# Run-down 1992 Dodge Dynasty

Here’s a run-down 1992 Dodge Dynasty.



# 2013 Dodge Dynasty Rundown

Here’s a rundown of the 2013 Dodge Dynasty league.



# 10 Team Expansion

As mentioned the 2013 Dynasty league is expanding from 8 to 10 players. Attached is an overview of basically how the entire draft will look, including the two rounds of keepers, both expansion rounds, and the redraft rounds:



Rules for expansion rounds:

* **Expansion Round 1** – Both new teams can select exactly *one* player from each of the returning owner’s rosters (after everyone’s top 3 keepers are protected), for a total of 8 players (4 each). So all returning owners will lose one, and only one, eligible keeper.
* **Expansion Round 2** – Both new teams can select from *all* NFLplayers, including any remaining unkept players, free agents, rookies, etc., for a total of 8 players (4 each).

# Divisions

To promote familiarity and rivalries, divisions are now de facto “Brunswick” and “BG” divisions, shown here:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **OVERWHELMING MEDIOCRITY** | | | [Jennifer](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=9&seasonId=2013) Bauer | | [Brian](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=10&seasonId=2013) Kenderes | | [Jeremiah](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=8&seasonId=2013) Yugulis | | [Joey](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=2&seasonId=2013) Hawke | | [George](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=1&seasonId=2013) Hawke | |  | |  |  | | --- | --- | | **UNBRIDLED ADEQUACY** | | | [Shannon](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=3&seasonId=2013) Anderson | | [Steve](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=4&seasonId=2013) Miller | | [Dave](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=5&seasonId=2013) Nickelsen | | [Matt](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=6&seasonId=2013) Robson (MEAT) | | [Jeff](http://games.espn.go.com/ffl/clubhouse?leagueId=275479&teamId=7&seasonId=2013) Pohlmann | |

# Dolla Dolla Bill Ya’ll

The league fee has changed from $20 to $30. And with 10 people, the total pot rises to $300. The breakdown of playoff prizes will be:

|  |  |
| --- | --- |
| 1st Place (i.e. the Jeffrey Rolando Pohlmann Award) | $160 |
| 2nd Place | $80 |
| 3rd Place | $30 |
| 4th Place | $30 |

1st and 2nd place will be determined by ~~the most number of “N”s in your name~~ the Dodge Dynasty championship game (Week 16), and 3rd and 4th are the two playoff semi-finalists (Week 15). Regular season standings will be used to break the tie between 3rd and 4th place for the purposes of draft order the following season.

All non-money winners will pick at the beginning of *every* round in the next season’s draft, in reverse order of their regular season standings, and ahead of all money winners. All playoff money winners will then pick at the end of each round, in reverse order of playoff finish.

# Draft Dates and Locations

All returning owners select your 3 protected keepers on the [dynasty league site](http://games.espn.go.com/ffl/leagueoffice?leagueId=275479&teamId=1&seasonId=2013) by Friday **August 9th at 5 PM**. The two expansion teams will then complete Expansion Round 1. Afterwards I’ll send out the results, and all returning owners email me your final 3 keepers. Please send those to me by **Friday August 23rd**.

To simplify things if you’d like, or if you’re heading to Iran soon like Dave is, you can email me your top 7 players ranked in order at any time (will be kept confidential). You are guaranteed 6 out of the 7 players.

The draft will be on **Sunday, August 25th** at **2 PM** (snacks provided), at Jen Bauer’s house: 17800 Framingham Blvd, Strongsville OH 44136. It will also be available by phone (216-410-1124) or gchat (ghayek19).

(I know what you’re thinking: "Dave's going where? Iran?! Iran's so far away! *Iran*? Iran, all night and day? Couldn't get away.")

# League Details for Newbies

For newbies or anyone looking for a refresher, here are some of the main details to know about the Dodge Dynasty league.

Full league settings can be found [here](http://games.espn.go.com/ffl/leaguesetup/settings?leagueId=275479). The league setup is similar to many “standard” leagues with a few notable exceptions.

1. **Roster**

Each team has a 15 player roster, with an 8 player starting lineup. The starting lineup looks like this:

|  |
| --- |
| **QB** |
| **RB** |
| **WR/TE** |
| **WR/TE** |
| **FLEX (RB/WR/TE)** |
| **FLEX (RB/WR/TE)** |
| **D/ST** |
| **K** |

The two **FLEX** spots are new, replacing the two **RB/WR** spots from previous years.

NOTE: In this league, Tight Ends are **NOT** required at all, but are interchangeable as Wide Receivers. You can start anywhere from 1 – 3 RBs, and 2 – 4 WR/TEs.

There is one IR slot, for a player listed as Out (O) for that week or placed on the NFL Injured Reserve (IR) during the season, but who you still want to keep. This slot will not count against your 15 player limit.

1. **Quarterback Scoring**

The Dynasty is a more quarterback-friendly league than most. It awards:

* + 6 points for *any* TD, Passing included
  + Only -1 for INT thrown, no negative for Fumbles Lost
  + 1 point for 25 yds passing, 10 yds rushing, 10 yds receiving (all positions)

This tends to place a slightly higher value on passing quarterbacks and slightly lesser value on running quarterbacks (though not enormously so).

1. **Defense/Special Teams Scoring**

Defense/Special Teams get: 6 points for all return TDs, 1 point per Sack, INT, Blocked punt or kick, and Fumble Recovered, and 3 points for a Safety.

For Points Allowed, defenses cannot score less than zero, and they gain points if they hold the opponent to 21 points or less. The full scale is as follows:

|  |
| --- |
|  |
| 0 points allowed | 12 |
| 1-6 points allowed | 9 |
| 7-13 points allowed | 6 |
| 14-21 points allowed | 3 |
| Over 21 points allowed | 0 |

1. **Free Agent Auction Budget (FAAB)**

To handle waiver claims, everyone starts out with $100 fake dollars for the season, to make as many claims as they want all year long. The lowest amount one can bid on a player is $0, so people can continue to make unlimited transactions even after they’ve used up all $100. Whoever’s bid is highest (handled by automatic silent auction, which I do not see) wins the player, and that amount is deducted from their yearly total. Tiebreakers go to the team with the current worst record.

The FAAB deadline is every day **Wednesday – Sunday at 12 pm** every week. So players are never free agents (unfortunately) and always require a bid to be picked up (can be $0 though). The tricky thing with that is any last-minute pickups must be bid on before 12 pm Sunday or else it will not process for that week.

If there is a last minute injury or lineup change that the owner is unable to handle before 12 pm Sunday, you can contact me *and* your opponent prior to the Sunday 1 pm kickoff. If the opponent is kind enough to allow it (it’s a friendly league after all), I can manually pick up the player for you and start him. But please do not rely on this.

1. **Dynasty Format**

Of course being a dynasty league, you will be keeping a number of players (currently 6) from your roster every year, so there’s some long term strategy involved. If every single player on your team is pushing his upper-30’s for example, that probably won’t bode well for too long.

# Future Ideas

Here’s some possible future considerations we can discuss, maybe even for next year’s draft:

* Changing the number of keepers from 6 to 5
* Increasing FAAB budget for non-money winners/decreasing it for winners
* Changing the FAAB format to something else
* Changing the roster size at all
* Anti-tanking measures
  + Tanking hasn’t been an issue before, nor do I think it will be. And with 10 teams and now 4 people missing the playoffs, I’m hoping it won’t start. If it does, then I’ll take steps to adjust the draft order or handle it accordingly. Maybe we can come up with some “creative” ways to dissuade anybody from losing on purpose. But I’m hopeful that won’t ever be needed.

# Now Step Over To The Abdominator And I Will Shout Slogans At You

Here’s some encouragement for teams looking to rebuild/reload even after keepers are gone.

|  |  |
| --- | --- |
| **2011 Dynasty Players Taken after Keepers** | **2012 Dynasty Players Taken after Keepers** |
| Cam Newton | Trent Richardson |
| Brandon Marshall | Andrew Luck |
| BenJarvus Green-Ellis | Doug Martin |
| Fred Jackson | Eric Decker |
| Julio Jones | Stevan Ridley |
| A.J. Green | Marques Colston |
| Marshawn Lynch | Pierre Garcon |
| C.J. Spiller | Robert Griffin III |
| Matthew Stafford | Reggie Wayne |
| Eli Manning | Colin Kaepernick |
| Victor Cruz | Michael Crabtree |
| Steve Smith | Tony Romo |
| Michael Bush | Randall Cobb |
| Darren Sproles | James Jones |
| Jordy Nelson | Alfred Morris |
| Laurent Robinson | Reggie Bush |

# Dynasty History

|  |  |  |
| --- | --- | --- |
| **Year** | **League Champion** | **League Runner-Up** |
| 2008 | Joey Hawke | Steve Miller |
| 2009 | Jeff Pohlmann | MEAT |
| 2010 | Jeff Pohlmann | Shannon Anderson |
| 2011 | MEAT | Jeff Pohlmann |
| 2012 | Jeff Pohlmann | Dave Nickelsen |
| 2013 | Shannon Anderson | George Hawke |
| 2014 | Steve Miller | George Hawke |
| 2015 | <Insert Your Name Here> | <Insert My Name Here> |

# Team to Beat

Former Powder Blue Dodge Dynasty Owner

Former Similarly-Looking Powder Blue Dodge Dynasty Thief

Reigning Dodge Dynasty Championship Winner

Ruthless 3-Time Dynasty League Champion

Dynasty League’s Most Tyrannical Monarch

Public Enemy Number One

Most Reviled Man in the League

Ultimate Bloodthirsty, Cutthroat Competitor

Destroyer of Dynasty Hopes and Dreams

Most Adorable Husband and Father Ever

**Jeffrey R. Pohlmann**

