

# Shiva Dynasty Football League

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### 1. Governing Body

- A. Jayden Gatica is Commissioner.
- B. Frankie Frein is the Co-Commissioner **TO THE** Commissioner.
- C. Spencer Farrell is the assistant **TO THE** co-commissioner **TO THE** Commissioner.
- D. These three shall make up the Shiva Governing Committee, or the **SGC**, if you will.  
This committee will be utilized to break any ties on league votes, and work together to write new rules, and make decisions on league issues.
- E. All rule changes will require a majority vote for updating or changes. Ties on league issues/votes will be broken by the **SGC**.
- F. During the season, the commissioner will be responsible to efficiently run the day-to-day operations of the Shiva Dynasty Football League and will be required to interpret the appropriate course of action based on the terms outlined in the Shiva Dynasty League Constitution and by Sleeper's rules and guidelines, as well as input from the **SGC** and other league members.

### 2. League Members and Conduct

- A. There will be 10 league members for each season, no more, no less, unless a league vote passes to expand the league in the future, in which case, rules for an expansion draft would be agreed upon at that time.

- B. All interested members from the previous season have the right to retain their franchise as long as they have not been banned by the **SGC**.
- C. Bannings will be issued as a result of franchise negligence, intentional tanking, failure to pay league fees in a timely manner and/or for reasons currently beyond comprehension but for which, at said time, the **SGC** deems banning appropriate.
- D. In the event of a manager leaving, a new owner will be added by referral first, and randoms online second. The **SGC** will take all recommendations into account, and a league vote to approve a new owner will be taken.
- E. The new manager will take over the abandoned team. That abandoned team shall not be offered to anyone else already in the league unless a majority of league members approve this move first.
- F. All Owners are expected to be active participants in the league. There is no offseason in dynasty! Owners are expected to strive to create a winner, and as of writing this, we have seen a team go from 0-13 all the way to the championship in ONE season before by being active. Failure to follow this rule can be deemed unfit for the league and removed upon a league vote.
- G. Activity is expected in the following manners:
  - 1. Setting valid lineups
  - 2. Trades – Teams are not required to send trades; however, they are expected to respond to them in a timely manner. A simple “no thanks” will suffice if trades are not of interest so the opposing team at least knows you have seen the offer. Trades are what make dynasty fun!
  - 3. Managers should participate and vote on league proposals

### **3. Tanking Policy**

- A. Tanking is not tolerated when done to affect the competitive nature of the league. You must put your best lineup out there each week to maintain the highest level of competitiveness and fairness to all other teams/managers as possible.
  - 1. You may **NOT** intentionally start players on bye, or who are injured in order to lose on purpose. You must complete a valid lineup as best as possible with the roster you currently have
  - 2. The exception to this rule, is you will **NOT** be forced to make an add/drop to find a one-week filler and be forced to drop someone at the end of your bench just to find your bye week Injured player/Bye Player a replacement. Please communicate this prior to kick off with the commissioner if you’re electing to forgo picking up a one-week replacement option so that this doesn’t count against you for our Three Strike Lineup Negligence rule in section 10C.
  - 3. You may **NOT** sit “stud” players in exchange for “dud” players in order to lose on purpose

- B. Tanking is legal if done properly:
  - 1. You may legally “tank” and try to position yourself better for the future by trading older players, or good players, etc. in exchange for future picks, or younger players that may not be producing now, so long as you are starting your best available lineup each week
  - 2. This method will always be tolerated and never questioned under section 9b.

#### 4. League Setup

- A. League Fees
  - 1. will equal the decided upon entry fee for the league plus fees associated with league setup and activation. Currently that amount is equal to \$50.
  - 2. will be due prior to the rookie draft each season.
  - 3. Failure to pay league fees on time will result in a loss of 1st available draft pick. That pick will then be moved to the end of the draft.
  - 4. Failure to pay before Week 1 will result in an automatic ban for the following season.
- B. Rosters
  - 1. Each team will have 29 active roster spots and 5 taxi squad roster spots (example: 1 QB, 2 RB, 2 WR, 1 W/R/T FLEX, 1 W/T FLEX, 1 TE, 1 SuperFlex, 20 Active Bench Spots, 5 taxi)
  - 2. Each team will also have 5 Injured Reserve Spots in-season, which will be allowed per Sleeper’s guidelines (players must be listed as IR, PUP or OUT)
  - 3. Any changes to starting lineup structures must be passed by a majority vote, and will not be enforced for two full seasons to allow teams to make moves and prepare for said lineup changes. **EX: If we vote to add a defense or kicker in 2025, this change wouldn’t take place until the start of the 2027 season to allow teams to prepare.**
- C. Scoring rules can be found on Sleeper under league settings, and will not be changed unless a league vote passes any changes. Currently our setup is 1.0 PPR with everything else being fairly “standard.”

#### 5. Taxi Squads

- A. Each manager can utilize up to 5 spots on taxi-eligible players
- B. Players eligible for taxi squad must be in their 1st (rookie season) year in the NFL. Players in their 4th year and beyond must be activated to regular rosters, or dropped to the free agency pool.
- C. Taxi squad players in their 3rd NFL season, moving to their 4th year in the NFL, must be moved to the active roster by the of the off-season they're going into their 4th season. This will occur alongside regular draft time roster cuts prior to the rookie draft. If a player going into their 4th season isn't moved to the active roster by the

start of the regular season, that player will automatically be cut from the taxi squad at the start of the season and moved to the free agency pool.

## **6. Draft**

### **A. Draft Process**

1. The draft order will be determined by the previous season's record.
2. If there are three or more teams tied for the standings portion of the draft calculation, the tie will be broken by Max Points Forced (MPF).
3. If there is a tie of any kind in the overall draft number, ties will be broken first by actual potential points, then by points scored, then by coin flip.
4. Teams who finish 1st – 4th in the playoffs will draft accordingly. 1st place has last pick, 2nd place has 2nd to last pick of the draft, and so on.
5. Teams who lose in the first round of the playoffs will play each other for the 7th and 8th draft pick. Winner of that game gets the better pick, the 7th pick. The loser will receive the 8th pick. This allows these two teams to still have something to play for after they've lost in the 1st round of the playoffs.
6. Once the draft order is determined, the draft order will be in "standard" format (1st pick in round 1 also has 1st pick in rounds 2, 3, 4, 5)
7. The draft date will be determined by the commissioner, but will occur after the real NFL draft has taken place, and generally take place in mid-June
8. The draft will be performed via a slow draft method. Each team gets 8 hours to make a selection as to accommodate people's work and personal schedules. Timer will pause at 11 PM CT and resume at 8 AM CT the following day. Picks can still be made during that time, but the 8-hour timer will pause overnight.
9. Failure to make a pick within 8 hours will result in that team being skipped. They will get that draft pick back at the end of the draft. If a manager cannot make a pick within those 8 hours for extenuating circumstances, an extension can be asked for and provided at the commissioner's discretion.
10. The draft will be 5 rounds and allow for rookies or free agents to be selected
11. Trading picks and players are allowed during the draft, and a notification to the commissioner is required to accommodate changes in draft order. If players are involved, teams must make appropriate roster cuts necessary to add new players to their roster
12. If a manager is on the clock in the draft and then trades that pick to someone else, the clock will not reset for that manager. He will have however much time is left in the original 12-hour clock to make his pick

### **B. Keepers**

1. Each franchise can keep a maximum of 30 players from the previous year's roster PLUS 5 taxi squad players, but must make room on either the taxi or regular roster for all draft picks they own and want to utilize
2. IR Slots from previous season must be cleared before Sunday of Week 17
3. Final roster drops in preparation for the rookie draft must occur by May 31st each year to allow teams time to look at potential free agents available

#### **7. Post Draft Period (Before First Game)**

- A. Free Agent pickups and other roster transactions will be allowed as soon as the draft is finished
- B. A franchise is not obligated to draft a specific number of players at any position. However, there will be maximums of 10 QB's, 5 K's and 5 D/ST's to prevent teams from claiming all players at scarce positions

#### **8. Waivers**

- A. FAAB stands for Free Agent Acquisition Budget. Every add/drop is granted via a blind bidding system that is processed automatically. If there is a tie for a player, the FAAB order is used. The FAAB order is determined by reverse standings to break ties.
- B. Any players who are dropped will be placed on waivers for a period of 48 hours in which all other teams can use their FAAB to bid on said dropped player. The rules in section 8A will also apply in this scenario.
- C. After week 16, Free Agents will be locked until after the rookie draft is completed in June.
- D. A single manager cannot pick up and drop more than 5 K, DEF, QB and TE's in any given week. AKA, you can't pick up every single available player at a position, drop them to put them on waivers, and not allow others to pick them up.
- E. If section 8D occurs, the Commissioner will unlock all players that were picked up and dropped and make them available for pickup instantly again, and the owner who committed the dick move shall be subject to public shaming of having to resort to such low tactics to attempt to win.

#### **9. Trades**

- A. Trades will be allowed from the end of the fantasy playoffs after Week 18, until the trade deadline, which will be the last available date in Sleeper's settings in-season, week 13 prior to the playoffs
- B. Trades will always be allowed unless collusion is suspected. It's not anyone else's job to determine what is best for individual teams, therefore the veto feature will not be available unless collusion is suspected.
- C. If collusion is suspected in a trade, a trade can be vetoed with 7 team votes. This vote would be taken by the Commissioner.

- D. Trades involving draft picks are allowed at any time outside of the few weeks between the trade deadline at the end of November, and week 16 of the season
- E. Any trades involving a team's future draft picks require that team's manager to pay 50% of league dues for that future season's draft picks.
- F. Multi-team trades are allowed if all teams agree to the deal
- G. Once a trade is confirmed by both sides, and it processes on Sleeper, the trade is FINAL, and cannot be undone unless all sides agree to undo the trade.
- H. We have a don't be a dick AND don't be stupid policy on trades. If you have a pending trade out there, and a player gets hurt/suspended/dies/etc.:
  - 1. DON'T BE STUPID – Pull the trade off the table before someone accepts.
  - 2. DON'T BE A DICK – don't instantly accept a trade if you know you have a pending trade involving someone who is now injured.
  - 3. These are guidelines to follow, however, and any trade disputes will be FINAL per section 9H's rules regardless of if the Don't Be Stupid/Don't Be a Dick policy is followed.
- I. Trades of FAAB dollars for the current season are allowed. These trades must also be submitted to the commissioner for processing because the budget dollars must be manually transferred from team to team.

## **10. Regular Season**

- A. The season schedule will be generated randomly.
- B. All franchises are responsible to make sure their lineups are updated before kickoff of individual games of players each week. If this is not upheld by all owners, this will be considered team negligence and tanking under Section 2C.
- C. There will be a three-strike policy in regards to Section 10B. If a team fails to start a complete lineup, and starts guys on bye or who are injured three times in a given season, this will result in an automatic ban for the following season.
- D. Anytime a strike is applied, the maximum points available to the offending position on a roster will be applied - via bench OR free agent available for that position
- E. IF applying those maximum points available via bench or free agent for an offending position due to the 3-strike policy would've resulting in a victory, the offending team shall also be awarded a victory in the calculations for draft order - potentially resulting in a worse draft position
- F. The one exception to this rule is stated in the Tanking Section 3A2.
- G. In the event of a computer failure prior to the start of a given week's games, a franchise owner must contact the commissioner and inform of him of the situation and the subsequent lineup change(s). If the commissioner receives the lineup change(s) in a timely manner, the change(s) will be made. The commissioner must then post notification of the manual lineup change(s) on the message board and/or

contact the opposing franchise owner via phone/email within one hour of the start of the first game of said week.

H. The regular season will end after the completion of week 14.

### **11. Playoffs**

- A. The three-round playoffs will take place during weeks 15, 16, and 17.
- B. The teams ranked and seeded #1 and #2 respectively will receive a 1st round bye in week 15. Team #3 will play #6, and team #4 will play #5 in week 14. Playoff matchups will not be reseeded in the second round to accommodate the #1 team getting the easiest matchup. Winner of #3 vs. #6 will play #2 in the 2nd round of the playoffs. Winner of #4 vs. #5 will play the #1 seed in the 2nd round of the playoffs.
- C. Seeding is based on regular season records and the subsequent tiebreakers outlined by Sleeper and are generated automatically. Check league settings online for more information on tie-breakers after records. Playoff seedings are not debatable.
- D. The Championship round will consist of one week, week 17.

### **12. Payouts**

Payouts for the pot will be made as follows:

1st Place – \$450.00

2nd Place – \$50.00

### **13. Amendments**

- A. All amendments proposed by league members must receive majority approval from league mates
- B. All amendments proposed during the season will be reviewed and voted on in a timely fashion, but will not be made applicable to the current season.
- C. All amendments to the Shiva Dynasty League constitution will be named according to the league member who caused or identified the problem.