

KNUCKLEHEADS

DYNASTY LEAGUE

Bylaws



KDL

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Article I. League Overview



1. Knuckleheads Dynasty League ("KDL") is considered a money league, and all owners are expected to pay their league fee before the season begins.
2. KDL is designed to be a competition between owners, but it is not a cut-throat league where anything goes.
3. The rules described below are designed to act as a guideline for overall league play.
4. Commissioner: Corey Thoesen – (571) 216-8338 (mobile); cthoesen@gmail.com (email)
5. The commissioner will be responsible for disseminating information on all disputes that are not expressly covered by this constitution.
6. 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. He may consult with some or all other owners and/or possibly take a vote.
7. 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.
8. 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 ask.

KNUCKLEHEADS DYNASTY LEAGUE



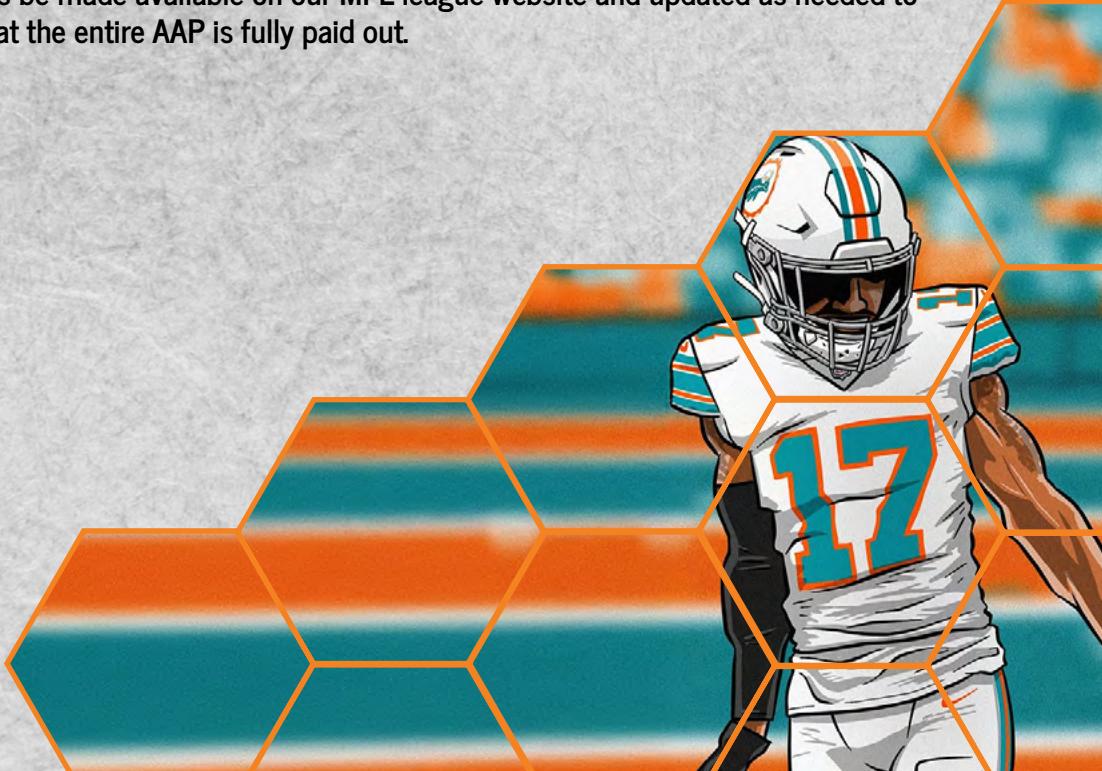
Article II. League Composition

1. KDL will consist of 12 different teams, broken into three (3) divisions.
 - (a) Divisions will be named Whiskey, Beer, and Tequila.
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.
4. Changes to the number of teams or make-up of each division should be finalized by the league prior to the rookie draft.
5. 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.
6. We will host our league on www.myfantasyleague.com ("MFL").
7. KDL will use salaries and contract years assigned to each player on your team (see [Salaries and Contracts](#) section).
8. Salaries will be determined through an auction draft, rookie wage scale and blind bidding for waiver wire/free agents.
9. Contract years will be assigned by each owner to each player on their team.



Article III. League Finances

1. The league fee for KDL will be \$100, charged to each team owner, and payable to the commissioner on or before the night of the first day of the league season.
2. The current season will NOT commence until all league fees are fully paid.
3. If a team owner does not have the appropriate entry fee, the commissioner may make other arrangements for payment before the season starts at their discretion.
4. 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
5. League prize money will be paid out after the completion of the Knuckleheads Dynasty League Super Bowl.
6. Money will be held in a bank account owned by the commissioner and paid out in the following manner:
 - (a) Total pool of money: $\$100 \times 12 = \$1,200 - \$69.95$ (MFL website fees) = Available Award Pool (AAP) of \$1,130.05
 - (i) KDL Super Bowl Champion receives 60% of League Fees or \$678.05
 - (ii) Runner-Up receives 25% of League Fees or \$282.50
 - (iii) Third Place receives 15% of League Fees or \$169.50
7. If we change the league fees in a future season, Commish will do his best to keep the payout percentages above around the same.
8. 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 IV. Message Board and Chat

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, it will also provide an information trail that will be readily available and easily followed by all.
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/94621851/Ywe2pi1h



Article V. Season

1. Each season will be 17 weeks, consisting of a 14-week regular season followed by 3 weeks of playoffs.
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. At the conclusion of the regular season, six (6) teams will make the playoffs.
5. The three (3) division winners will qualify for the KDL playoffs along with the next best three (3) non-division winning teams (wild card teams).
6. If there is a tie with two teams in the same division, the tiebreaker will be as follows:
 - (a) Division winning percentage,
 - (b) Total points scored for – year-to-date (YTD),
 - (c) Reverse order of total points scored against – YTD
7. If there is a tie between two (2) teams in different divisions, the tiebreaker will be:
 - (a) Total points scored for – YTD,
 - (b) Reverse order of total points scored against – YTD
8. The two (2) teams with the two best overall regular season records will earn a first-round bye.
9. Playoff matchups will NOT be re-seeded after each round.





Article VI. Salaries and Contracts

1. KDL will utilize an auction draft, rookie wage scale and blind bidding for waiver wire/free agents that will determine the salary for each player on their team.
 - (a) The minimum salary is \$1 with additional increments in whole dollars.
 - (b) Contract lengths may be as short as 1 year and no more than 5 years.
2. After acquiring a player, owners should post the contract years ("CYs") to the MB that they are assigning to that player within 24 hours.
 - (a) Failure to post CYs to the MB within 24 hours will result in a one-year contract assigned to that player.
3. For rookies acquired during the [rookie draft](#), owners may assign CYs to all their drafted rookies within 24 hours after the rookie draft has concluded.





Article VII. Salary Cap

1. The salary cap will be set to \$1,000 for each team.
2. This means that you may not exceed \$1,000 for the total salaries you are paying to the players on your active roster.
3. If any team exceeds the salary cap, they must immediately drop players to get under the salary cap.
4. Any team that is still above the salary cap at the start of games that week will be deemed to have an illegal roster and will not receive points that week.
5. Example:
 - (a) If you were to win Ezekiel Elliott for \$150 then you would have \$850 left to fill out the rest of your roster.



Article VIII. Contract Year Cap

1. The contract year cap will be set to 65 years for each team.
2. This means that you may not exceed 65 years for the total length of contracts assigned to the players on your active roster.
3. Example:
 - (a) If you were to win Ezekiel Elliott for \$150 and decide he is worth a 4-year contract, he will count as \$150 against your salary cap for ALL four (4) years.
 - (b) Since there is also a contract year cap of 65 years, Elliot's contract would count as 4 years of that total, and you would then have 61 contract years left to fill your roster.
 - (c) Owners will have to decide for themselves how long they believe each player will benefit their team and act accordingly.
4. If any team exceeds the contract year cap, the commissioner will reverse out the appropriate transactions to get each team under the contract year cap.
 - (a) If this becomes an ongoing problem, we will vote on fair and appropriate penalties in a future year.



Article IX. Rosters and Starting Lineup

1. Total roster maximum is 30 players with 16 starters and 14 bench players consisting of the following:
 - (a) Quarterback (QB) 1
 - (b) Running Back (RB) 1
 - (c) Wide Receiver (WR) 2
 - (d) Tight End (TE) 1
 - (e) Offensive Flex (RB/WR/TE) 2
 - (f) Place Kicker (PK) 1
 - (g) Defensive Lineman (DT/DE) 2
 - (h) Linebacker (LB) 2
 - (i) Defensive Back (CB/S) 2
 - (j) Defensive Flex (DL/LB/DB) 2
 - (k) Bench (BE) 14
 - (l) Practice Squad (PS) 8
 - (m) Injured Reserve (IR) 10
2. Players on the Practice Squad and/or Injured Reserve do not count against the 30-player roster limit.
3. The active roster limit will be set to 36 for the preseason and then teams will be required to cut down to 30 players on the 30-Player Cutdown Deadline.
 - (a) This does NOT include players on the practice squad or injured reserve.
 - (b) The 30-Player Cutdown Deadline will be set for one week before the first game of the season.
4. Rosters must be between 30 and 36 active players at the end of the free agent auction.
5. After the free agent auction, the roster minimum will be set to 28 players.



Article X. Injured Reserve



1. Only players with the following tags may be placed on IR:
 - (a) Injured Reserve (IR)
 - (b) Out (O)
 - (c) Opted out of playing due to COVID-19 concerns (H)
 - (d) NFL Reserve/COVID-19 list (C)
2. A limit of 10 players may be placed on IR provided they are on the NFL lists above.
3. Players that are on IR will still count 100% against the salary cap, but their contract years will NOT count against the contract year cap.
4. Example:
 - (a) Julio Jones is on my team with a salary of \$75 and 3 years left of his contract.
 - (b) He becomes injured and placed on IR by the Atlanta Falcons.
 - (c) If I choose to place him on IR to free up a roster spot, his \$75 salary will STILL count 100% against my \$1,000 salary cap.
 - (d) I will, however, recoup his 3 contract years while he is on IR to sign other players.
 - (i) Keep this in mind as you add players so that you have years left if you must promote players from IR later in the season.
5. From the start of the free agent auction until its conclusion, teams are precluded from moving any players to or from IR.
6. Once a player on IR no longer has an official NFL status that qualifies him for IR, that player must be promoted to the active roster within 7 days of the NFL status change.
 - (a) The system will prevent teams with ineligible players on their IR from setting their lineup until they promote that player to their active roster.



Article XI. Practice Squad



1. On the MFL website, practice squad ("PS") is referred to as a Taxi Squad.
2. Each team is allowed to have up to 8 practice squad members.
 - (a) The PS is meant for rookie development and may never exceed 8 players.
3. Only rookies may be placed on the PS after the free-agent auction draft and up until the start of the regular season with one exception:
 - (a) 4th and 5th round picks can be sent to the PS after the rookie draft is completed and before the auction draft starts.
4. Rookies that were drafted in the 1st through 3rd rounds must remain on the active roster until the conclusion of the free agent auction draft.
5. The ability to make practice squad moves will be activated by the commissioner after each team assigns years to each player won through the free agent auction.
6. Rookies on the PS will be designated with an "R" and the year of their rookie season.
 - (a) R23 as an example.
 - (b) Rookies on the PS are protected players and may not be signed away from your PS by another team.
7. Two-year protected rookies:
 - (a) To increase the value of the 4th and 5th rounds of the rookie draft, any 4th or 5th round rookie draft pick may be protected on the PS for 2 years if all other PS criteria are met.
 - (b) Rookies drafted in rounds 4 and 5 do not count against your cap for the auction draft if you place them on the PS after the rookie draft and prior to the start of the auction draft.
8. Players placed on the PS will retain their contract, but while on the PS their contract will not count towards the salary cap or contract year cap.
9. Example:
 - (a) Team A drafts rookie Player A, his contract is \$45, and Team A assigns 5 years to him.
 - (b) Team A has an opening on their PS so they demote him there (must be done before regular season starts).

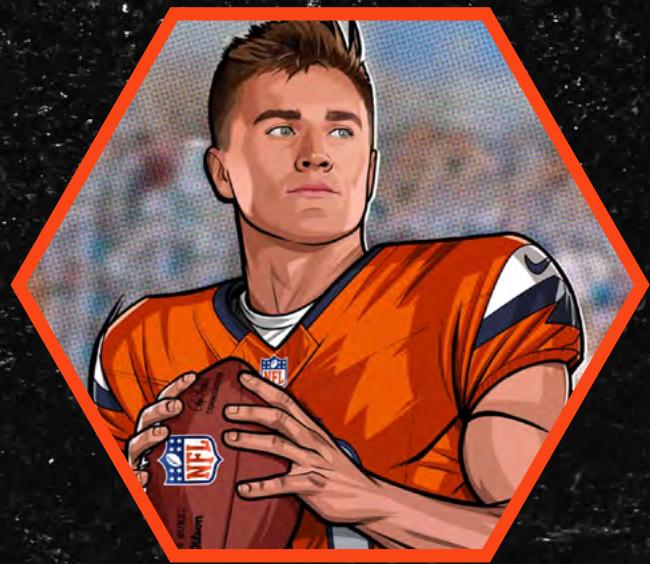


- (c) The \$45 for 5 years won't count against Team A's salary or contract year cap while he is on the PS.
 - (d) Player A can remain on the PS for 5 years with his contract years reduced by one for each year that has expired.
 - (e) If Team A continues to keep Player A on the PS, he will continue to count as one of Team A's 8 practice squad slots.
10. After the rookie draft begins, teams may not promote players from their practice squad until after the conclusion of the free agent auction draft.
 11. Once the auction draft ends and throughout the remainder of the season, teams may promote their PS players to their active roster at any time.
 - (a) To promote a player from the PS to the active roster, you must have the available contract years and salary cap space.
 12. Teams may activate their own PS players immediately after the KDL Super Bowl and up until the deadline to move players off PS without poaching (see [Practice Squad Poaching](#) section).
 - (a) This will typically be set to the day before Franchise Tag and Restricted Tag auctions.
 13. After the NFL draft, you may still call players up, but while on your PS they are eligible to be bid on (excluding rookies/protected players) by the weekly transaction deadline.
 14. If a PS player is traded to another team, the new team must place that player on their active roster immediately (like the NFL).
 15. AT ANY POINT IN TIME, ONCE YOU PROMOTE A PLAYER FROM THE PRACTICE SQUAD TO YOUR ACTIVE ROSTER, THAT PLAYER MAY NEVER BE DEMOTED TO THE PRACTICE SQUAD AGAIN.
 - (a) The MFL system will automatically enforce this setting.



Article XII. Practice Squad Poaching

1. Practice Squad players may be poached by other teams on a weekly basis for their original salary or better, but years cannot be changed.
 - (a) Any player on the PS, other than rookies and 2-year protected players, can be bid on by other teams for higher than their original salary, but contract years cannot be changed.
2. The deadline each week is the same as the final weekly blind bid waiver deadline.
 - (a) To submit a bid on a PS player, a team will simply use the normal blind bidding process, but instead add a worthless player and put in the comments the actual PS player they are bidding for, the team he is on, and the bid they are offering.
3. The original team with that player on their PS retains the right to match and has 24 hours to match the offer.
4. If the owning team does not match, the PS player will be assigned to the winning bidder.
 - (a) If that player's game has already started or been played, then Commish will assign the player to the new team on the following Tuesday.
5. Additionally, if a PS player is bid on and won by a new team, that new team must place that player on their active roster.
 - (a) In other words, the winning team may not place the player they won on their own PS.
6. If the original team matches the offer, they must also promote that player to their active roster.
7. Bidding on PS players will be suspended from the conclusion of the KDL Super Bowl through the NFL draft and again from the start of our rookie draft through the end of the auction draft.
8. If another team puts in a bid on a team's PS player, the original team owning that PS player may NOT promote that player to avoid losing him.



Article XIII. Franchise Tag

1. Like the NFL, teams are allowed to tag one player with an expiring contract to keep him on their team for the current season.
 - (a) This must be done before the Franchise Tag Deadline each year.
 - (b) The Franchise tag can only be used once per season.
 - (c) Once a team assigns a Franchise tag to a player, that team may not rescind that tag and/or reuse it once the deadline has passed.
2. Salaries for players assigned to the franchise tag are guaranteed for at least one year and calculated as the average salary of the top 5 players at their position (or 120% of their current salary, whichever is more) at the end of week 12 of the previous season.
 - (a) We use week 12 to get a more realistic top 5 to account for teams that may drop high priced players when they know they will not make the playoffs.
 - (b) The average of the top 5 salaries at each position will be posted to the MB or a league article so owners can easily see salaries per position for franchise tag players.
3. Prior to the rookie draft, all the players that have been tagged with the franchise tag are put up for auction starting at their franchise tag salary.
 - (a) Bidding on franchise tag players will use non-proxy bidding.
 - (b) This means that the bid amount a team submits for a player must be higher than the current bid and becomes the new high bid.
 - (i) Example: Player A is on the board for \$50, Team B submits a bid for \$60 so the new high bid becomes \$60 not \$51.
 - (c) The timer for franchise tag bidding will run from the start of the tagged player auction through the end of the auction and never reset.
 - (i) Typically, this auction will be for 4 or 5 days.



4. Like the NFL, the compensation for acquiring a franchise tag player is 2 first round picks within the next 2 seasons.
5. Any team wishing to bid on a franchise tag player must have the necessary first round picks or they are precluded from bidding.
 - (a) These can be their own first round picks or first round picks acquired from trades.
 - (b) The winning team will indicate which pick they are offering if they have multiple 1st round picks in any one year.
6. At the end of bidding, the team that originally placed the franchise tag on the player will have the opportunity to match the highest bid and retain that player.
7. If they decide that they do not wish to match the highest bid, the winning team will then send two first round picks to the other team as compensation.
8. The owner that ultimately wins the franchise tag player must post that player's CYs to the MB within 24 hours or it will be deemed a one-year contract.



Article XIV. Restricted Free Agent

1. This is like the franchise tag in that it will allow teams to restrict players with an expiring contract to try and keep them on their team for the next season.
 - (a) Teams may place the restricted tag on as many players they want if they are able to remain under the salary cap and years cap and complete a full active roster.
 - (i) We do not make assumptions of future moves so teams must remain under both the salary cap and contract year cap throughout the entire offseason and prior to PS movement.
2. Salaries for restricted free agents ("RFAs") are guaranteed for at least one year and are calculated as the average salary of the top 10 players at their position (or 110% of their current salary, whichever is more) at the end of week 12 of the previous season.
 - (a) We use week 12 to get a more realistic top 10 that accounts for teams that may drop high priced players when they know they will not make the playoffs.
 - (b) The average of the top 10 salaries at each position will be posted to the MB or league articles so that owners can easily see the salary they will need to pay for each RFA.
3. Beginning the same date as bidding on franchise tag players, all the players that have been designated as RFAs are also put up for auction starting at their RFA salary.
 - (a) Bidding on restricted tag players will use non-proxy bidding.
 - (b) This means that the bid amount a team submits for a player must be higher than the current bid and becomes the new high bid.
 - (i) Example: Player A is on the board for \$50, Team B submits a bid for \$60 so the new high bid becomes \$60 not \$51.
 - (c) The timer for restricted tag bidding will run from the start of the tagged player auction through the end of the auction and never reset.
 - (i) Typically, this auction will be open for 48 hours.



4. Like the NFL, the compensation for acquiring an RFA would be calculated by their prior season fantasy points at their position:
 - (a) Top 5 ranking 1st round pick
 - (b) Top 6 – 10 2nd round pick
 - (c) Top 11 – 15 3rd round pick
 - (d) Top 16 – 20 4th round pick
 - (e) Top 21 or lower 5th round pick
5. Any team wishing to bid on an RFA must have the necessary compensation picks or they are precluded from bidding.
 - (a) These can be their own picks or picks acquired from trades.
 - (b) The necessary compensation pick(s) must be from the current upcoming rookie draft.
 - (c) The winning team will indicate which pick they are offering if they have multiple picks in the appropriate round in any one year.
6. At the end of bidding, the team that originally designated the RFA gets the opportunity to match the highest bid and retain that player.
7. If they decide that they do not wish to match the highest bid, the winning team will then send the required pick to the other team as compensation.
8. The owner that ultimately wins the RFA must post that player's CYs to the MB within 24 hours, or it will be deemed a one-year contract.



Article XV. Rookie Draft

1. A rookie-player-only draft will take place after the tagging process is complete.
 - (a) Typically, we will hold the rookie draft at the end of May each year.
2. Draft order will be as follows:
 - (a) Prior year ("PY") worst winning percentage will draft 1st overall.
 - (b) PY next worst winning percentage will draft 2nd and so on through pick 9.
 - (c) PY 3rd place winner will draft 10th.
 - (d) PY runner-up will draft 11th.
 - (e) PY KDL Super Bowl 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 still unable to break the tie, a coin flip or similar means will be utilized.
4. We will have 5 rounds for the rookie draft.
5. The rookie draft will be in the same format as the NFL with the same order each round (NOT snake order) and predetermined salaries as follows:

Round 1		Round 2		Round 3		Round 4		Round 5	
1.01	\$45	2.01	\$19	3.01	\$13	4.01	\$7	5.01	\$1
1.02	\$43	2.02	\$19	3.02	\$13	4.02	\$7	5.02	\$1
1.03	\$41	2.03	\$18	3.03	\$12	4.03	\$6	5.03	\$1
1.04	\$39	2.04	\$18	3.04	\$12	4.04	\$6	5.04	\$1
1.05	\$37	2.05	\$17	3.05	\$11	4.05	\$5	5.05	\$1
1.06	\$33	2.06	\$17	3.06	\$11	4.06	\$5	5.06	\$1
1.07	\$29	2.07	\$16	3.07	\$10	4.07	\$4	5.07	\$1
1.08	\$26	2.08	\$16	3.08	\$10	4.08	\$4	5.08	\$1
1.09	\$24	2.09	\$15	3.09	\$9	4.09	\$3	5.09	\$1
1.10	\$22	2.10	\$15	3.10	\$9	4.10	\$3	5.10	\$1
1.11	\$21	2.11	\$14	3.11	\$8	4.11	\$2	5.11	\$1
1.12	\$20	2.12	\$14	3.12	\$8	4.12	\$2	5.12	\$1

6. Only 4th and 5th round picks can be sent to the practice squad AFTER the draft is completed and BEFORE the free agent auction begins.
7. We do not make assumptions of future moves so teams must remain under both the salary cap and contract year cap throughout the entire rookie draft and prior to PS movement.
 - (a) Prior to the start of the rookie draft, if a team does not have enough salary remaining under the cap to complete their full roster they will forfeit as many draft picks are necessary to keep them under the salary cap throughout the entire rookie draft.
 - (b) After the conclusion of the rookie draft and before PS moves, teams must also still have enough contract years under the cap to complete a full roster.
 - (i) If a team doesn't have the required contract years to complete a full roster after assigning years to their rookies, those assigned years will be adjusted until they have enough years remaining under the cap for a full roster.
8. Example:
 - (a) Team A has a roster of 18 players using up 44 years and \$910 before the rookie draft and before PS movement is allowed.
 - (b) Team A has 21 years under the years cap and \$90 remaining under the salary cap and still needs 12 players to fill their roster.
 - (c) Team A has a total of 5 picks (1.05, 2.05, 3.05, 4.05, and 5.05).
 - (i) The total dollars they will spend on all 5 picks would be \$71.
 - (d) While assigning years to their picks, Team A may only use 14 years at most for those 5 players and still enough years left to complete their roster at that point in time.
 - (i) $19 + 5 = 24$ players so 7 more players = 31 to complete their roster
 - (ii) $44 + 14 = 58$ years used up so that leaves 7 years to sign 7 more players.
 - (e) Prior to PS movement, Team A would then have \$19 under the salary cap to sign those 7 additional players.



9. Additional example:
 - (a) Let's take the above example and say instead that Team A had the first pick in each round (1.01, 2.01, 3.01, 4.01, and 5.01)
 - (i) In this case, the total dollars Team A would spend on those 5 picks would be \$85.
 - (b) At the end of the draft in this case, Team A would only have \$5 left to sign 7 more players.
 - (i) Since the minimum salary per player is \$1, Team A only has enough money left over to sign 5 more players but needs to sign 7 players to fill their roster.
 - (c) Even though Team A may decide to move two of those rookies to the PS, there are no assumptions of future moves when determining salary and years cap space.
 - (d) In this second example, Team A will need to forfeit picks 5.01 and 4.01 to give them enough salary cap space to sign those 7 remaining players and fill out their roster.
 - (i) Pick 5.01 is worth \$1 and pick 4.01 is \$7 so Team A would then have \$13 under the salary cap.
 - (ii) Draft pick forfeitures will always start with a team's last pick and work toward their first pick until enough cap space is achieved.
10. For rookies acquired during the rookie draft, owners may assign CYs to all their drafted rookies within 24 hours after the rookie draft has concluded.
11. Rookies drafted or picked up through waivers may be dropped without penalty if done before the season starts.
 - (a) Owners should also post this to the message board, so the Commissioner knows to remove salary cap penalties calculated by the MFL system.

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Article XVI. Free Agent Auction Draft

1. A yearly auction-style draft will take place AFTER the rookie draft according to our league calendar.
 - (a) Typically, we will start the auction draft around the middle of August each year.
2. This is a slower style auction like an eBay auction that may take several weeks to complete.
3. The purpose of this draft is to fill out the rest of your roster prior to the start of the season.
4. This will include unrestricted free agents ("UFAs"), players whose contracts have expired, and rookies that were not drafted during the rookie draft.
5. Teams must remain within the salary cap and year requirements to participate in the auction draft.
6. Each team may nominate up to 2 players for bidding at a time (until their roster is full) so there are never more than 24 players allowed out for bidding at any time.
7. Each team must bring out one (1) player within the first 24 hours of the start of the draft and post on the MB thread.
 - (a) Failure to do so will result in the commissioner bringing out the first player, sorted by projections, for the franchise you own.
 - (i) If an owner hasn't been on the website or brought out a player in several days, the commissioner will bring out players for that team at his discretion based on that team's needs.
 - (b) Once the player you have brought out is won, you must "bring out" another player within 24 hours and post on the MB.
8. During the UFA auction, the active roster limit will remain set at the preseason limit of 36 players.
 - (a) The 30-Player Cutdown Deadline to get back to 30 players on your active roster will be a week before the first game of the regular season.
 - (b) The commissioner will set this deadline each season on the monthly calendar.
 - (c) Teams will be unable to set their lineup until they get back to 30 players.
9. Owners must remain under both the salary cap and contract year cap requirements even if they choose to exceed the 30-player roster limit.
10. Each team should have at least the minimum starting lineup requirements at each position prior to completion of the auction.
 - (a) This is enforced by the MFL settings.
11. Once a team has used up all their salary cap or years cap, they will no longer be able to par-

- ticipate in the UFA auction.
- (a) If this were to happen, that team would then need to wait until the UFA auction ends.
 - (b) They would then need to drop players and pickup players through waivers to fill their rosters.
 - (c) Keep this in mind while bidding on players and allocating years to the players you have won.
12. Whenever your current high bids on the board + players on your roster + minimum bids for players to fill your roster exceeds the \$1000 salary cap and/or 65-year contract cap you have overbid.
13. Overbidding penalty:
- (a) Teams will lose, in addition to the player the overbidding occurred on, \$10 from their current year salary cap for each violation.
 - (b) After the first violation, in addition to the dollar value, the team will lose 1 contract year for each infraction.
 - (c) If the team, by being penalized, cannot fill out a full roster, the commissioner will issue a one game suspension for each occurrence to their highest scoring active roster player (based on prior year points).
14. The minimum auction opening bid for each player is \$1 and all auction bids are in increments of \$1.
15. Auction bidding is by proxy bids, which is like an eBay auction.
16. When you nominate a player up for bidding you will set your "high bid" for that player.
17. The system will bid up to your high bid for you as other owners try to bid on him.
18. Example:
- (a) Brent nominates Tom Brady and sets his high bid at \$30.
 - (i) Brent's \$30 high bid is hidden from everyone else's view.
 - (ii) Until someone else submits a bid for Tom Brady, we will only see that the current bid for Tom Brady is \$1.
 - (b) Next, Paul decides to place a bid on Tom Brady and sets his high bid at \$20.
 - (i) The system sees that Paul's bid is higher than \$1 and increases the bid to \$20, but because Paul did not exceed Brent's previously set high bid of \$30, the \$20 winning bid will still be with Brent.



- (c) Then, Allen comes in and submits a bid for \$30.
 - (i) The team holding the current high bid always wins over bids submitted that tie their high bid so the winning bid will remain with Brent even though Allen's bid is also \$30.
 - (d) Then, Allen submits a new high bid of \$35.
 - (i) The new current bid for Tom Brady becomes \$31 at this point.
 - (e) If Brent has notifications setup, he should receive an email that he has been outbid and he can then jump back on MFL and bid on Tom Brady again.
19. Each player on the board has an 18-hour timer that will reset to 18 hours each time the TEAM with the high-bid CHANGES.
20. Bidding will continue for each player until such a time that the high bidder remains unchanged for a period of 18 hours.
21. Using the Tom Brady example above:
- (a) If Brent nominated Tom Brady at 12:00 PM on a Monday, the timer would be set to expire at 6:00 AM the next day (Tuesday).
 - (b) If Paul submitted his high bid of \$20 at 5:00 PM that Monday, the timer would not reset and would still show that it would expire at 6:00 AM on Tuesday.
 - (i) The reason for this is that the timer only resets to another 18-hour timer when the high bidder changes.
 - (c) If Allen submitted his high bid of \$30 at 6:00 PM that Monday, the timer would still not reset and would continue to show that it will expire at 6:00 AM on Tuesday.
 - (i) Again, the timer only resets to another 18-hour timer when the high bidder changes.
 - (d) When Allen submits his \$35 bid and the high bid was increased to \$31, the 18-hour timer would then reset to a fresh 18 hours.
 - (e) If his \$35 high bid was submitted at 6:05 PM that Monday, the timer would now show that it will expire at 12:05 PM the next day (Tuesday).
 - (f) At this point, if no one else exceeds Allen's high bid of \$35 for a period of 18 hours, then the timer will expire, and Tom Brady is added to Allen's team.
 - (g) Since Tom Brady is no longer on the clock, Brent may now nominate a new player out for bidding (since Brent was the owner who initially brought him out).



22. Once you have completed your roster and decided not to bid on any further players, please post to the message board that you are done with the auction.
23. Once the auction is completed, the commissioner will set a deadline for each team to submit contract years for each player they won during the auction.
 - (a) This will typically be a 24-hour period where teams should post all their assigned contracts for players won through the auction to the message board.
 - (b) Each team must assign years to each player won through the auction BEFORE the commissioner will activate the ability to make practice squad moves.
24. Even if you do not post to the message board that you are done with the auction, your auction draft will officially end once the following criteria are met:
 - (a) You have 30 or more players on your active roster, and
 - (b) It has been 24-hours since you last won a player, and
 - (c) You are not the high bidder on any players currently up for auction, and
 - (d) None of the players up for auction were brought out by you, and
 - (e) It has been over 24 hours since the last player you brought out came off the board.



Article XVII. Blind Bidding

1. After completion of the free agent auction, a waivers/blind bidding process will run twice a week on Thursdays and Sundays at 12 noon eastern time ("ET").
 - (a) During weeks where there are Saturday games or Sunday games starting earlier than noon, we will have an additional waivers process that will run on Saturday at noon ET.
 - (b) By having waivers run at noon, teams will have plenty of opportunities each week to make roster moves after injury reports are released each week.
2. No team will be informed of any other team's free agent bids (thus the name, "blind bid").
3. The team with the highest bid will be awarded the player.
4. All bids must be in increments of whole dollars.
5. If there is a tie between teams bidding on the same player during the season, the tiebreaker will be as follows:
 - (a) Lowest overall winning percentage,
 - (b) Lowest total points scored, then
 - (c) Highest total points scored against
6. If there is a tie between teams bidding on the same player in the offseason, the tiebreaker will be as follows:
 - (a) Earliest submitted bid.
7. For each free agent picked up, the winning team must drop a player to make room on their roster for the free agent acquisition or already have an available roster spot.
8. For players acquired through waivers, years should be assigned by using the comments section when each owner is making their waiver claims.
 - (a) This rule was passed by a vote before the 2024 season.
 - (i) We no longer allow teams to assign years for blind bid waivers on the message board post after the fact.
 - (b) If there are no comments included in the waiver request to assign years for an acquired player, it will be deemed a 1-year contract.
9. We will utilize a conditional blind bidding system for acquiring players from the waiver wire.

10. Conditional bidding allows an owner to bid on player A and if not awarded, then bid on player B.
11. In non-conditional ("regular") bidding owners would bid on player A and then on player B.
 - (a) In regular bidding, the owner could get both players A and B.
 - (b) In conditional bidding, the owner would only get one of the two.
12. 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.
13. In other words, players that you place in group 1 have no higher priority than those that you place in group 2.
14. Please see the MFL Help section for more details and examples of conditional blind bidding.
15. Players are locked after kickoff of that player's game until the end of that week.



Article XVIII. Salary Cap Penalty

1. Teams are free to release players during the period starting after the free agent auction draft and through the conclusion of the KDL Super Bowl.
 - (a) Once a team is eliminated from the playoffs, their roster is locked until the next season (see [Locked Rosters](#) section for more information).
2. Releasing a player from your team comes with a cost that is dependent on contract length.
3. Your current year salary cap will be charged by 20% of that player's salary, multiplied by the number of years remaining on his contract ("dead money").
 - (a) See the [Free Drops](#) section for exceptions to this rule.
4. The formula to calculate the salary recoup is as follows:
 - (a) $(1 \text{ minus } (20\% \text{ times remaining contract years})) \text{ multiplied by the salary.}$
5. In the year a player is released, only a portion of that player's salary is returned to the team releasing him:
 - (a) 1-year contract recoup = 80%
 - (b) 2-year contract recoup = 60%
 - (c) 3-year contract recoup = 40%
 - (d) 4-year contract recoup = 20%
 - (e) 5-year contract recoup = 0%
6. Example:
 - (a) During the 2022 season, Corey drops Trey Lance with a salary of \$43 and 4 years remaining.
 - (b) The salary cap penalty in 2022 will be $\$43 \times 20\% \times 4$ or \$34 so Corey will have \$34 of dead money until the 2023 season.
 - (c) Corey will also recoup \$9 toward his 2022 salary cap from the transaction: $(1 - (20\% \times 4)) \times \43 or \$9.
7. Each player that is dropped to the waiver wire will have their salary and contract years reset to 0.
8. Each team that drops a player may not re-acquire that same player until after 7 days.

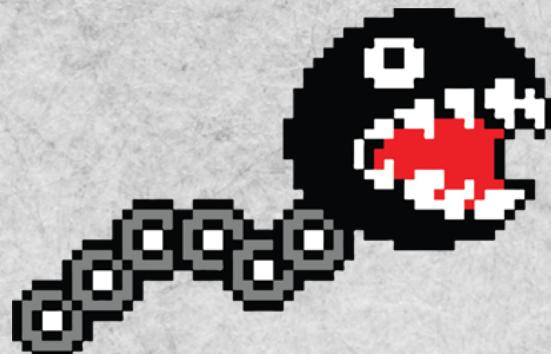


9. For example:
 - (a) Team A drops Player B on Thursday, September 10.
 - (b) On September 10, his salary and contract years are reset to 0.
 - (c) During the next two waiver processes, Player B may be acquired by any team except for Team A for \$1 or higher through the blind bidding process.
 - (d) On Thursday, September 17, if no one has yet acquired Player B then Team A may also bid on Player B along with every other team.
 - (e) In principle, every dropped player must go through at least two waiver wire processes before the team that dropped him may re-acquire him.
10. At the end of each season, all dead money will be reset to zero, but teams may still incur additional salary cap penalties to start the next season (see [Dead Money](#) section).



Article XIX. Dead Money

1. When a player is dropped with more than one (1) contract year remaining, there will be an additional salary cap penalty ("Dead Money") to start the following season.
2. At the beginning of the current season, any players that were dropped in the previous season, will result in Dead Money calculated as 20% of that player's salary, multiplied by the number of years that were remaining on his contract minus one expired year.
3. To make it a tougher decision to drop players with multiple contract years remaining, there will be a minimum of Dead Money in the subsequent year as follows:
 - (a) 2 years remaining when dropped = \$2
 - (b) 3 years remaining when dropped = \$5
 - (c) 4 years remaining when dropped = \$10
 - (d) 5 years remaining when dropped = \$20
4. Using the Trey Lance example from the previous section:
 - (a) Corey drops Trey Lance with a salary of \$43 and 4 years remaining during the 2022 season.
 - (b) The additional penalty will be $\$43 \times 20\% \times 3$ or \$26, so Corey will have \$26 of Dead Money for Trey Lance at the beginning of the 2023 season.
 - (c) In this example, Corey will have incurred \$60 in salary cap penalties between the 2022 and 2023 seasons for dropping Trey Lance.
5. Note that the Dead Money calculation is always rounded up to the next whole dollar.
6. Additional example:
 - (a) Team A drops Player A with a salary of \$1 and 5 years remaining during the 2022 season.
 - (b) The salary cap penalty in 2022 will be $\$1 \times 20\% \times 5$ or \$1, so Team A will have \$1 of Dead Money for Player A until the end of the 2022 season.
 - (c) The Dead Money in 2023 for dropping Player A will be \$20 since the minimum penalty in the next season is \$20 for dropping a player with 5 years remaining.
 - (i) This contrasts with what it would be if there was no minimum: $\$1 \times 20\% \times (5 - 1 \text{ expired year})$ or \$1.
7. Periodically throughout each season, the Commissioner will make a report available to the League that details Dead Money in the subsequent season for each team.



Article XX. Free Drops

1. During the offseason and prior to week 1, whenever a player is suspended, cut by a team, placed on season ending IR, on the PUP list to begin the regular season, or for any other reason will not be on an NFL active roster at the start of the regular season, that player may be dropped without penalty ("free drop").
2. Teams may also take advantage of one free drop per season for any ONE player that had their position changed by MyFantasyLeague.com from the prior year.
 - (a) This will be for each team to decide as to whether a position change by MFL causes enough of a negative value change to warrant dropping that player.
 - (b) The position change must be from the prior year to the current year.
3. The opportunity to take advantage of these preseason free drops must occur prior to the start of week 1 regular season games.
4. It is each owner's responsibility to review their own rosters and add these players to the message board to take advantage of a free drop.
 - (a) Please do not drop a player and then post to the MB that he is a free drop.
 - (b) Simply post the player to the MB and how he qualifies for a free drop, and the Commish will verify, drop him, and reverse out the cap penalty.
5. If you decide to place a player on IR because of a pre-season qualifying injury, a "free drop" is not available if you then decide to drop him during the regular season.
6. During the regular season, the only occurrence that qualifies for a free drop is a player announcing their retirement.
 - (a) Any other injuries or suspensions that happen after week 1 are part of the game and teams will need to utilize their IR slots according to the rules in place or drop that player and incur normal penalties.
7. When an NFL player announces their retirement (whether in-season or off-season), the KDL team owning that player qualifies for a free drop without penalty.
 - (a) This free drop should be posted to the MB by the team owning that retired player after the player announces their retirement.
 - (b) An exception to this rule is if a player had announced their retirement prior to an own-



- er adding that player to their team.
- (i) In this case, that owner would not qualify later for a free drop.
 - (ii) A good example of this was Rob Gronkowski in 2019.
 - (iii) Brent bid on him thinking that Gronkowski would come back in 2019.
 - (iv) Brent did NOT qualify for a free drop in this situation.
8. Rookies drafted or picked up through waivers may be dropped without penalty if done before the season starts.
- (a) Owners should also post this to the message board, so the Commissioner knows to remove salary cap penalties calculated by the MFL system.



Article XXI. Trades

1. Trade settings:
 - (a) Trade Limit No limit
 - (b) Trade Deadline Not applicable
 - (c) Trade Review Period..... Not applicable
 - (d) Votes to Veto Trade Not applicable
2. Trades should be handled through the MFL website or app whenever possible, but you may also initiate trades by email.
3. Trades during the season are subject to the same weekly deadline as free agent acquisitions, which is kickoff of the games for those players involved in the trade.
 - (a) Trades agreed upon during games on Sundays will be processed after Monday Night Football ("MNF") that week.
4. Trades for future draft picks may be for up to two (2) years in the future.
5. 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.



Article XXII. Locked Rosters

1. At the conclusion of week 13, once a team is eliminated from playoff contention that team is then precluded from making roster moves.
2. To prevent teams from gaining an advantage for subsequent seasons late in the current season, any players that are added to your roster from weeks 13 through the KDL Super Bowl may ONLY be signed for a one-year contract.
 - (a) In this way, players added from week 13 on are only available for the playoffs and not for any future seasons.
3. All teams are locked from adding or dropping players from the conclusion of the KDL Super Bowl until the end of the free agent auction draft during the next season.
 - (a) Exceptions to this rule are players with expiring contracts ("zero-year players"), players that have retired, or other special situations.
 - (b) Additionally, PS players may be promoted to your active roster as described in the above Practice Squad section.
4. Players that become free agents in the offseason are part of your risk of signing them to long-term contracts.
 - (a) If these players are still free agents and not on an NFL team after 53-man roster cuts then they'd be eligible for a "free drop", but not before then.
 - (b) You may also drop a player from your roster that's still an NFL free agent right after the auction draft, but if you do that before 53-man roster cuts you will incur cap penalties (i.e., that wouldn't qualify for a "free drop").
 - (c) Please see the [Free Drop](#) section for further details.

