose. My wife has learned that finding something to do away from home is a better alternative than listening to me yell at the TV for 3 hours.

KKL is considered a money league, and all owners are expected to pay their league fee before the draft begins. This league is designed to be a competition between owners, but it is not a cut-throat league where anything goes.

The rules described below are designed to act as a guideline for overall league play, and any disputes will be handled by the Commissioner ("Commish") with input from all league owners. Please remember that the overall goal of this league is to have fun and enjoy the game of football. If you have any questions or concerns, please do not hesitate to ask.

DRAFTING



League Highlights

- Keeper league – keep up to 6 players to start each season
- Individual offensive players along with team defenses
- 18 player roster – 9 starters, 9 player benches
- Waivers will run each week – \$200 blind bid budget
- First come, first serve after players clear waivers
- Passings touchdowns (“TDs”) are 4 points, all other TDs are 6 points
- All turnovers are minus 2 points
- 18-round serpentine-style draft each season
- Keepers count for the round two rounds higher from the prior year (“PY”)
- Rookies from the prior year, count for the same round as the prior year
- Players drafted in the first 3 rounds of the prior year may not be a keeper
- Players may be kept for a maximum of 3 years in a row
- Players retain their draft status no matter if dropped or traded, etc.



Article I. Administration

1. KKL is considered a money league, and all owners are expected to pay their league fees prior to starting any league activities.
2. This league is designed to be a competition between owners, but it is not a cut-throat league.
3. The rules described throughout are designed to act as a guideline for overall league play.
4. Disputes will be handled by the commissioner with input from all league owners.
5. The commissioner will be responsible for disseminating information on all disputes that are not expressly covered by this constitution.
 - (a) **Commissioner: Corey Thoesen**
 - (i) Mobile: (571) 216-8338
 - (ii) Email: cthoesen@gmail.com
6. Please remember that the overall goal of this league is to have fun and enjoy the game of football.
 - (a) If you have any questions or concerns, please do not hesitate to post them on the message board or contact Commish directly.
7. **Best Interest Clause:**
 - (a) Should circumstances, issues, or problems arise for which a remedy is not stated in the rules, the Commissioner reserves the right to take whatever actions he deems necessary in the best interest of the league.
 - (b) The Commish may consult with some or all other owners and/or possibly take a vote.
8. This league is open to occasionally enhancing or adding new rules as unforeseen circumstances do occur, so please feel free to post your ideas to the message board.



Article II. League Structure

- 1. KKL will consist of 12 different teams, broken into three (3) divisions.**
 - (a) Divisions will be named Bourbon, Scotch, and Beer.**
- 2. Divisions will remain intact unless it is deemed appropriate to rearrange the divisions in a future year.**
- 3. Any owner may put to vote their desire to expand or reduce teams and/or divisions as deemed necessary.**
 - (a) Changes to the number of teams or make-up of each division should be finalized by the league prior to the draft.**
- 4. Teams will be ranked within each division based on the following criteria:**
 - (a) Overall winning percentage,**
 - (b) Total points scored for - year to date ("YTD"),**
 - (c) Inverse of total points scored against – YTD.**
- 5. We will host our league on myfantasyleague.com ("MFL").**



Article III. Owner Conduct

1. All owners are expected to carry themselves in a professional manner that would not harm other owners or the league.
2. Bragging and “trash talk” is an expected and interesting part of the game, but it should be handled in an adult fashion.
 - (a) The commissioner will draw the line between good fun and inflammatory comments that could harm the reputation of the league.
3. The use of offensive language or personal insults will not be tolerated.
 - (a) Violation of this may result in loss of message board privileges or removal from the league for continued abuse.



Article IV. Activity Rules

1. Owners should do their best to be active throughout the league year.
2. Owners should check in at least once a week during the regular season.
3. Owners should vote in each poll on the league website.
4. Owners should try to participate in league discussions through email and/or the message board.
5. Owners should do their best to respond to all trade offers in a timely manner.
 - (a) All owners should select the option to receive email notifications for trade offers.
6. If an owner is removed from the league for a violation of league rules or by his own choice, the commissioner will take charge of that team until a replacement owner is found.
 - (a) The Commish will not perform any transactions on behalf of the orphaned team.
 - (b) The lineup will be entered based on expert consensus ranking ("ECR") on fantasypros.com for that week.



Article V. Finances

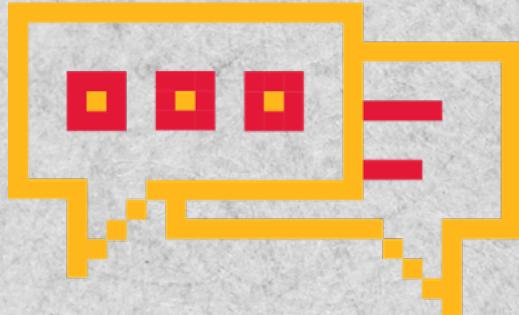


1. The league fee will be \$150, charged to each owner prior to the start of each season.
2. Owners are expected to pay their league fees in full prior to the start of the regular season.
3. League fees may be submitted as follows:
 - (a) PayPal account: cthoesen@gmail.com,
 - (b) Venmo account: @CoreyThoesen or cthoesen@gmail.com,
 - (c) Apple Pay account: (571) 216-8338, or
 - (d) Please contact the commissioner for other arrangements
4. League prize money will be paid out after the completion of the KKL Super Bowl.
5. Money will be held in a bank account owned by the commissioner and league awards will be paid out in the following manner:
 - (a) Total Pool: $\$150 \times 12 \text{ teams} = \$1,800$
 - (b) Less: MFL website fees of \$65
 - (c) Equals: Available Award Pool ("AAP") of \$1,735 split out as follows:
 - (i) League Champion receives 62.5% of League Fees or \$1,084
 - (ii) Runner-Up receives 25% of League Fees or \$434
 - (iii) Third Place receives 12.5% of League Fees or \$217
6. If we change the league fees in a future season, the Commish will try to keep the payout percentages around the same.
7. Payout structure will always be made available on our MFL league website and updated as needed to ensure full transparency that the entire AAP is fully paid out.



Article VI. Message Board

1. Before we get into the main rules, it should be noted that the message board ("MB") on our MFL website will become the formal method for communication.
2. This will not only help to keep emails and texts to a minimum, but it will also provide an information trail that will be readily available and easily followed.
3. As we walk you through examples and become more familiar with the MFL website, we will see how important the use of the message board is for everyone in this league.
4. Our league chat will be handled through GroupMe.
 - (a) Click on the Chat Room button on our homepage and it will take you to our league chat room on GroupMe.
 - (b) https://groupme.com/join_group/94782961/5PyaebDf



Article VII. Rosters

1. Each team will carry a maximum active player roster of 18 players with 9 starters and 9 bench players consisting of the following:
 - (a) Quarterback ("QB") 1
 - (b) Running back ("RB") 1 – 3
 - (c) Wide receiver ("WR") 1 – 4
 - (d) Tight End ("TE") 1 – 3
 - (e) Placekicker ("PK") 1
 - (f) Defense ("DEF") 1
 - (g) Bench ("BE") 9
2. No practice squads or injured reserve
3. The roster minimums for each position are the minimum starters at each position.
 - (a) The system will force teams to maintain these roster minimums during the season.
4. There are no roster maximums for any position so teams may carry any configuration of players on their bench.



Article VIII. Schedule

1. The regular season will run through the first 14 games of the NFL season followed by playoffs in weeks 15 – 17.
2. The schedule will be randomly generated each season with each team playing every other team in their division twice in head-to-head matchups.
3. Teams will also play all eight (8) of the other division opponents once for a 14-game regular season.
4. The Commissioner will adjust the schedule each year based on prior year results.
5. At the conclusion of the regular season, eight (8) teams will qualify for the playoffs.
 - (a) The three (3) division winners along with the next best five (5) non-division winning teams ("wild card teams").
6. If there is a tie for a division winner, the tiebreaker will be as follows:
 - (a) Total points scored for – YTD,
 - (b) Reverse order of total points scored against – YTD,
7. Ties for remaining playoff seeds will be as follows:
 - (a) Total points scored for – YTD,
 - (b) Reverse order of total points scored against – YTD,



Article IX. Keeper Rules



1. Teams may choose to keep up to six (6) players each year.
2. A player may only be kept for three (3) years in a row.
3. Any player drafted in rounds one (1) through three (3) in the prior year may NOT be a keeper in the current year.
4. Any player not selected as a keeper before the keeper deadline will be available for the draft.
5. Each keeper counts for the round of the draft that is two (2) rounds higher than the round he was drafted from the prior year, with one exception.
 - (a) Drafted rookies from the prior year count as the same round they were drafted from the previous season.
 - (b) Example for PY rookies:
 - (i) Bucky Irving was drafted in the 17th round of the previous season.
 - (ii) If he is selected as a keeper in the current season, he will again count as that team's 17th round pick.
 - (c) Example for veterans:
 - (i) Jayden Reed was selected in the 15th round of the previous season.
 - (ii) If he is selected as a keeper in the current season, he will count as that team's 13th round pick.
6. Any player that was not drafted in the prior year will count as a 12th round pick if selected as a keeper in the current year.
 - (a) Example:
 - (i) During the previous season, Puka Nacua was not drafted but was picked up through waivers.
 - (ii) If he is selected as a keeper in the current season, he counts as that team's 12th round pick.
7. If multiple keepers count for the same round, each additional keeper must move up to the next available round.



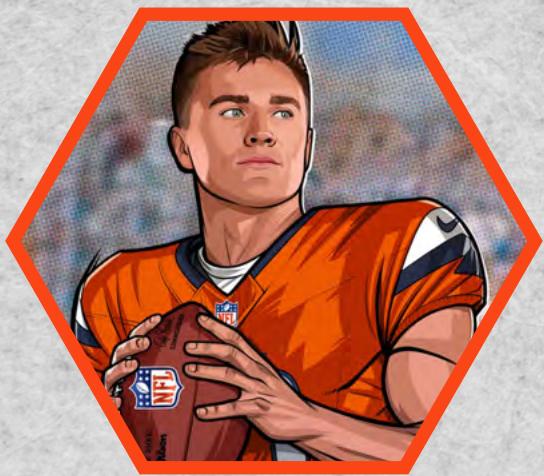
- (a) **Example 1:**
- (i) Team A has C.J. Stroud, Dalton Shultz, and Kyren Williams on their roster from the prior year who all count as a 12th round pick.
 - (ii) Team A chooses to keep all three players, so that owner assigns Williams to the 12th round, Stroud to the 11th round, and Shultz to the 10th round.
- (b) **Example 2:**
- (i) Same scenario as example 1, but Team A also wants to keep Amon-Ra St. Brown, who would count as an 11th round pick.
 - (ii) Stroud must move to the 10th round and Schultz must move to the 9th round, since St. Brown already occupies the 11th round for Team A.
 - (iii) Team A is not allowed to move St. Brown to the 10th or 9th round to make room for Stroud or Schultz in this scenario.
8. Players retain their draft status no matter if they are traded, dropped, or picked up through waivers or free agency.
- (a) **Example:**
- (i) In the prior year (year 1), Team A drafted Kyren Williams in the 14th round.
 - (ii) Team A dropped Williams to the waiver wire before week 1.
 - (iii) Team B added Williams during week 2 and he was on Team B's roster at the end of the season.
 - (iv) Team B decides to keep Williams in the current year (year 2), so he is Team B's 12th round pick.
 - This is the 1st of 3 potential keeper years
 - (v) If Team B keeps Williams again in the following year (year 3), he will be a 10th round pick.
 - This is the 2nd of 3 potential keeper years
 - (vi) If Team B keeps Williams again in year 4, he will be an 8th round pick.
 - This is the 3rd and final keeper year for Williams.
 - » Kyren Williams would then be available for anyone to draft in year 5 because he was a keeper for three (3) straight years.



Article X. Keeper Deadline



1. The commissioner will set a deadline for about a week or two before the draft for all teams to enter their keeper selections.
2. Once that deadline has passed, the commissioner will assign each player that was kept to their draft slot for each team.
 - (a) Teams can then navigate to Draft/Auction -> Draft Results and double-check that their keepers were entered correctly.
3. After the keeper deadline has passed, teams may drop a keeper BEFORE the draft starts but that keeper may not be replaced with a different keeper, unless one of two exceptions occurs:
 - (a) If a keeper is placed on injured reserve ("IR") by his NFL team, that player may be dropped and replaced by a different keeper before the draft begins.
 - (b) If a keeper announces his retirement, that player may be dropped and replaced by a different keeper before the draft begins.
4. You may NOT drop a selected keeper once the draft begins, unless one of the following exceptions occurs:
 - (a) If a keeper is placed on IR by his NFL team while the draft is still in progress, that player may be dropped if that pick has not already occurred.
 - (i) Example:
 - J.K. Dobbins is Team B's 12th round keeper but he is injured during the pre-season and placed on IR by his NFL team.
 - The draft has started but is only through round 9, so Team B may post to the message board that he wants to drop J.K. Dobbins as a keeper.
 - Team B is then free to draft an available player with his 12th round pick.
 - (b) The other exception would be if a selected keeper announces his retirement during the preseason while our draft is underway.



Article XI. Rosters Report

1. The following important columns will be included on the Rosters report to track relevant keeper information:
 - (a) **YEARS:** The number of remaining years that a player may be kept (total includes the current year).
 - (i) For example, if the number is 3 then after the current season there will be 2 years remaining.
 - (ii) If this field is blank and that player is kept in the following season that next season will become the 1st year of a potential 3 keeper years in a row.
 - (b) **KEEPER:** Will either be blank or show a “K” plus a number.
 - (i) For example, “K13” will indicate that player may be kept in the 13th round of the draft this season.
 - (c) **ACQUIRED:** This field will either be blank or show the round that player was picked during the draft.
 - (i) For example, “4.05” indicates that player was selected with the 5th pick in the 4th round.
 - (ii) If this field is blank, it denotes that the player was not drafted in the current season, so he will count as a 12th round keeper next season.
 - (iii) Acquired information will reset automatically when a player is drafted or kept in lieu of a draft pick.
2. As indicated previously, players retain their keeper status no matter if they are traded, dropped, or picked up through free agency.
 - (a) What this means is that the information in the Rosters Report will remain intact so that all keeper information for each player will remain with that player throughout the season.
 - (b) The only exception is the ACQUIRED column that is automatically updated via the MFL system as outlined above.



Article XII. Free Agent Draft

1. We will hold a live draft each season before the NFL season begins.
 - (a) Unless otherwise noted, the draft date will be set for the Saturday of Labor Day weekend each season.
 - (b) Draft will be held in-person or online via video chat and typically takes about 3 – 4 hours to complete all 18 rounds.
2. Draft order will be as follows:
 - (a) PY worst winning percentage will draft 1st overall,
 - (b) PY next worst winning percentage will draft 2nd and so on through pick 9,
 - (c) The third-place team will draft 10th,
 - (d) The runner-up will draft 11th, and
 - (e) The league champion will draft 12th.
3. Tiebreakers for teams with identical winning percentages will be as follows:
 - (a) Least YTD total points scored for.
 - (b) Most YTD total points scored against.
 - (c) Worst division winning percentage.
 - (d) If we are still unable to break the tie, a coin flip or similar means will be utilized.
4. The first and all odd-numbered draft rounds are set up as above, while the even-numbered rounds are the reverse order.
 - (a) This is often referred to as a “snake” or “serpentine” draft.

**...in the
Neverteenth
Round**



Article XIII. Blind Bid Waivers

1. Each team will have a \$200 free agent budget (“FAB”) they can spend on blind bid waivers throughout the season.
 - (a) FAB balances DO NOT carryover to the following season – use it or lose it.
2. If you use up your \$200 FAB during the season, you will be limited to acquiring unlocked free agents through first come, first serve.
3. After the auction draft concludes, blind bid waivers for locked free agents will be processed by the system at 5am eastern time (“ET”) every day.
 - (a) Once the regular season begins, waivers will run every day except for Tuesday.
4. Dropped players are locked until the first waivers run after 0.5 days.
5. All free agent players are locked after kickoff of that player’s game until the end of that week.
6. All remaining free agents are locked at 9pm every Monday night during the season.
7. The first waivers run during each week of the season will occur on Wednesday mornings at 5am ET.
 - (a) Free agents who weren’t acquired or dropped during the waivers process may be acquired on a first come, first serve basis (“FCFS”).
8. No team will be informed of any other team’s free agent bids (hence the name “blind bid”).
9. All bids must be in increments of whole dollars.
10. The team with the highest bid for a player will be awarded that player.
11. If there is a tie between teams bidding on the same player, the tie-breaker will be how long since a franchise won a bid (longest time wins).
 - (a) This works basically the same as a waiver order that never resets, or a rolling waiver order.
12. For each player picked up, teams must drop a player to make room on their roster or already have an available roster spot.

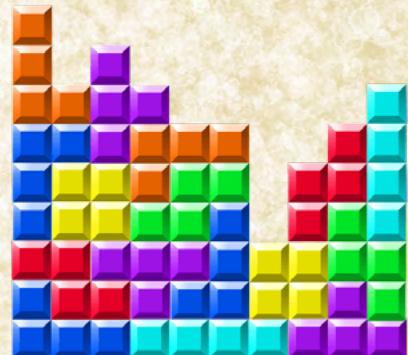
13. It is a conditional blind bidding system for acquiring players from the waiver wire.

- (a) Conditional bidding allows an owner to bid on player A and if that player is not won, then bid on player B.
- (b) In non-conditional (“regular”) bidding, owners would bid on player A and on player B.
- (c) In regular bidding, the owner could get both players A and B.
- (d) In conditional bidding, the owner would only get one of the two.

14. In conditional bidding, owners enter players in multiple groups to receive several players, but the groups are merely placeholders for these bids and have no weighted value.

- (a) Players placed in group 1 have no higher priority than those placed in group 2, etc.

15. Please see the MFL Help section for more details and examples of conditional blind bidding.



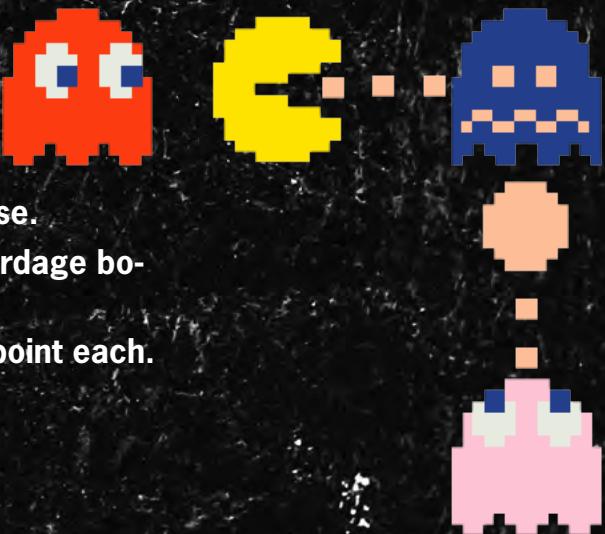
Article XIV. Trade Rules

1. Trading is encouraged in this league and there are no limits to the number of trades that a team can make during the year.
2. All trades should be handled through the MFL website.
 - (a) Trades are not official until confirmed via the message board or processed through the MFL system.
3. Once a trade is accepted, it is subject to a leaguewide vote.
 - (a) The voting process is for 24 hours, and requires six (6) votes in opposition to veto a trade.
4. Draft picks may be traded for up to one (1) year in the future.
5. When draft picks are included in a trade, teams should try to keep the number of draft picks equal on both sides of the trade.
 - (a) Example:
 - (i) Team A negotiates the trade of a 4th round pick to Team B for David Montgomery.
 - (ii) Team B will then include an 18th round pick along with David Montgomery in the deal.
 - (iii) Team A and Team B will now both remain with 18 total draft picks in the following season.
 - (iv) Team A will have two 18th round picks and no picks in the 4th round for the draft next season.
 - (v) Team B will now have two 4th round picks and no picks in the 18th round for the draft next season.
 - (b) Note that this is not a requirement, but more of a guideline.
 - (c) If a team has more than 18 picks, that team may make all their selections but will need to drop players to get under the roster limit before the first game of the season.
6. Let's be very clear, we know collusion when we see it, if two owners are colluding, the trade will be reversed, and the guilty parties will be booted from the league, without question.
7. The Trade Deadline is the Tuesday following week 13 each year.
 - (a) Trading will be permitted again after the KKL Super Bowl.



Article XV. Scoring Rules

1. The full list of scoring rules may be found on our MFL website by clicking Reports -> Rules -> League Scoring but below are some highlights:
 - (a) Passing TDs are worth 4 points and all other TDs are worth 6 points.
 - (b) Bonuses for long TDs
 - (c) All 2-point conversions are worth 2 points.
 - (d) Fumbles lost and interceptions thrown are minus 2 points.
 - (e) Passing yards are worth 0.05 points each.
 - (f) Rushing and receiving yards are worth 0.1 points each.
 - (g) Punt and kickoff return yards are worth 0.04 points each.
 - (h) Receptions are worth 1 point per reception (PPR).
 - (i) Bonuses for exceeding 100 rushing or receiving yards
 - (j) Bonuses for exceeding 300 passing yards
 - (k) Defense interceptions are worth 2 points each.
 - (l) Blocked kicks are worth 2 points each.
 - (m) Sacks are worth 1 point each.
 - (n) Safety is worth 2 points each.
 - (o) Bonuses for points and yards allowed by a defense.
 - (p) Field goals are worth 3 points each with small yardage bonuses.
 - (q) Missed field goals and extra points are minus 1 point each.



Article XVI. Locked Rosters

1. At the conclusion of the regular season, once a team is eliminated from playoff contention that team is locked from further roster moves.
 - (a) This prevents teams from dropping all their players they drafted in the first three rounds since they can't keep them.
 - (b) This also helps to prevent disrupting the competitive balance for the remaining playoff teams.
2. Teams must have the minimum starters at each position on their roster at the conclusion of the season (i.e., one [1] QB, RB, WR, TE, PK, and DEF).
 - (a) This prevents teams eliminated from the playoffs from gaining an advantage in the following season by dropping less-valued positions.
3. Any transactions that violate these rules will be reversed by the commissioner.
 - (a) Impact players that were not drafted in the first 3 rounds but are not eligible for Keeper status next season (i.e., that player was kept for the past three years) may not be dropped and are subject to the same rules outlined above.
 - (i) Since this rule is somewhat subjective, any transactions deemed unfair by other league mates should be elevated to the commissioner.
 - (ii) The commissioner will then analyze the transaction(s) and make a final decision (or put to a leaguewide vote) on whether to allow them.
4. All teams are locked from adding or dropping players from the conclusion of the KKL Super Bowl until the following season.

