

THE CONSTITUTION OF THE INEBRIATION CONFEDERATION

We the General Managers have formed such a Confederation baptized: The Inebriation. A Confederation forged from the blood, sweat, and tears of the dedicated men who aspire to compete at the highest elevation of Fantasy Football. Through the trash talk and heartbreak emerges a common bond among us that perseveres. Whether Champion or Bottom Feeder, we stand united as General Managers for the greater good of The Inebriation Confederation and put forth this Constitution to ensure that The Inebriation Confederation shall never perish from this earth.

The People's Champ Milk Man

The Wolf of Greek Street rich Poppy's Champions

The Mighty Albatross

Commissioner Gordon Black Mass Sarace

Dune Squad

Ghosting the Lombardi

The Black Sheppard

Article I
Executive

§ 101: Office of the Commissioner

- a. The Office of the Commissioner shall be held indefinitely unless removal for good cause by a vote of eleven (11) General Managers.
- b. Commissioner Gordon is the first appointed Commissioner.
- c. The Commissioner's office shall oversee:
 1. League settings;
 2. draft orders & draft date;
 3. trade approval;
 4. and all other cases and controversies.

§ 102: Office of the Attorney General

- a. The Office of the Attorney General shall be held indefinitely subject to removal for good cause by a vote of eleven (11) General Managers.
- b. The People's Champ is the first appointed Attorney General.
- c. The Attorney General's Office shall oversee all enforcement and investigations of rules established herein and file any General Manager's grievance with the Commissioner.
- d. In times of crisis the Attorney General may delegate any of his powers to the Assistant Attorney General.
 1. The Assistant Attorney General is subject to appointment and removal solely by the Attorney General.
 2. The first appointed Assistant Attorney General is Milk Man.

§ 103: Department of Analytics

- a. The Department of Analytics shall consist of two officers: Lord Commander and Grand Maester.
- b. The position of Lord Commander and Grand Maester shall be held indefinitely unless removal for good cause by a vote of eleven (11) General Managers.
- c. Surace is the first appointed Lord Commander.
- e. Poppy's Champions is the first appointed Grand Maester.
- f. The Department of Analytics shall record all league statistics and compile complete, accurate, and truthful ranking system of the General Managers of such Confederation.
 1. The Department of Analytics shall have discretion to implement the stats and calculations it may use upon advice of the General Managers.
- g. The Lord Commander shall oversee all paperwork submitted by the Grand Maester.
- h. No General Manager shall challenge the findings of the Department of Analytics without good cause.

Article II Legislation

§ 201: League Settings

a. League Settings shall be Yahoo's standard, single division, decimal point scoring system with a half (1/2) point per reception.

b. Team Rosters shall consist of the following: QB; WR; WR; RB; RB; TE; FLEX; K; Def; and six (6) bench slots.

c. Any modification to the league settings upon motion requires a seven (7) vote approval by the General Managers.

§ 202: Membership

a. The Inebriation Confederation™ shall consist solely of twelve (12) General Managers. The Inebriations Confederation™ shall never consist of less than twelve (12) General Managers.

1. Any addition to the number of General Managers requires approval of twelve (12) General Managers and is subject to § 202(d).

b. The Inebriation Confederation™ shall consist of the following General Managers: Black Mass; Commissioner Gordon; Dune Squad; Ghosting the Lombardi; Milk Man; Poppy's Champions; rich; The Black Sheppard; The Mighty Albatross; The People's Champ; and The Wolf of Greek St.

c. Removal of a General Manager from the Inebriation Confederation™ requires a hearing on the record.

1. Approval of seven (7) General Managers is required to initiate a removal hearing on the record.

2. Approval of eleven (11) General Managers following a hearing on the record is required to remove a General Manager from The Inebriation Confederation™.

d. If a replacement is required for a General Manager, who has voluntarily resigned or has been removed, each remaining General Manager shall have one (1) week to nominate one (1) person as a replacement. After one (1) week of the General Manager's departure a vote shall be cast on the replacement General Manager requiring a simple majority.

1. In the event of a tie the voting will continue until a nomination has received a simple majority.

2. Following the completion of the fantasy season, the replacement General Manager will be subject to approval of (9) General Managers to remain in the Inebriation. If that General Manager is not approved then § 202(d) must be repeated until a suitable General Manager is found.

e. If a General Manager's commits an egregious action, a suspension hearing on the record, upon motion by the Commissioner, shall be held.

1. Approval of eleven (11) General Managers is required to suspend a General Manager for a time not longer than one (1) year and a time not less than one (1) year. If such suspension occurs § 202(d) shall be followed until the suspension has been lifted.

§203: Draft

a. The means of determining the order of the draft shall be the responsibility of the current Champion. If no such means is determined by the end of June the Commissioner shall pick the draft order randomly out of a hat. If the draft order is selected from a hat there must be at least three (3) General Managers not including the Commissioner present at such selection. If three (3) General Managers are not available to witness said selection then the selection must be video recorded and submitted to all General Managers.

1. All rules and regulations of the draft order shall be determined by the current Champion prior to commencement of the means of determining the order.

i. Any questions or concerns, including possible loopholes, regarding the rules and requirements of the means of determining the draft order shall be inquired into by a General Manager to the current Champion before the commencement of the means of determining the draft order. If no such inquiry is made prior to commencement of the means of determining the draft order, all inquiries are forfeited.

ii. If any issues arise the means of determining the draft order do arise while in commencement, the Commissioner shall have sole discretion to make an appropriate remedy.

2. At any time, upon a vote of nine (9) General Managers, the current Champion's means of determining the draft order may be repealed and the default means shall be the Commissioner picking the draft order randomly out of a hat.

3. Any means of determining the draft order that grossly favor the current Champion are hereby prohibited.

i. If such a violation occurs, the current Champion will have one (1) opportunity to remedy such violation. If no remedy is made, the means of determining the draft shall be the Commissioner randomly picking the order out of a hat subject to §203(a).

b. The draft date shall be determined by the first day of August by the Commissioner upon the advice and consent of all the General Managers.

1. The Commissioner must make every effort to schedule a draft that accommodates all General Managers. General Managers must also make every effort to comply with a selected draft date. A General Manager, who, for reasons out his control, may not be able to draft on a selected date must not be forced to perform an "auto-draft" as a result of scheduling purposes. A General Manager may volunteer to "auto-draft."

2. The draft date may not be early than the first date of July and it must not be after the commencement of the National Football League's regular season.

c. The draft location shall be determined at least one week prior to the draft date by the Commissioner upon advice and consent of the General Managers. If no such "in person" draft is feasible then an online or "phone in" draft shall be instated.

§ 204: Trading

a. All trades require the Commissioner's approval.

1. Any trade the Commissioner suspects of collusion shall require approval by seven (7) General Managers.

b. If an inquiry for good cause is raised by any General Manager the Commissioner must withhold approval until a vote is casted requiring seven (7) General Managers to approve the trade.

c. The trade deadline is the Saturday of week ten (10). Approval by nine (9) General Managers is required to modify such deadline.

§ 205: Fees & Payout

a. Each General Manager must pay, in any cash form, \$150.00 to either the Champion or the Second Place Finisher upon conclusion of such Fantasy season and before the commencement of the following year's draft or be subject to discipline including removal.

b. A motion to increase or decrease fees may be made by any General Manager following the conclusion of such fantasy season and before the commencement of the following year's draft.

1. A motion to increase or decrease fees is subject to the approval of nine (9) General Managers.

2. If no motion is made or all motions fail, the default fee shall remain the same as the prior fantasy season.

c. The payout of the fees is five sixths (5/6) to the winner of the Championship and one sixths (1/6) to the loser of the Championship. The Payout is subject to change upon a motion and an approval of nine (9) General Managers.

1. The total payout must be rounded up to the nearest \$100.00 in favor the Champion.

2. The two General Managers in the Championship game may negotiate payout how they see fit.

3. At no time may any General Manager other than the Champion and the Second Place Finisher receive any form of payout.

§ 206: Last Place Punishment

a. The Punishment of the last place finisher of the regular season shall be selected by the current Champion prior to the commencement of the draft.

1. All rules and regulations of said punishment must be established before commencement of said punishment. Anything not described by the current Champion is left to the last place finisher's discretion.

2. All last place punishments are subject to veto by nine (9) General Managers. If a veto is successful the current Champion shall have three (3) attempts to remedy the situation. If he fails to select a suitable punishment, the default is § 206(b).

b. If no such punishment is selected then the default punishment is attendance to one (1) New York Liberty Game by oneself.

1. Upon motion of any General may move to override § 206(b) before completion of the 8th of the regular season with a punishment of his choice subject to the approval of nine (9) General Managers.

c. All punishments must be completed before the commencement of the following year's draft.

d. Failure to timely complete a last place punishment shall result in an automatic expulsion from The Inebriation Confederation™ without a hearing or vote.

§ 207: Sponsorship

a. The Goodlife™ is the official sponsor and meeting place of The Inebriation Confederation™.

§ 208: Communications

a. Groupme™ is the official method of communication for the Inebriation Confederation™.

b. No active General Manager may be indefinitely suspended from the Groupme™.

c. Upon approval by nine (9) General Managers a General Manager may be suspended from the Groupme™ for a duration not longer than five (5) days.

d. The Groupme™ picture shall be the Inebriation Confederation Flag subject to change and the chat name shall be "Inebo" subject to change.

e. Participation in the Groupme™ is strongly recommended but not required. Any events, voting, or selections of any kind, that are not responded to within a reasonable amount of time are considered forfeited.

f. Switching the communication method from Groupme™ to another method requires approval by seven (7) General Managers.

§ 209: Trophy

a. The name of The Inebriation Confederation's Trophy is "The Golden Delakas™."

b. Each Champion is responsible for putting his own name and Championship date on the trophy. If the current Champion so elects to do so, failure to do so will result in an "Unknown" nameplate placed on the violating General Manager's name plate. If such election takes place by the current Champion, the former Champion may override such decision by paying for his own nameplate as well as the current Champion.

c. It is the new Champion's responsibility, upon conclusion of such fantasy season, to retrieve the trophy from the former Champion.

d. Any damage to the trophy while in the care of the Champion is solely the Champion's responsibility and after a hearing requiring an approval of seven (7) general managers, is subject to pay such repairs to the trophy or to pay for a replacement.

§ 210: Collusion

a. Any General Managers suspected of collusion shall be investigated by the Attorney General. The Attorney General shall report to the Commissioner his findings. The Commissioner shall take action as he sees fit subject to a veto or override by a vote of seven (7) General Managers.

§ 211: Trash Talk

a. All trash talk is encouraged. No such trash talk shall be considered excessive. However, no General Manager shall take it personal and no General Manager shall make his trash talk personal. Frustration is not an exemption. Current significant others, family members, financial situations, or other extremely personal matters shall not be incorporated into any form of trash talk.

b. Unless used as evidence of a misconduct in violation of the rules herein, no General Manager shall screenshot another General Manager's "side-text" and display it in the Groupme™.

§ 212: Enactment of New laws, Modification, or Repeal

a. Upon a motion by any General Manager a new law may be enacted with the Attorney General's approval subject to a veto or override by seven (7) General Managers.

b. Upon the vote of nine (9) General Managers a law may be modified or repealed without the approval of the Attorney General.

§ 214: Delegation

a. Any action not within The Constitution of The Inebriation Confederation shall be delegated to the General Managers.

§ 215: Statute of Limitations

a. All actions for violations must be brought before the commencement of the draft following the alleged violation.

§ 216: Enactment

a. The Constitution of The Inebriation Confederation goes into effect August 24, 2016.

§ 217: Approval

a. All General Managers hereby agree to abide by and uphold The Constitution of the Inebriation Confederation™.

Article III
Judiciary

§ 301: Hearings

a. If a hearing on the record is so required, the Attorney General must prosecute the accused to the fullest extent of The Constitution of The Inebriation Confederation™.

b. A hearing for any reason, upon motion, may be initiated by a vote of seven (7) General Managers.

c. The Commissioner shall moderate such hearing with the remaining non-party General Managers as the jury requiring a majority or super majority vote as required by the alleged violated law.

d. The accused General Manager shall represent himself.

e. The hearing shall take place in the Groupme™ at a specified time and date set by the Commissioner.

f. The accused General Manager shall have one week notice before his hearing.

§ 302: Voting

a. All voting, approvals, vetoes, and overrides shall take place in the Groupme™. Each General Manager shall have one (1) day from the initiation of the vote to cast his vote or lose his privilege.

1. If such privilege is lost the majority or super majority required shall adjust accordingly.