

Not Rocket Science League Constitution

League Founded: August 2006

Constitution Approved: September 2013

1 Governing Body

- 1.1 There are two (2) primary league governing positions for the Not Rocket Science League (NRSL):
- 1.2 The **League Commissioner** (LC) is Alexander Eifler.
- 1.3 The **League Vice-Commissioner** (LVC) is Matthew Hoffman.
- 1.4 In addition there will be an independent arbiter who is not a member of the NRSL.
- 1.5 During the season, the LC will be responsible to efficiently run the day-to-day operations of the NRSL and will be required to interpret the appropriate course of action based on the terms outlined in the NRSL Constitution.
- 1.6 The LC does not have autonomous rule over the league and may be removed from office through a vote by 7 of the league owners.
- 1.7 The LVC will perform the LC's duties if the LC is unable to do so, as well as otherwise assisting with the running of the league.
- 1.8 Both the LC and the LVC are responsible for recording league votes and updating the constitution.
- 1.9 The independent arbiter is someone who is not a member of the NRSL and who the LC has determined to be knowledgeable in fantasy football issues.
- 1.10 The current league arbiter is Mike G., who has no knowledge of the owners or teams involved, but has been thoroughly briefed on the league rules.

2 League Members

- 2.1 There will be ten (10) league members for each season, no more, no less.
- 2.2 All interested members from the previous season have the right to retain their franchise as long as they have not been banned.
- 2.3 An owner may be banned based on a majority vote (7 of the 9 remaining owners) and must be upheld for a minimum of two (2) seasons.
- 2.4 An owner may be banned as a result of franchise negligence, failure to pay league fees in a timely manner and/or for reasons currently beyond comprehension but for which, at said time, are deemed appropriate for banning through majority vote.
- 2.5 If an owner is unresponsive for more than two (2) weeks, meaning that the owner makes no roster moves and continues to start a lineup containing bye week or injured players and is unresponsive to all communication attempts, the LC will take control

of the delinquent owner's team and will set starting rosters and make add/drops with the intention of winning every week. If the delinquent owner's team is playing the team of the LC, then the LVC will take control of roster moves for that week.

- 2.6 If a new owner is needed for the league, after the season every owner will have the option of nominating one (1) new owner for the league. After all owners have had a chance to nominate a new league member, a vote will be conducted. Each owner gets one (1) vote. If one of the candidates receives five (5) of the nine (9) votes, then that candidate is offered a spot in the league. Otherwise, the top two (2) vote-getters, including ties, are considered for a second vote, with a minimum of (5) votes needed to be offered a spot. In the event of a tie for second place in the initial vote (e.g. a 4-2-2-1 vote), the top three (3) vote-getters move on to the second vote. If no candidate receives the necessary five (5) votes in this second vote, a third vote will be conducted with only the top two (2) vote-getters in the second vote. In the case of a 3-3-3 vote stalemate, one name will be selected by drawing out of a hat. That candidate will be eliminated from the vote and vote between the remaining two (2) candidates will be conducted.

3 League Setup

3.1 League Fees

- 3.1.1 League fees will equal the decided upon entry fee for the league. Fees associated with league setup and activation as well as engraving the trophy will be taken from this pool.
- 3.1.2 The current entry fee is one hundred dollars (\$100).
- 3.1.3 The entry fee will not be raised until at least the 2016 season.
- 3.1.4 Fees will be due by the Friday after the opening Sunday of regular season play.
- 3.1.5 Failure to pay league fees will result in league banning.

3.2 Rosters

- 3.2.1 Each team will have seventeen (17) roster spots.
- 3.2.2 Teams can start a maximum of one (1) quarterback (QB), two (2) running backs (RBs), three (3) wide receivers (WRs), one (1) tight end (TE), one (1) kicker (K), one (1) team defense and special teams (DEF).
- 3.2.3 The remaining eight (8) spots are the bench.
- 3.2.4 There are no position limitations on bench spots.

3.2.5 There are no injury reserve spots.

3.3 Scoring

3.3.1 Fractional points are counted.

3.3.2 The complete scoring system is presented in the Scoring System Details section of the Constitution (section 13) and will be posted on the League page.

3.4 Divisions

3.4.1 The NRSL league will be divided into two (2) divisions—Good and Evil.

3.4.2 Each division will have five (5) teams.

3.4.3 The divisional teams are randomly chosen at the founding of the league and do not change on a year-to-year basis.

3.4.4 Divisions can only be reorganized through a league majority vote (6 owners).

3.4.5 Good Division will contain the following owners:

3.4.5.1 Jacob Blom

3.4.5.2 Alexander Eifler

3.4.5.3 Russell Halper

3.4.5.4 Matthew Hoffman

3.4.5.5 Scott Weiss

3.4.6 Evil Division will contain the following owners:

3.4.6.1 Damon Gulczynski

3.4.6.2 William Hoffman

3.4.6.3 Nicholas Long

3.4.6.4 Christopher Shutzer

3.4.6.5 Jamie Shutzer

4 Draft

4.1 Draft Process

- 4.1.1 The first three (3) rounds of the NSRL draft will be proceed in standard order, with Team 1 selecting first in rounds one (1), two (2), and three (3).
- 4.1.2 Starting in four (4), the draft switches to a snake order. Team 1 selects first in round three (3). The draft then proceeds through to Team 10. Team 10 then has first pick in round four (4) and round four (4) proceeds in reverse order. Round five (5) reverts to standard order—with Team 1 selecting first—and the order reverses each subsequent round.
- 4.1.3 Once a team has seventeen (17) players on its roster, it can no longer select players and its spot in the next round is skipped.
- 4.1.4 The draft will continue until all teams have filled their rosters.

4.2 Draft Order

- 4.2.1 Teams are assigned to draft spots one (1) through ten (10)—with spot (1) selecting first—in the following manner:
 - 4.2.1.1 The team winning the championship the previous year is placed in slot ten (10) and chooses last in the draft.
 - 4.2.1.2 The runner up in the championship game is placed in slot nine (9).
 - 4.2.1.3 The remaining playoff teams are placed in slots seven (7) and eight (8) according to their regular-season records. The team with the better regular-season record is placed in slot eight (8) and the team with the worse regular-season record is placed in slot seven (7).
 - 4.2.1.4 The remaining six (6) teams are entered in the draft lottery to determine their draft order.

4.3 Draft Lottery

- 4.3.1 Each team that does not make the playoffs gets a number of balls entered into the lottery according to the following table

Record	Lottery Balls
0-13	21
1-12	17
2-11	13
3-10	10
4-9	7
5-8	5
6-7	3

7-6	2
8-5	1

- 4.3.2 A tanking infraction is accrued if a team scores fewer than fifty (50) points during any week after the trade deadline, or is determined by the LC or LVC (and confirmed by the arbiter as appropriate) to have engaged in an active attempt to lose games.
- 4.3.3 A tanking infraction must be confirmed by a league vote of five (5) of the nine (9) remaining members.
- 4.3.4 All entries are placed in a container and entries are drawn.
- 4.3.5 The team with the first selected entry gets placed in slot one (1), the second team selected goes in slot two (2) and so on.
- 4.3.6 If an entry for an already slotted team is drawn, the entry is discarded and another entry is drawn.
- 4.3.7 There must be at least two (2) league members present at the lottery to ensure the fairness of the lottery. The results of any lottery completed without a witness will be disallowed.
- 4.3.8 The draft date will be determined by the SLC and must take place within two weeks of the opening game.
- 4.3.9 The draft will be performed in person in a location determined by majority vote. Anyone unable to attend the draft may participate by phone or over the internet, although they risk scorn and derision as a result.

5 Contracts and contracted players

- 5.1 Each franchise is allotted two three (3) year contracts for each season.
- 5.2 Each contract must be used in the year it is allotted. Unused contracts may not carry over to another year.
- 5.3 The contract deadline for a given year—when contracted players are announced—is before the first game of NFL Week ten (10) play.
- 5.4 Any player currently on a team's roster at the contract deadline may be placed under contract.
- 5.5 Once a player has been placed under contract, the contract stays with the player. In the event of a trade, the contract is traded along with the player and the initial team

does not receive a new contract in compensation, except for any consideration received directly from the other team as a part of the negotiated trade.

- 5.6 Contracted players remain under contract until the end of the three (3) year contract period as long as they remain on an active roster.
- 5.7 If a contracted player is dropped, their contract is voided and ceases to exist. If the player is subsequently picked up, they will not be under contract. Contracted players who are dropped are not eligible to be given a new contract in the year they were dropped, however they are eligible to be given a new contract in future years, even if the length of the original contract would not yet have expired.
- 5.8 Contracts for the current year may be traded before the contract deadline.
- 5.9 Contracts for future years are not tradable goods.

6 Free Agents and Waivers

- 6.1 Every add/drop is granted via a blind bidding system that is processed automatically. If there is a tie for a player, the tie breaking schemes are used.
- 6.2 The tie breaking procedures are regulated by the league website and not by the NRSL, so any changes made by the website moderator are not open for a vote.
- 6.3 Each owner will go to the Transactions add-drop page and select the players to be added and dropped then a bid is entered. The team with the highest bid for that player will be awarded the player and the bid value subtracted from their budget.

7 Trades

- 7.1 Trades will be allowed from the end of the auction until the trading deadline, which is before week 10 of the NFL season.
- 7.2 Offseason trades involving draft picks and keepers are allowed as long as they do not receive objection from the current league members at the time of the trade.
- 7.3 Any player currently on the roster is eligible to be traded along with draft picks from the upcoming year.
- 7.4 Draft picks may not be traded from the end of the draft until week six (6) of the season.
- 7.5 Only first (1st), second (2nd), third (3rd), and fourth (4th) round draft picks are eligible to be traded outside of the draft.
- 7.6 During the draft, any draft picks from the current year may be traded.

- 7.7 Each franchise owner has the right to raise issue with any trade if they believe it to be unfair.
- 7.8 Trades are evaluated by the LC and VLC, as well as the unbiased independent arbitrator.
- 7.9 If a trade is overturned, the franchises involved in the trade have the right to request a rationale for why the trade was overturned.

8 Regular Season

- 8.1 The season schedule will be generated automatically from a template based on the divisions.
- 8.2 The regular season will consist of thirteen (13) games and will end after the completion of week 13 of the NFL season.
- 8.3 Each team will play the other four (4) teams in their division two (2) times and the five (5) teams in the other division one (1) time.
- 8.4 All franchises are responsible to make sure their lineups are updated before kickoff of the first game of the week. No exceptions will be made.
- 8.5 In the event an owner is unable to access the league website prior to the start of a given week's games, a franchise owner must contact the commissioner prior to kickoff of the first game and inform 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.

9 Tie Breakers

- 9.1 There are two types of ties breaking scenarios: tiebreakers for the division title and tiebreakers for the wildcard spot.
- 9.2 When more than two (2) teams are tied for first place in the division, the tiebreakers are first applied to determine the division champion and then the tiebreaker are applied again to the remaining teams to determine the wildcard.
- 9.3 If, at the end of the regular season, two (2) or more clubs in the same division finish with identical won-lost-tied percentages, the following steps will be taken until a champion is determined. When (3) or more teams in the same division finish with the identical won-lost-tied percentages, then proceed with the same list of tiebreakers. If two clubs remain tied after third or other clubs are eliminated during any step, tie breaker reverts to step 1 of the two-club format:

- 9.3.1 Head-to-head record (best won-lost-tied percentage in games among the clubs).
- 9.3.2 Best won-lost-tied percentage in games played within the division.
- 9.3.3 Most point scored in the regular season.
- 9.3.4 Coin Toss.

10 Playoffs

- 10.1 The two (2) round playoffs will take place during weeks 14 and 15 of the NFL season.
- 10.2 The first- and second-place team in each division will be ranked and seeded #1 and #2 respectively for the four- (4) team championship playoff.
- 10.3 In round 1 (Week 14) The first place team in Evil Division (1E) will play the second place team in Good Division (2G), while the first place team in Good Division (1G) will play the second place team in Evil Division (E2).
- 10.4 Ties will be decided according to the tiebreaker rules outlined as follows:
 - 10.4.1 Best won-lost-tied percentage in games played during the regular season.
 - 10.4.2 Most points scored in the regular season.
 - 10.4.3 Highest scoring started player.
 - 10.4.4 Highest scoring bench player.
 - 10.4.5 Regular Season head-to-head record.
 - 10.4.6 Coin Toss.
- 10.5 The two (2) winners will play for the NRSL championship in NFL Week 15.
- 10.6 If both teams end the NRSL championship with the same number of points scored, the following steps will be taken until a champion is determined:
 - 10.6.1 The season will continue for week 16 and the champion will be the team that has the most points scored in week 16.
 - 10.6.2 The season will continue for week 17 and the champion will be the team that has the most points scored in week 17.
 - 10.6.3 Most points scored for the entirety of the playoffs (weeks 14-17).

10.6.4 Best won-lost-tied percentage in games played during the regular season.

10.6.5 Most points scored in the regular season.

10.6.6 Highest scoring started player during Championship weeks (15-17).

10.6.7 Highest scoring bench player during Championship weeks (15-17).

10.6.8 Regular Season head-to-head record.

10.6.9 Coin Toss.

11 Payouts

11.1 Payouts for the pot will be made as follows. After subtracting the league fee, the following prizes are awarded:

11.1.1 1st Place - \$600

11.1.2 2nd Place - \$250

11.1.3 3rd Place - \$100

11.2 In addition to payout, the league champ will receive the prized engraved championship mug to be used in an appropriate manner until the conclusion of the following season. The cost and responsibility of engraving the trophy falls on the previous league champion. The trophy changes hands at the league draft.

12 Amendments

12.1 In order to vote on any rule changes or amendments, a quorum of no fewer than eight (8) league members must be able to vote whether in person, over the phone, over instant message, by email, or by another communication system not here considered.

12.2 All amendments proposed by league members must receive majority approval of the quorum prior to the start of the season, i.e. five (5) votes if there are eight (8) or nine (9) members present and six (6) votes if there are ten (10) members present.

12.3 All amendments proposed during the season will be reviewed at the end of the current season and not be made applicable to the current season.

12.4 All amendments to the NRSL constitution will be named according to the league member who caused or identified the problem.

- 12.5 Any change to a clause requiring a “for” vote requires approval of the same number of owners as did the original clause (i.e. changing a clause that requires a 7/9 vote requires seven (7) “yea” votes for adoption).

13 Scoring System Details

13.1 QB, RB, WR, TE Scoring

- 13.1.1 **Receiving Touchdown** is awarded **6** points per score
- 13.1.2 **Rushing Touchdown** is awarded **6** points per score
- 13.1.3 **Passing Touchdown** is awarded **4** points per score
- 13.1.4 **Kickoff Return TD** is awarded **6** points per score
- 13.1.5 **Punt Return TD** is awarded **6** points per score
- 13.1.6 **Off. Fumble Return for TD** is awarded **6** points per score
- 13.1.7 **Thrown Interception** is awarded **-2** points per score
- 13.1.8 **Fumble Lost** is awarded **-2** points per score
- 13.1.9 **2 Pt Rush** is awarded **2** points per score
- 13.1.10 **2 Pt Catch** is awarded **2** points per score
- 13.1.11 **2 Pt Pass** is awarded **1.5** points per score
- 13.1.12 **Total Yards Passing** is awarded **0.1** points for each **2** yds/units
- 13.1.13 **Total Yards Rushing** is awarded **0.1** points for each **1** yds/units
- 13.1.14 **Total Yards Receiving** is awarded **0.1** points for each **1** yds/units

13.2 K Scoring

- 13.2.1 **Receiving Touchdown** is awarded **6** points per score
- 13.2.2 **Rushing Touchdown** is awarded **6** points per score
- 13.2.3 **Passing Touchdown** is awarded **4** points per score
- 13.2.4 **Kickoff or Punt Return TD** is awarded **6** points per score
- 13.2.5 **Off. Fumble Return for TD** is awarded **6** points per score
- 13.2.6 **Thrown Interception** is awarded **-2** points per score
- 13.2.7 **Fumble Lost** is awarded **-2** points per score
- 13.2.8 **Field Goal Made** from **0** to **49** yds/units is awarded **3** points
- 13.2.9 **Field Goal Made** from **50** to **70** yds/units is awarded **4** points
- 13.2.10 **PAT Made** is awarded **1** points per score
- 13.2.11 **2 Pt Rush** is awarded **2** points per score
- 13.2.12 **2 Pt Catch** is awarded **2** points per score
- 13.2.13 **2 Pt Pass** is awarded **1.5** points per score
- 13.2.14 **Total Yards Passing** is awarded **0.1** points for each **2** yds/units
- 13.2.15 **Total Yards Rushing or Receiving** is awarded **0.1** points for each **1** yds/units
- 13.2.16 **Field Goal Missed** from **0** to **49** yds/units is awarded **-1** points
- 13.2.17 **PAT Missed** is awarded **-1** points per score

13.3 D Scoring

- 13.3.1 **Kickoff Return TD** is awarded **6** points per score
- 13.3.2 **Punt Return TD** is awarded **6** points per score
- 13.3.3 **Int Return TD** is awarded **6** points per score
- 13.3.4 **Blocked FG for TD** is awarded **6** points per score
- 13.3.5 **Blocked Punt for TD** is awarded **6** points per score
- 13.3.6 **Def. Fumble Return for TD** is awarded **6** points per score
- 13.3.7 **Sack** is awarded **1** points per score
- 13.3.8 **Interception** is awarded **2** points per score
- 13.3.9 **Fumble Lost** is awarded **-2** points per score
- 13.3.10 **Fumble Recovery** is awarded **2** points per score
- 13.3.11 **Total Yards Rushing** is awarded **1** points for each **10** yds/units
- 13.3.12 **Safety** is awarded **2** points per score
- 13.3.13 **Pts Allowed** from **51** to **100** pts is awarded **-3** points
- 13.3.14 **Pts Allowed** from **46** to **50** pts is awarded **-2** points
- 13.3.15 **Pts Allowed** from **40** to **45** pts is awarded **-1** points
- 13.3.16 **Pts Allowed** from **16** to **20** pts is awarded **1** points
- 13.3.17 **Pts Allowed** from **11** to **15** pts is awarded **2** points
- 13.3.18 **Pts Allowed** from **6** to **10** pts is awarded **3** points

13.3.19 **Pts Allowed** from 1 to 5 pts is awarded 4 points

13.3.20 **Pts Allowed** from 0 to 0 pts is awarded 5 points

13.3.21 **Total Yds Allowed** from 501 to 999 yds is awarded -3 points

13.3.22 **Total Yds Allowed** from 451 to 500 yds is awarded -2 points

13.3.23 **Total Yds Allowed** from 401 to 450 yds is awarded -1 points

13.3.24 **Total Yds Allowed** from 201 to 300 yds is awarded 1 points

13.3.25 **Total Yds Allowed** from 101 to 200 yds is awarded 2 points

13.3.26 **Total Yds Allowed** from -200 to 100 yds is awarded 3 points

13.3.27 **Blocked Punt** is awarded 2 points per score

13.3.28 **Blocked FG** is awarded 2 points per score