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**RULEBOOK**

**2017 Keeper Edition**

**ORANGE text is a changed/new rule for 2017**

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**I. GENERAL INFORMATION**

**A.****Entry Fee**

The entry fee is 200kr. (6,500 Hungarian forint. $23 USD) for each season played, **to be paid no later than the start of week 1**. The entry fee is subject to change upon approval via 2/3rd majority vote. The fees are allocated entirely to prize payouts, unless otherwise voted on. Failure to pay the league fee before the start of week 1 will result in a -15 point penalty each week not paid.

**B.****Payouts**

For 2017, the top 3 finishers receive payouts of net proceeds (200kr. x 12 = 2400kr.) as follows:

1st Place: **1600kr.** with custody of “The Giffy” until next season (trophy remains in Malmo)

2nd Place: **600kr.**

3rd Place: **200kr.**

Last Place: Custody of Matt’s Molestation Trophy until next season (trophy remains in Malmo)

**C.****Rule Changes during the Regular Season**

Any proposed rule changes during the regular season can only be implemented immediately if ALL owners voted unanimously to do so. If at least one owner does not approve of the immediate rule change, then the rule proposal shall take place the following season unless approved otherwise.  Any clarifications to rules to address ambiguities can be approved midseason by a majority vote of the owners.

**II. DRAFT INFORMATION FOR 2017**

1. **Draft Format**

The format will be a standard NFL style draft (non-snake). When the draft reaches the end of the first round, the team to draft first in round two is the first team of round one. If you and another team manager wish to switch your numbers in the draft order, you must notify the Commissioner by no later than two hours prior to the draft.

**B. Draft Rules**

* The draft will take place on (TBD). Time tentatively set for (TBD)
* The draft consists of (TBD) rounds.  Each team has 5 minutes per selection, any grace time added is up to the commissioner.
* Going beyond the allotted time (5 minutes plus any commissioners grace time) will result in the owner surrendering their pick to the will of the league (*or auto-draft if available*). The league will decide the owners pick based on majority assumption of what position the owner is in need of (no kickers allowed in this process). League balance is of importance, and the commissioner will decide the pick if the league cannot agree. *This rule also applies to owners who are not present or available for their pick.*
* Draft picks can be traded before or even during a live draft. Trades must be approved by all owners involved verbally (or via text) to the commissioner. If the trade is thought to be collusion, it will fall under the same rules as listed below (see section III-A, and section IV-A-Trade Vetoes).

**III. OWNER CONDUCT**

1. **Fair Play and Conduct**

Any owner(s) suspected of collusion or unfair play by three or more owners in the league will be put to a vote on whether they are guilty of collusion/unfair play or not. Based on 2/3rds vote (8 out of 12; Votes of “None/Abstain” are not allowed in this situation) of guilty and severity of the infraction, the Commissioner will take action to undo the results and apply the appropriate punishment to the owner(s) involved. Voting should take no longer than (48) hours. The votes will be private and handled by a third-party.

1. **Owner Participation**

Active participation on all fronts is a key ingredient to any fun and successful fantasy league. Participation in league votes, league activities, and social interactions on the league facebook page and chat group are strong encouraged. Prolonged un-involvement in these areas may result in a vote for impeachment (see section III-C below) due to inactivity. The MML strongly encourages active participation throughout the season. If you are unable to participate in a league activity due to extenuating circumstances, please advise the Commissioner in advance.

1. **Owner Impeachment**

**Three** or more owners can call a vote for impeachment on any other owner during the **off-season only**. The reason(s) for impeachment will be submitted to the commissioner to determine if it will be accepted/approved or not. If the commissioner decides to approve/accept, a vote will be called and the names of the owners calling for impeachment will be exposed. The number of votes needed to impeach is: (**9)** out of (**11)** in favor of impeachment (*Not 12, because the person in question is restricted from voting).* The votes will be private, and handled by a third-party.Since Impeachment is a serious matter the polls will be open no longer than 1 week (7 days).

**IV. TRADES AND FREE AGENTS**

**A.****Trading**

* **Things to trade**: Players, draft picks and waiver positions can be traded.
* **Player Trade-back policy**: 6 Week Minimum for any player to be traded back.
* **Trade Deadline:** November 25, 2016.
* **Trade Vetoes:**  The Commissioner will decide whether all other owner trades, not including their own trade, is worthy of being vetoed. In the case that a trade involves the Commissioner, any owner who thinks that the trade the commissioner made is suspicious, "stinks of collusion", and/or is unfair to the integrity of the league must find the support of at least 3 other owners (4 total) and they must all announce their call to veto to the entire league then the rules in *section III-A* (above) will be invoked. Also, owners have 48 hours to call a vote to veto a trade involving the Commissioner.  Failure to request a veto vote within this applicable time limit means the trade is final.
* **Friendly wagers:** Friendly wagers will be allowed as long as they do not compromise the balance of the league and the majority of owners in the league don’t disapprove of the owner’s actions.

**B. Free Agency**

* Owners are allowed unlimited transactions per season.
* Whatever NFL.com allows you to do through the free agency and waiver system is permissible, subject to any specific abuse or manipulation rules set forth in the MML Rule Book.
* **Waiver wire abuse:**  Adding and dropping players for the sake of locking them into the waiver wire is a form of waiver wire abuse. If it’s deemed the case, an owner who wished to take a player off the waiver but was prevented from doing so can request the waiver claim to the commissioner. The owner who abused the waiver wire will have their waiver access suspended for one week (or more based on the severity of the abuse).
* **Process:** The MML uses the free agency waiver rule set forth by NFL.com’s “Move to Last after Claim, Never Reset” setting.
* **Waiver Order System:** The waiver order will be determined by reverse order of the league draft order. After making a selection on the waiver wire, your waiver position will move to the last pick priority (although it is still possible to pick a player off the waiver if no one makes a selection).

**V. LINEUPS**

**A.****Submitting Starting Lineups**

* Owners can make roster changes anytime up until the start of the game your player is playing in that week. NFL.com automatically locks the roster position of players as their games begin. All starting lineups must be made on NFL.com and will be handled in accordance with NFL.com’s lineup deadline rules. If NFL.com is not working or you do not have access to NFL.com’s website, you can give your lineup to the Commissioner via text, via email, via Skype, or via Facebook messenger.
* Failure to replace a prior starter locks them into your starting lineup and will make you eligible for a TBI (see section XIII-A).

**B. Roster Size**

**1** – Quarterback

**2** - Running Back

**2** - Wide Receivers

**1** - Tight End

**1** - Flex Player (can be either a WR or RB).

**1** - Flex Player (can be either a WR or TE)

**1** – Kicker

**2** – Defensive Lineman

**2** – Linebackers

**2** – Defensive Back

**8** – Bench

**2** – IR

**C. Position Guidelines**

* A player’s position is based on the position listed for that player on NFL.com.
* Owners must start a minimum of 1 – QB, 2 – RBs, 2 – WRs, 1 – TE, 2 – FLEX, 1 – K, 2 – DL, 2 – LBs, 2 – DB.

**D. Injured Reserve**

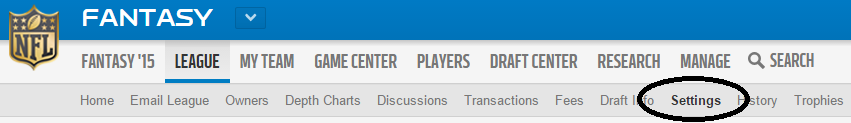
After the MML Draft and/or during the season, each team is allowed to place two players on the Injured Reserve (IR).  This IR spot does not count against your active roster. NFL players can be put on the IR if they cannot play because of an injury (or other reasons). NFL.com's system determines who is eligible for IR. If at any time a player is re-activated by their NFL team and NFL.com, he can be moved from the IR slot to the active roster. Each team will have (**2**) IR slots.

**VI. SCORING SYSTEM**

NFL fantasy standard rules are used for fantasy scoring with a few exceptions:

* 1. Players receive 0.5 points for each reception (0.5 PPR).
  2. IDP scoring (See section XII)
  3. Kicker misses get negative points (except any kick over 50 yards).
* **Score system Adjustments:** All major scoring adjustments/tweaks made by the commissioner must be finalized before the NFL pre-season begins.
* **Score settings lock:** Once week 1 has begun the scoring system will not be altered unless voted on by the entire league. (See section I-C)

*See the league’s settings on the NFL.com website for more detailed information*



<http://tmml.league.fantasy.nfl.com/league/1014629/settings>

**VII. REGUALR SEASON**

1. **Rivalry Week**

* Week 7 (all teams play their closest rivalry, decided by vote before the draft)

1. **Weeks 12 & 13 Dynamic Schedule**

* Week 12
  + 1st place will play against 2nd place. 3rd place will play against 4th. 5th place will play against 6th place. 7th place will play against 8th place. 9th place will play against 10th place. 11th place will play against 12th place.
* Week 13
  + 1st place will play against 12th place. 2nd place will play against 11th place. 3rd place will play against 10th place. 4th place will play against 9th place. 5th place will play against 8th place. 6th place will play against 7th place. The playoffs take place during Weeks 14-16 of the NFL season.

1. **Owner leaves the League**

In the event that an owner drops from the league, the commissioner will maintain the ownerless team during the season. If the commissioner’s team faces the ownerless team in a head-to-head match, the league’s leading ‘Points For’ will decide the ownerless teams starting lineup. A new owner will be brought in to the league to take over as GM for the ownerless team as soon as possible. *Same rules apply during the off season, including owner impeachment (See section III- C).*

**VIII. POST SEASON**

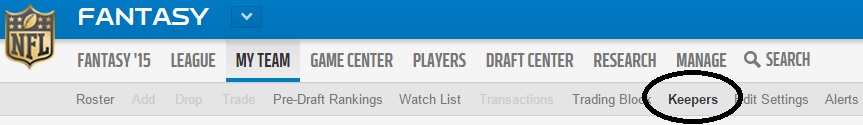
**A. Regular Playoffs**

* **Advancing to the Playoffs**: The top six highest ranked teams receive spots in the Playoffs, with the top 2 records receiving a first round bye.
* **Tie Breaker**: At the end of the regular season, teams are ranked based on win/loss/tie records. If two or more teams have identical win/loss/tie records, the following steps will be taken to break the tie:
  + - Most overall “points for” scored
    - Head-to-head (best win/loss/tie record in games between the tied teams).
    - Most net touchdowns in all games.
    - Coin toss
* **Playoff Weeks:** The playoffs take place during Weeks 14-16 of the NFL season.
* **Playoff Structure**: Week 14 matches will be 3rd versus 6th, and 4th versus 5th with 1st and 2nd on a bye week. Week 15 matches will be 1st versus the winner of 4th versus 5th game, and 2nd versus the winner of the 3rd versus 6th game.
* **Championship Week:** The games played in Week 16 determine for prize payouts. The MML Champion receives ‘The Giffy’, and 1st place winnings. 2nd and 3rd place receive their winnings as well. Last place receives Matt’s Molestation Trophy.

**IX. OFF-SEASON**

1. **NFL.com and Keepers**

* Owners must manually set all their keepers.
* Any player an owner doesn’t want, just don’t add them as a keeper. *See below.*

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* Owners must have their 3 keepers chosen no later than 1 week before the next draft.
  + The players kept by each owner will be announced once the deadline is reached.

**X. IDP SCORING SYSTEM**

1. **Standard Point Values**

Tackle – 1.7 pts.

Assisted Tackle – 0.5 pts.

Sack – 2.5 pts.

Interception – 3.5 pts.

Forced Fumble – 4 pts.

Fumble Recovery – 1.5 pts.

Touchdown – 6 pts.

Blocked Kick – 3pts.

Safety – 6 pts.

Pass Defended – 2.5 pts.

Defensive 2 point return – 6 pts.

1. **Additional Points and Bonuses**

Tackle for Loss – 1.3 pts.

QB Hit – 0.5 pts.

Sack Yards – 1 pt. / 15 yards

Interception Return Yards – 1 pt. / 10 yards

Fumble Return Yards – 1pt. / 10 yard

**XI. CUSTOM LEAGUE AWARDS**

1. **The Bloody Indian (TBI)**

An owner that plays an injured/inactive/bye player in their starting lineup will be given a TBI. The owner who received the TBI, will receive the TBI trophy to their [NFL.com](http://nfl.com/) profile. Two TBI’s in one season will result in punitive actions determined by the majority of the league (funny/humiliating action, nothing to compromise the balance of the league or outcome of matches/season results [*-20 points if the punishment is not completed before the weeks points are calculated by NFL.com*]). Three TBI's in one season will result in an automatic -20 points from the owner’s weekly total. Four TBI's in one season will result in another punitive action determined by the majority of the league (funny/humiliating action, nothing to compromise the balance of the league or outcome of matches/season results [*-20 points if the punishment is not completed before the weeks points are calculated by NFL.com*]). Five TBI's in one season will immediately start a vote for impeachment (9 out of 11 to impeach) against the owner who received 5 TBI's (Article III.C \*doesn't have to be the off-season).

1. **The Cartman**

“The take me to dinner award”, or the “At least buy me dinner before you fuck me”. This award is given to a team owner that displays no idea of value of their team, players, and/or draft picks. To receive The Cartman, the following needs to happen.

* + - 1. The owner in question completes a trade that is not vetoed
      2. Any owner in the league calls a vote for: The Cartman
      3. All owners not involved in the trade vote. (Vote will be open for no more than 48 hours).
      4. 6 out of 10 votes are needed to pass.

The owner that has received The Cartman, must buy all other owners in the league a beer/drink only once, the next time they see the owner in person. If the owner who should receive a beer/drink leaves the presences (going home, or to another venue) without demanding a beer/drink the owner who received The Cartman isn’t obligated to honor the request in future. Owners can claim their beer/drink at a later time, but if they don’t remember on their first encounter with the owner who received The Cartman, the owner who received The Cartman isn’t obligated to honor the request. *Owners must enforce this rule themselves.*

1. **Eastern Comfort**

Awarded weekly to the losing team with the most points on their bench (renamed “Poor Decisions” award). If a team receives (3) Eastern Comforts in a season, the team owner must take (3) shots (40ml x 3) of Jägermeister mixed with Southern Comfort (video proof will be accepted). The owner will receive -15 points for every week they go without providing proof to the Commissioner. *Videos will be uploaded to the league Facebook group if sent in a private message to the Commissioner.*

1. **Tighter than a 7 year old**

Awarded weekly to the team that wins by the closest margin.

1. **Nicks Hakeem**

Awarded weekly to the team that starts the week’s highest scoring player (renamed “Most Satisfying Player” award).

**XII. KEEPER RULES**

1. **Declaring your Keeper(s)**

Owners must decide which (3) players they wish to keep no later than (1 week) before the draft. All players that are chosen to be a keeper will be announced to the league so owners can begin deciding their strategy for the next draft.

1. **Keepers and Their Cost**

Owners will lose the draft pick(s) of the round(s) that the Keepers were originally drafted at. Each season the player is marked as a Keeper, their value will be doubled.

*Example*: Player A is drafted in round 2, Player A is marked as a Keeper before the next draft, the team that keeps Player A will lose their 2nd round pick in that draft. If Player A is marked as keeper the season after that, the team that keeps Player A will lose their 1st round pick.

\*Note: This cost carries over with trades and dropping. So when an owner accepts a player in a trade the owner will also have to endure the cost of the player if they choose to keep them.

1. **Multiple Keepers that are worth the same**

Owners can end up keeping multiple players that could be worth the same value (*Example:* An owner has three players that are all worth a 1st round pick). In this case the owner will lose the round of their worth and the rounds after that to equal the number of players worth the same.

*Example*: An owner keeps three players worth round 1. The owner will lose round 1, 2 and 3 of the next draft.

1. **Players not declared as a Keeper**

All drafted players dropped during the season (placed into the waiver/free agent pool) retain their drafted value until they are not declared as a keeper.

*Example*: Team A drafts Player A in round 4. Half way during the season Team A drops Player A onto the waiver wire. Team B picks up Player A off of waiver. Team B chooses to keep Player A for the next season. Player A costs Team B a 4th round pick.

Any player that is not declared as a keeper is dropped off their team and placed into free agency and all past worth of the player is removed.

*Example*: Player A was drafted in round 6 two seasons back. This season Player A is now worth a 3rd round pick. Player A is not declared as a keeper. Player A is now worth whatever round they are drafted in.

1. **Waiver wire Keepers**

If a player was *NOT* drafted and they are acquired off the waiver wire they are equal to the worth of the final round of the draft if they are declared a Keeper.

If a player *WAS* drafted and they are acquired off the waiver wire they are equal to the round at which they were drafted.