

**Version: 1.0**

**RULES ARE SUBJECT TO CHANGE**

**Prize Money and Fees:**

1. The 2022-2023 league fees will be \$50
  - a. Proposed payout
    - i. Total pool of money: \$500
    - ii. 1st: \$300
    - iii. 2nd: \$150
    - iv. 3rd: \$50
    - v. Most regular season points: \$25?
2. Money will be held in my personal bank account and may be spent for burrito bowls at Chipotle periodically throughout the season
3. Rest assured, any used funds will be replenished in whatever manner necessary, i.e. stealing, sports gambling, etc.
4. Collect next year's dues this year to prevent people from quitting?

**League Rules:**

1. Roster Size: 24 total
  - a. 4 will be rookies from the Annual Rookie Draft
  - b. Remaining 20 will be drafted in the subsequent auction draft
  - c. No IR spots
  - d. Suspensions/PUP/Retirement will still count as roster spot unless dropped
2. Roster Positions:
  - a. QB, RB, WR, TE
  - b. No defense or kicker
  - c. No min/max for positions
3. Starting Lineup:
  - a. 10 starting positions
    - i. 1x QB
    - ii. 2x RB
    - iii. 2x WR
    - iv. 1x TE
    - v. 3x Flex
    - vi. 1x Super-Flex
  - b. Flex: RB, WR, TE
  - c. Super-Flex: QB, RB, WR, TE
4. Scoring
  - a. 0.5 PPR for RB/WR
  - b. 1.0 PPR for TE
5. Regular Season: Weeks 1-13
6. Playoffs: Weeks 14-16

7. Top 6 make playoffs
  - a. Top 1 and 2 seeds get byes
8. Quitting
  - a. Must pay additional year of dues to leave

### **Draft:**

1. Annual Rookie Draft
  - a. Year 1 Only: Snake Draft
    - i. Reasoning: First pick shouldn't be able to pick again at #11 since rookie draft order is random for year 1
  - b. Year 2+: Linear order
    - i. Draft pick order for picks #5-10 will be in reverse order of playoff finish
      1. 1st: #10 pick
      2. 2nd: #9 pick
      3. 3rd: #8 pick
      4. 4th: #7 pick
      5. 5th: #6 pick
      6. 6th: #5 pick
    - ii. Picks #1-4 will be based on lottery system
      1. Season total points based on "best ball scoring"
        - a. Best ball scoring fills in roster with most points scored lineup
      2. Lottery ball distribution
        - a. Lowest total points: 7 lottery balls
        - b. 2nd lowest total points: 5 lottery balls
        - c. 3rd lowest total points: 3 lottery balls
        - d. 4th lowest total points: 1 lottery ball
      3. Consolation playoffs
        - a. Winner: 2 additional lottery balls
      4. Lottery Table: 18 total lottery balls (16 + 2)

Best ball total scoring	# of balls	# of balls with consolation win	Max chance at #1 pick (won consolation)	Min chance at #1 pick (did not win consolation)
Highest	1	3	17% (3/18)	6% (1/18)
2nd highest	3	5	28% (5/18)	17% (3/18)
3rd highest	5	7	39% (7/18)	28% (5/18)
Lowest	7	9	50% (9/18)	39% (7/18)

5. Will randomly select from pool of balls and determine order
2. Auction Draft
  - a. Will follow the Annual Rookie Draft
  - b. Auction format

- i. Only veterans (non-rookies will be available)
- ii. All undrafted rookies will be available in waiver wire after auction draft
- c. Budget: \$300 minus the costs of the rookies based on draft pick cost

### **Player Contracts:**

#### 1. Rookie Contracts

- a. All rookie contracts are 3-years
- b. All drafted rookies are eligible for rookie extension
  - i. Rookie extension determination must be made prior to the beginning of Year 3 or player will lose eligibility
  - ii. Rookie extension is 1 additional year
- c. Rookie pricing tier by draft pick
  - i. #1-5: \$15
  - ii. #6-10: \$10
  - iii. #11-20: \$5
  - iv. #21-30: \$3
  - v. #31-40: \$1
- d. Salary Escalation
  - i. 140% tax of rookie cost each subsequent year
- e. Rookie Pay Chart

Draft Pick	Rookie Year	Year 2	Year 3	Rookie Extension *
#1-5	\$15	\$21	\$30	\$42
#6-10	\$10	\$14	\$20	\$28
#11-20	\$5	\$7	\$10	\$14
#21-30	\$3	\$5	\$7	\$10
#31-40	\$1	\$2	\$3	\$5

- i. \* Is not automatic, must declare
- ii. Prices were rounded up to nearest dollar

#### 2. Auction Draft Contracts

- a. Combination of 3-year/2-year/1-year contracts will be assigned to 20 drafted players
  - i. 3-year contracts (separate from rookie contracts)
    - 1. Min 2x, Max 4x
  - ii. 2-year contracts
    - 1. Min 3x, Max 6x
  - iii. 1-year contracts
    - 1. Remaining non-rookie, non 3-year and non 2-year contracts will be assigned as 1-year contracts

- b. Salary Escalation
    - i. 120% of auction draft cost each subsequent year
  - c. All contract lengths must be submitted to commissioner prior to beginning of Week 1 NFL season
- 3. Cutting Contracts
  - a. 50% penalty for each season still on the books
    - i. Example: Player A has 3-year contract, cut after Year 1, if remaining salary is \$20, you will take a cap hit of \$5 Year 2 and \$5 Year 3 (\$10 total which is 50% penalty of \$20 remaining contract)
    - ii. You can elect to take 75% of the remaining contract owed in one year
      - 1. Example: Player A is owed \$20 over the next two years, instead of taking \$5 cap hit in Year 2 and Year 3, you may elect to take a \$7.50 cap hit in Year 2 and be fully absolved of the contract
- 4. Franchise Tag
  - a. 1x per season
  - b. Only available to players not on original rookie deal
  - c. 120% of expiring contract cost
  - d. 1-year max

#### **Waiver Wire:**

- 1. All waiver wire pick-ups are for current season only
- 2. Not eligible for franchise tag
- 3. All owners have \$100 FAAB
  - a. No salary cap implications
- 4. Blind bidding system

#### **Trades:**

- 1. All players and 1-year future draft picks are eligible for trade
- 2. Dues for the subsequent season must be paid upfront to trade away future picks
- 3. Soft salary cap of \$350 to make trades (kicks in once season begins)
  - a. All trades are valid for current season as long as your total salaries are \$350 or less
  - b. Prior to season beginning all salaries must be \$300 or less to be valid

#### **Salary Cap:**

- 1. Hard cap: \$300
  - a. All salary totals must be \$300 or less at the beginning of the season
    - i. Cuts to roster must be made if over
- 2. Soft Cap: \$350
  - a. Kicks in once the season has officially begun
    - i. Allows buffer for uneven contracts trades to be made

- b. During the season roster is valid as long as total value of contracts is \$350 or less during
- 3. Roll-over cap space
  - a. Max \$360 (WOULD THIS EVER EVEN HAPPEN BECAUSE WE HAVE MULTI-YEAR CONTRACTS)