**THE SHIVA BOWL REGINA CONSTITUTION**

1. **PREAMBLE**
   1. The first rule of Shiva Bowl Regina FFL is: you do not talk about Shiva Bowl Regina.
   2. The second rule of Shiva Bowl Regina is: you DO NOT talk about Shiva Bowl Regina.
   3. The two aforementioned rules are only suggestions. Nobody outside of our league cares about your fantasy team anyway.
2. **GENERAL**
   1. Shiva Bowl Regina consists of at least ten group members, hereby referred to as owners.
   2. Each owner will run his or her own fantasy team within the league to the best of their abilities.
   3. Owner duties include:
3. crafting a subjectively clever name,
4. drafting a team they believe has reasonable championship aspirations,
5. setting their lineups *weekly before the games start*.
   1. An owner may co-share a team with anyone not already a part of Shiva Bowl Regina.
   2. Each owner will compete to the best of their ability to win a championship within a given year.
   3. The owner of the team who comes in second at the end of the fantasy playoffs will receive their league dues back. The winner will receive the rest of the money.
   4. For the sanctity of all that is fantasy and to preserve friendships, owners will not collude with other owners to win a championship.
   5. One owner will act as the commissioner of the league, making sure all constitution principles and rules are followed.
6. **CHANGES**
   1. Any changes/amendments to the constitution or league rules (e.g., a change from standard scoring to PPR) must be motioned to the league by one owner and seconded by another owner.
   2. Once a motion is seconded, *owners will have one week* to vote on the change.
   3. A change will only take effect if the majority of owners approve of the change (e.g., if there are 12 owners in a given season, 6 owners must approve of the change for it to take effect).
   4. Major rule changes (e.g.. anything that requires changes to yahoo scoring settings) must be seconded *a week before the draft* in order to give adequate time for owners to make an informed decision and to give the commissioner time to make the necessary changes within the system.
   5. A rule change can only be brought to motion once every six months.
7. **LEAGUE PAYMENTS**
   1. League dues should be paid by the time of the fantasy draft.
   2. If the league dues are not paid by draft day the team in question will not be able to complete any transactions, nor will they be able to set their lineup until all league dues are paid.
8. **TRADES**
   1. Trades can be voted down by a majority of ownership.
9. **COLLUSION**
   1. Webster’s Dictionary defines collusion as a secret agreement and cooperation for a fraudulent or deceitful purpose; a playing into each other’s hands; deceit; fraud; cunning.
   2. Two or more owners will have been found to be in collusion within league context if they make a transaction that leads to monetary compensation being exchanged that is unassociated with his or her team directly winning a championship (i.e., someone cannot receive money within a league context if they have not placed first or second during the fantasy playoffs)
   3. Blackmail or deception of other kinds (e.g., getting someone drunk to get them to trade Darian Durant for Tim “Jesus Christ” Tebow in a hazy stupor) are frowned upon but not considered collusion.
   4. Owner’s are innocent until proven guilty; owner’s accusing another of collusion must bring concrete evidence for consequences to take effect.
   5. An owner’s first offense will result in the loss of their first pick in the next year’s draft.
   6. A second offense will result in a loss of ownership and a permanent ban from the league.
10. **TROPHIES**
    1. The loser’s trophy must be prominently displayed in the last place players living space until they have vacated their spot at the bottom of the rankings at the end of the next fantasy year’s conclusion.