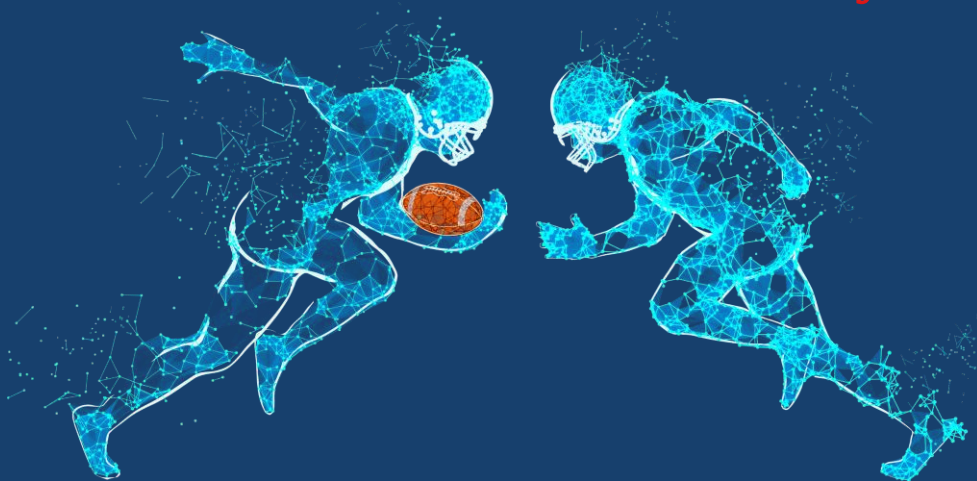




BLOOD, SWEAT, AND BEERS

Fantasy Football League





Introduction

Welcome to the Blood, Sweat, and Bears (BSB) Fantasy Football League. BSB was formed in 2025 by two veteran fantasy football commissioners joining forces to provide the optimal fantasy football experience.

This league is intended for team owners who are competitive, passionate about the NFL and their favorite football teams, but most of all, those who like to have fun while playing this crazy game based on a game.

League Highlights

- **Keeper league – keep 5 players to start each season**
- **Individual offensive and defensive (IDP) players**
- **31 player active roster – 1 Coach, 8 offensive starters, 8 IDP starters**
- **Best Ball format, so no need to set rosters each week.**
- **Waivers will run each week – \$250 blind bid budget**
- **All touchdowns are worth 6 points, but with increased turnover penalties**
- **Increased scoring potential for IDPs**
- **35 round serpentine-style draft**
- **Cutdown deadline to 31-player roster a week or two after the draft is complete**
- **Only players that were drafted in the prior year may be a keeper**
- **Keepers move up from their prior year draft slot depending on the keeper year**
- **Players drafted in the first 5 rounds of the prior year may not be a keeper**
- **Keepers may be kept for a max of 3 years in a row**
- **Players retain their draft status no matter if dropped or traded, etc.**
- **Taxi Squad (5) and Injured Reserve slots**



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Article I. League Overview

1. BSB is considered a money league, and all owners are expected to pay their \$100 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 below 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 co-commissioners will be responsible for disseminating information on all disputes that are not expressly covered by this constitution.
 - a. Commissioner: Josh Scott – commissionerjosh@gmail.com (email)
 - b. Commissioner: Corey Thoesen – (571) 216-8338 (mobile); cthoesen@gmail.com (email)
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 the 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.
9. We will have 16 teams with four divisions named North, South, East, and West.
10. Playoffs will run from weeks 15 – 17.
 - a. 8 teams will make the playoffs with no first-round byes.



Article II. Expected Owner Conduct

1. All owners are expected to carry themselves in a professional manner that would not harm other owners or the league in general.
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 good 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 III. 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 check in at least once a day during the annual draft.
4. Owners should vote in each poll on the league website.
5. Owners should try to participate in league discussions through email and/or the message board.
6. Owners should do their best to respond to all trade offers in a timely manner.
7. 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 commissioner will not perform any transactions on behalf of the orphaned team and the lineup will be entered based on ECR rankings.

Article IV. League Finances

1. The league fee will be \$100, charged to each owner prior to the start of each season.



- a. In future seasons, we may increase the league fee, subject to a leaguwide vote.
2. The current season will NOT commence until all league fees are fully paid.
3. League awards (using 16 teams) will be paid as follows:
 - a. Total Pool: $\$100 \times 16 \text{ teams} = \$1,600$
 - b. Less: MFL website fees of \$95
 - c. Equals: Available Award Pool (AAP) of \$1,505
 - d. Four (4) division winners receive \$100 each
 - e. Four (4) wild card teams = \$50 each
 - f. Four (4) teams that advance to the second round = \$50 each
 - g. Two (2) teams that advance to the Super Bowl = \$50 each
 - h. Super Bowl Runner-up = \$200
 - i. Super Bowl Champion = \$405
4. If we change the league fees in a future season, the Commish will try to keep the payout percentages around the same.
5. 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 V. 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.



Article VI. Rosters Report

1. It should be noted that the following important columns will be included on the Rosters report to track relevant keeper information:
2. YEARS: The number of remaining years that a player may be kept (total includes the current year).
 - a. For example, if the number in this column is 3 then after the current season there will be 2 years remaining.
3. OTHER: Will either be blank, show a “TS” followed by a number, or show a “K” followed by a number.
 - a. For example, “K13” will indicate that player may be kept in the 13th round of the draft in the current season.
 - b. A “TS12” indicates that player is on the Taxi Squad and was originally drafted in the 12th round of that player’s rookie season.
 - i. Once a TS player is promoted, round 12 in this example is the round used to evaluate that player’s keeper round in the following season.
 - ii. See the Keeper Rules and Taxi Squad sections for more information.
 - c. If this field is blank for a player, that means he went undrafted in the current year and he is NOT eligible to be a keeper in the following season.
4. ACQUIRED: This field will either be blank or show the round that player was picked during the current season’s draft.
 - a. For example, “4.05” indicates that player was selected with the 5th pick in the 4th round.
 - b. Player acquired information will reset at the beginning of each season and also update when a player is drafted or kept in lieu of a draft pick.
5. 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.

Article VII. Rosters and Best Ball Lineups

1. Each team will carry a maximum active player roster of 31 players with 17 starters (with Coach) and 14 bench players consisting of:



- a. Coach (C) 1
 - b. Quarterback (QB)..... 1
 - c. Running back (RB) 1
 - d. Wide receiver (WR)..... 2
 - e. Tight End (TE) 1
 - f. Flex (RB/WR/TE)..... 2
 - g. Place Kicker 1
 - h. Defensive Linemen (DT/DE)..... 2
 - i. Linebacker (LB)..... 2
 - j. Defensive Back (CB/S)..... 2
 - k. Defensive Flex (DT/DE/LB/CB/S)..... 2
 - l. Bench (BE) 14
 - m. Taxi Squad 5
 - n. Injured Reserve no limit
2. 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.
 3. There are no roster maximums for any position so teams may carry any configuration of players on their bench.
 4. We will employ a “Best Ball” starting lineup system.
 - a. A Best Ball lineup means that instead of submitting a starting lineup, the MFL system will use the players from each roster that generate the best possible score each week.
 - b. No more agonizing on Sundays over who to start or bench, only to find that the player that scored the most points that week was left on your bench.

Article VIII. Taxi Squad

1. There will be 5 slots available for each team’s Taxi Squad.
2. Only rookies are eligible to be demoted to the Taxi Squad.



- a. Once the regular season starts, teams are no longer permitted to demote players to the Taxi Squad, but they may still promote them.
3. There is no limit to the number of years that a player may remain on the Taxi Squad.
4. You may drop a player from the Taxi Squad during the keeper selection process if you desire.
5. Players on the Taxi Squad will retain their draft status from the year they were drafted for the entire time they remain on the Taxi Squad.
 - a. Example: Team A drafts Chuba Hubbard in the 12th round of his rookie season in 2021 and demotes him to the TS before the season starts.
 - b. TS12 will show in the “Other” column of the rosters report next to Chuba Hubbard’s name.
 - c. Chuba Hubbard remains on Team A’s Taxi Squad until the 2023 season when Team A decides to promote him to the active roster.
 - d. If Team A selects Hubbard as a keeper for the 2024 season, Chuba will count as Team A’s 10th round pick.
 - i. See the Keeper Rules section for more information.

Article IX. Injured Reserve

1. Only players designated as IR by their NFL team are eligible for an injured reserve slot.
2. IR slots are unlimited.
3. Players retain their draft status (years, Kxx, etc.) while on IR.

Article X. Regular Season and Playoffs

1. The regular season will run through the first 14 games of the NFL season followed by playoffs in weeks 15 – 17.
2. The Commissioner will adjust the schedule each year based on prior year results.
3. At the conclusion of the regular season, 8 teams will qualify for the playoffs.



- a. The 4 division winners along with the next best four (4) non-division winning teams (wild card teams).
4. If there is a tie for a division winner, 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
5. If there is a tie between two teams in different divisions, the tiebreaker will be as follows:
 - a. Total points scored for – YTD,
 - b. Head-to-Head record (3-way ties, must having winning record vs both teams)
 - c. TOP PLAYER points (if #3 is still tied, then next highest)
 - d. One win is better than two ties. Ex: 12-6-0 is better than 11-5-2.
6. The team with the best overall regular season record will earn a first-round bye.
7. If there is a tie for the best overall regular season record, the tiebreaker will be as follows:
 - a. Total points scored for – YTD,
 - b. Reverse order of total points scored against – YTD
8. Tiebreakers for individual playoff games are as follows:
 - a. Most TDs
 - b. Kicker points
 - c. Top scoring player's point total

Article XI. Draft Order Playoffs

1. The teams that do not make the playoffs are included in the Draft Order (DO) Playoffs.
2. The DO Playoffs are also in weeks 14 – 17
 - a. DO Playoffs will be a total-points-scored format for those weeks and not a head-to-head format
3. There is a scaled bonus.



- a. These additional points are added to the final total (not weekly).
 - i. Bonus helps real terrible teams, while at the same time, giving incentive for folks to stick around until the end of the season.
 - b. Team 16 = +70 points added to their total
 - c. Team 15 = +60
 - d. Team 14 = +50
 - e. Team 13 = +40
 - f. Team 12 = +30
 - g. Team 11 = +20
 - h. Team 10 = +10
 - i. Team 9 = 0
4. The team with the highest total fantasy points in the DO Playoffs receives the 1st overall pick the following season, and so on.
 5. Tiebreakers:
 - a. Best week between 14-17
 - b. Second best week between 14-17
 - c. Third best week between 14-17
 - d. Top individual player weekly score (if still tied, then next highest)

Article XII. Keeper Rules

1. A player may only be kept for a maximum of three (3) years in a row.
2. Any player drafted in rounds one (1) through five (5) in the prior year may NOT be a keeper in the current year.
3. Any player who is not selected as a keeper prior to the keeper deadline (typically a month before the draft date) will be available for the draft.
4. For a player's first year as a keeper, he will count for the round of the draft that is two (2) rounds higher than the round he was drafted from the prior year.
 - a. Example: Jayden Reed was selected in the 14th round of the previous season.
 - b. If he is selected as a keeper in the current season, he will count as that team's 12th round pick.



- c. Jayden Reed will have a 3 in the Years column on the rosters report.
- 5. For a player's second year in a row as a keeper, he will count for the round of the draft that is three (3) rounds higher than the round he was drafted from the prior year.
 - a. Using the Jayden Reed example: in the second keeper season, Reed will count as the 9th round pick if selected as a keeper.
 - b. Jayden Reed will have a 2 in the Years column on the rosters report.
- 6. For a player's third year in a row as a keeper, he will count for the round of the draft that is four (4) rounds higher than the round he was drafted from the prior year.
 - a. Continuing with the Jayden Reed example: in the third keeper season, Reed will count as the 5th round pick if selected as a keeper.
 - b. Jayden Reed will have a 1 in the Years column on the rosters report.
 - i. This is Jayden Reed's final year as a keeper, and he will go back in the pool available for any team to draft in the following season.
- 7. If multiple players would count for the same round if kept, each additional player moves up to the next available higher round.
 - a. Example 1: Team A has C.J. Stroud, Dalton Shultz, and Blake Cashman on their roster from the prior year who would all count as a 14th round pick.
 - b. Team A chooses to keep all three players, so that owner assigns Stroud to the 14th round, Cashman to the 13th round, and Shultz to the 12th round.
 - c. Example 2: same scenario as example 1 but Team A also wants to keep Frankie Luvu, who would count as his 12th round pick.
 - d. In this example, Schultz would have to move up to the 11th round since Luvu already occupies the 12th round for Team A.
- 8. Players retain their draft status no matter if they are traded, dropped, picked up through waivers or picked up from first come, first serve.
 - a. Example: In the prior year, Team A drafted Kyren Williams in the 15th round.
 - b. Team A decided to drop Kyren Williams to the waiver wire before week 1.
 - c. Team B added Kyren Williams during week 2 waivers and kept him on their roster for the remainder of the year.
 - d. Team B decides to keep Kyren Williams in the current year, so Kyren Williams becomes Team B's 13th round pick.
 - i. This is the 1st of 3 potential keeper years in a row.



- e. If Team B keeps Kyren Williams in the following year, Kyren Williams would count as Team B's 10th round pick.
 - i. This would be the 2nd of 3 potential keeper years in a row.
- f. If Team B keeps Kyren Williams again in the following year, Kyren Williams would become Team B's 6th round pick.
 - i. This would be the 3rd and final keeper year for Kyren Williams.
- g. Kyren Williams would then be available for anyone to draft the next season because he was a keeper for three (3) straight years.

Article XIII. Keeper Selection Deadline

1. The commissioners will set a deadline for about a month before the draft for all teams to enter their keeper selections.
2. Once that deadline has passed, the commissioners 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 two exceptions above occurs:
 - a. If a keeper is placed on injured reserve 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 preseason and placed on IR by his NFL team.
 - ii. 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.
 - iii. 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 while our draft is underway.



Article XIV. Free Agent Draft

1. We will hold an “email draft” each season in July or August before the NFL season begins.
2. The draft will consist of 35 rounds.
 - a. Since that is more than the proposed number of roster spots, we will also have a “Cutdown Deadline” to allow teams to get under the roster limit.
3. This draft will be a slower style of draft with an initial 6-hour time limit per pick.
 - a. The commissioners may adjust the draft timer accordingly to speed up the draft process.
4. Initial draft order will be determined at random.
5. In the second year and going forward, draft order will be as follows:
 - a. Results from the Draft Order Playoffs,
 - b. PY next worst winning percentage will draft 2nd and so on through pick 5,
 - c. The teams eliminated in the first round of the playoffs will occupy the next picks,
 - d. The teams eliminated in the second round of the playoffs will occupy picks the next picks,
 - e. The runner-up will draft 2nd to last, and
 - f. The Super Bowl Champion will draft last.
6. Tiebreakers for teams with identical winning percentages and for teams eliminated during the same round of the playoffs will be as follows:
 - a. Least YTD total points scored for.
 - b. Most YTD total points scored against.
 - c. Worst division winning percentage.
7. The first round is set up as above, and then it's a Serpentine style draft.

Article XV. Blind Bid Waivers

1. Each team will have a \$250 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 \$250 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.
 - a. Example: A player is dropped on Wednesday at 3pm and will therefore remain locked until waivers run on Thursday at 5am.
 - b. Players dropped after 5PM on one day will not process through waivers until the waivers process two days later.
 - i. Example: Jordan Mason is dropped at 6PM on a Wednesday, if another team bids on him, he will not process through waivers until that Friday.
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.
 - a. After the first waivers run of the week on Wednesday mornings during the season, those free agents who weren't acquired or dropped during that waivers process may be acquired on a first come, first serve basis.
7. No team will be informed of any other team's free agent bids (hence the name "blind bid").
8. All bids must be in increments of 1 dollar.
9. The team with the highest bid for a player will be awarded that player.
10. If there is a tie between teams bidding on the same player, the tiebreaker will be how long since a franchise won a bid (longest time wins).
 - a. This essentially works the same as a waiver order that never resets, or a rolling waiver order.
11. For each free agent picked up, the winning team must drop a player to make room on their roster or already have an available roster spot.
12. It will be 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 not won, then bid on player B.
 - b. In non-conditional ("regular") bidding, owners would bid on player A and then 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.
13. 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. In other words, players placed in group 1 have no higher priority than those placed in group 2, etc.
 14. Please see the MFL Help section for more details and examples of conditional blind bidding.
 15. 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, and LB, and two [2] DLs, and DBs).
 - a. This prevents teams eliminated from the playoffs from gaining an advantage in the following season by dropping less-valued positions.
 16. Any transactions that violate these rules will be reversed by the commissioner.

Article XVI. Trades

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. If a trade is agreed upon outside of the MFL website, it will not be official until it is confirmed by both parties by posting the trade to the message board or processed through the MFL website.
3. Once a trade has been accepted on MFL, it will be immediately processed through the system.
4. Owners may trade future draft picks for up to one (1) year into the future.
 - a. Trades involving future year draft picks require the team or teams trading future picks to pay for the next year prior to the trade processing.



- b. Commish will reverse the trade if necessary, until payment.
- 5. Let's be very clear, every one of us knows collusion when we see it, so we don't need a veto system to detect or prevent it.
- 6. 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 will be the Tuesday following week 13 at 4pm ET each season.
 - a. Trades will be permitted again following the BS&B Super Bowl for the current season.

Article XVII. 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. Home field advantage bonus of 6 points added to home team.
 - b. 20% bonus from non-starters points added to each team's weekly score.