



Fantasy Football 32 Collective Bargaining Agreement

fantasyfootball32.com

(Established 2018)

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I. Introduction

1.1 League Premise - The purpose of this league is to allow the 32 participants to have a realistic experience with managing a NFL team in a fantasy sports environment. Elements such as salary caps, contract extensions, rookie / veteran drafts, and keeper statuses are added to the league to enhance the amount of entertainment over a standard redraft fantasy league and to add to the overall seriousness of the league. This league will strive to maintain a very competitive atmosphere and has high expectations for each manager who participates in it.

Each manager will compete against 31 other franchises for a chance to earn a spot in the postseason tournament to play for a championship and cash prizes. Every NFL franchise will be represented in this league. Players in the league can be retained from year to year depending on their keeper status and the amount of their contract/salary in relation to the team's salary cap. This league uses offensive players, kickers, and team defense for scoring purposes. We do not use IDP "Individual Defensive Players". We do include PPR "Points Per Reception" into our scoring.

The league will be viewed as a continually evolving entity where all managers will have the opportunity to suggest new ideas that may improve the existing structure of the league.

1.2 League Site - The league will be using Fantrax.com to manage all in-season league operations and game management. Fantrax allows pretty much unlimited amounts of customization so it's the best service for our league.

The league will also have its own website (<http://fantasyfootball32.com>) that will track all of the offseason activity such as keeper statuses, drafts, league discussions, etc. The league website will also contain all important league resources such as the Collective Bargaining Agreement (CBA), league history, draft information, and team finances/awards. We will try to run as much of the league as we can through Fantrax during the season. The league website will be more for offseason interaction with one another.

II. Finances and League Payouts

2.1 League Finances - Each of the 32 managers is required to pay an entry fee of \$54.00 in order to participate in the league. We will all pay through the Fantrax Treasurer system so the money is collected and disbursed using one system.

\$2.50 of each person's entry fee will go to pay the \$79.95 premium league fee for Fantrax. \$1.50 of each person's entry fee will go to pay for website hosting and domain renewal for league resources. The other \$50 of each entry fee will go into the pot to be paid back 100% through awards/winnings.

2.2 League Payouts

- Each division champ (8 total) will be awarded \$50.00.
- Super Bowl champion will be awarded \$600.00.
- Super Bowl runner up will be awarded \$200.00.
- Winners of the Divisional Round who will face one another in Conference Championship Game (4 total) will be awarded \$100 each.

So out of the \$1600 pot (32 teams x \$50) we will give \$400 to division champions, \$400 to the teams that make it to the conference championship games, and then \$800 will be split (600/200) amongst the two teams competing in the Super Bowl.

***After each season we can discuss the possibility about adjusting awards, entry fees, etc, but this is the model we will use for Season 1.

All winnings will be paid out promptly through Fantrax Treasurer once the season concludes.

III. Conferences, Divisions, & Schedule

3.1 The league make-up will mimic the NFL in structure. We will have an NFC conference with NOR, SOU, EAS, WES divisions as well as an AFC conference with NOR, SOU, EAS, WES divisions. Each team will be placed in the correct conference and division as in real life.

3.2 The regular season schedule will be 12 weeks long (NFL weeks 1 thru 12). Every week you will play 3 matchups. The amount of regular season games each team will play will be 36 (12 x 3). The weekly matchup formula will consist of: 1 division rival, 1 conference rival, 1 cross-conference team.

This will result in you playing every division rival (3 teams) 4 times each, every team in your conference and outside of your division (12 teams) 1 time each, and 3 of the 4 divisions in the other conference (we will rotate which division is not played on a year to year basis).

Division games will be important because they will be used to determine division champions. In the NFL, a team's schedule is 37.5% division games (6 of 16). In our league it will be 33.3% (12 of 36).

Conference games will also be important for tie breaker purposes and wild card standings.

Non-conference games are important for overall record, but other than that they do not hold any tie breaker power.

3.3 Each conference will hold its own playoffs, structured after the NFL Playoffs format (more on this in the Playoffs section). The conference champions will face off in the Super Bowl.

IV. Rosters

4.1 (a) Each team will consist of 24 roster spots and 4 IR spots. There is a starting roster of 10 and 14 spots allowed for bench players. The starting lineup consists of: QB, RB, RB, WR, WR, WR, TE, RB/WR/TE, K, and a team DEF. You must have a full starting roster every week.

(b) Teams are limited to a max of 2 DEF and 2 kickers on their 24-man roster.

4.2 (a) Each team is given four IR spots. A player can only be placed on IR if they have been placed on IR in real life and Fantrax has updated their player status to reflect this.

Exception: Suspended players can be placed on IR as well.

(b) Teams can place players on IR during the offseason. To do this just make a post on your team forum announcing the roster move and be sure to email the Commissioner just to make sure he sees it. This will create an open roster spot for you during offseason activity.

(c) Two weeks after the season ends, teams will have to make any roster cuts to have their roster back to the 24 man limit. 4 IR spots are granted during the playing season so it's possible to have a maximum of 28 players on your roster during the season, but as we conclude each season and head towards the offseason, teams will need to be back at the 24 man limit. There will be an announcement made after the season when teams need to post any roster cuts.

4.3 Teams will also have a 10 man practice squad for rookie players. When players have exceeded 24 games played in the NFL they will be ineligible for the practice squad. If they are below that threshold they can be added to your NFL roster and demoted back to the practice squad. Once they have exceeded 24 games played in the NFL then they must be added to your NFL 24 man roster or dropped to waivers.

4.4 All managers are required to remain active in the league and maintain a competitive roster all season long. Any prolonged inactivity will be considered team abandonment and will jeopardize your chance of returning to the league. In order to maintain a competitive and balanced league the Commissioner may find a replacement manager if it is determined a team has been abandoned. Remaining active also means responding to any league discussions or communications in a timely manner. Also, all team managers are required to follow the league rules in regards to roster additions and free agents. And lastly, all managers should be respectful

to one another. Smack talk is of course allowed and greatly encouraged, but remember that we are all here to have a good time.

4.5 Managers will be required to field a complete starting lineup every week. For instance, you cannot drop a K (kicker) player in order to pickup an extra RB (running back) for your bench if it means that the K position spot will remain empty on your active roster for that week. A player must be slotted into each of the 9 starting roster positions.

Even if you are winning the matchup and your opponent has no players left remaining, you must still have a player in every starting roster spot. Sometimes people fear getting negative points so they'll bench players when they are leading matchups in this situation, but in this league you must always have a starting nine. Failure to do so may result in a forfeit or loss of points.

V. Players, Salaries & Keeper Extensions

5.1 The league will have duplicated player pools. Each conference will have their own NFL player pool. Each player can only be owned one time in each conference, so it means trading will be restricted to within your own conference. Each conference will hold its own rookie and NFL Auction drafts.

This essentially means there are two 16 team leagues playing at the same time (with some cross conference regular season games) and the representative from each conference will meet in the Super Bowl.

5.2 (a) Each player will have a salary. No matter if they are won in the auction draft, selected in rookie draft, or picked up as an unsigned player (free agent) during the season...all players have a salary.

(b) That salary is in effect all season long meaning if you drop the player you do not receive that salary back. The only way to recover a player's salary is to trade the player. If a player is traded then his salary goes with him and the team trading him away would then free up cap space.

5.3 Unlike most salary leagues, not all players kept earn salary increases (bonuses). It is based on performance (the better a player plays, the more of a raise they earn). The amount of previous salary increases (not extensions) also dictates how much of a bonus a player may qualify for.

When determining a player's salary bonus for next season:

STEP 1: If a player finishes in the following ranking for their position, then they will have a salary increase (bonus) if kept.

QB – Tier 1 (1-5), Tier 2 (6-10), Tier 3 (11-20), Tier 4 (21+)
RB – Tier 1 (1-5), Tier 2(6-10), Tier 3 (11-20), Tier 4 (21+)
WR – Tier 1 (1-5), Tier 2 (6-15), Tier 3 (16-30), Tier 4 (31+)
TE – Tier 1 (1-3), Tier 2 (4-7), Tier 3 (8-12), Tier 4 (13+)
K – Tier 1 (1-3), Tier 2 (4-7), Tier 3 (8-12), Tier 4 (13+)
DEF – Tier 1 (1-3), Tier 2 (4-7), Tier 3 (8-12), Tier 4 (13+)

STEP 2: Determine how many prior salary increases (bonuses) the player has earned (not extensions, but extensions with salary increases for performance). This is per team. When a player is traded, their prior salary bonuses with their previous team no longer counts. It starts over with the new team.

STEP 3: Look at the chart below and it breaks down the current bonus for the player based on the information gathered in previous steps.

QB:

1st bonus – Tier 1 (\$10), Tier 2 (\$6), Tier 3 (\$3), Tier 4 (no increase)
2nd bonus - Tier 1 (\$14), Tier 2 (\$8), Tier 3 (\$5), Tier 4 (no increase)
3rd bonus - Tier 1 (\$18), Tier 2 (\$12), Tier 3 (\$8), Tier 4 (no increase)
4th bonus - Tier 1 (\$24), Tier 2 (\$15), Tier 3 (\$10), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$30), Tier 2 (\$18), Tier 3 (\$12), Tier 4 (no increase)

RB:

1st bonus – Tier 1 (\$8), Tier 2 (\$5), Tier 3 (\$3), Tier 4 (no increase)
2nd bonus - Tier 1 (\$10), Tier 2 (\$7), Tier 3 (\$4), Tier 4 (no increase)
3rd bonus - Tier 1 (\$12), Tier 2 (\$9), Tier 3 (\$5), Tier 4 (no increase)
4th bonus - Tier 1 (\$15), Tier 2 (\$12), Tier 3 (\$7), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$18), Tier 2 (\$15), Tier 3 (\$8), Tier 4 (no increase)

WR:

1st bonus – Tier 1 (\$6), Tier 2 (\$3), Tier 3 (\$1), Tier 4 (no increase)
2nd bonus - Tier 1 (\$8), Tier 2 (\$5), Tier 3 (\$2), Tier 4 (no increase)
3rd bonus - Tier 1 (\$10), Tier 2 (\$7), Tier 3 (\$3), Tier 4 (no increase)
4th bonus - Tier 1 (\$13), Tier 2 (\$10), Tier 3 (\$4), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$16), Tier 2 (\$12), Tier 3 (\$5), Tier 4 (no increase)

TE:

1st bonus – Tier 1 (\$5), Tier 2 (\$3), Tier 3 (\$1), Tier 4 (no increase)
2nd bonus - Tier 1 (\$7), Tier 2 (\$4), Tier 3 (\$2), Tier 4 (no increase)

3rd bonus - Tier 1 (\$9), Tier 2 (\$5), Tier 3 (\$3), Tier 4 (no increase)
4th bonus - Tier 1 (\$12), Tier 2 (\$7), Tier 3 (\$4), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$15), Tier 2 (\$8), Tier 3 (\$5), Tier 4 (no increase)

K:

1st bonus – Tier 1 (\$2), Tier 2 (\$1), Tier 3 (no increase), Tier 4 (no increase)
2nd bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (no increase), Tier 4 (no increase)
3rd bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (no increase), Tier 4 (no increase)
4th bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (no increase), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (no increase), Tier 4 (no increase)

DEF:

1st bonus – Tier 1 (\$3), Tier 2 (\$2), Tier 3 (\$1), Tier 4 (no increase)
2nd bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (\$1), Tier 4 (no increase)
3rd bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (\$1), Tier 4 (no increase)
4th bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (\$1), Tier 4 (no increase)
5th+ bonus - Tier 1 (\$3), Tier 2 (\$2), Tier 3 (\$1), Tier 4 (no increase)

EXAMPLE:

You draft Russell Wilson at a \$12 salary. After Year 1 he finishes ranked 8th (Tier 2) so he gets a \$6 bonus for this extension. His next season he finished ranked 2nd (Tier 1) so he gets a \$14 bonus for this extension. The next year he suffers a lot of injuries and finishes ranked 24th (Tier 4) so he has no salary bonus for this extension. The season after he rebounds and finished ranked 6th (Tier 2) so this would now be his 3rd salary bonus which is \$12 for Tier 2. His current salary now stands at \$44 going into his 5th season with his current team. In this season, the team trades him to another team. He finishes ranked 6th again (Tier 2). His new team owes him a bonus of \$6 because for the new team it is the 1st bonus they have given him. It reset when he was traded. The player maintains his salary, but his bonus amounts reset with each trade. His salary is now \$50 going into his sixth season (second season on new team).

5.4 Once a manager trades a player on his roster he is unable to obtain that same player again via trade for one **PHYSICAL YEAR**. This is to prevent two managers from trading certain players to reset their bonus amounts and then trading them back to the original owners (avoid managers from taking advantage of any loopholes in the trading/keeper system).

Also, this only applies to trades. If a player you previously traded away is dropped and available to pickup via FAAB auction / free agent waivers then he is fair game.

PLEASE NOTE: Physical year means one FULL YEAR. So, for example, if you trade a player in June 2014 you cannot trade back for that same player until June 2015. If the player becomes available in the Draft or through waivers then all is fair game, but as far as trading back goes you

must wait the entire physical year.

5.5 There is no limit as to how long you can extend a certain player. As long as you're willing to pay the extension increase you can continue to retain that player.

5.6 (a) Players drafted in the Rookie Draft will be given a salary of \$1. This salary does count towards your team salary cap. As long as the player has not exceeded the 24 games played limit and therefore is still eligible to be on the practice squad then you can extend them for free. Even if the player qualifies for a salary bonus based on their performance, if they still qualify as a Rookie, then no bonus is owed to them.

(b) Players with Rookie status can be moved freely to and from the Practice Squad roster to the 24-man roster as long as they maintain their Rookie Status. Once they exceed 24 games played then they are no longer eligible to be placed on the Practice Squad roster.

5.7 (a) After the draft, all undrafted players will be placed on waivers. Teams can use waivers to fill any holes left on their 24-man squad and they can add any undrafted players in rookie status to add to their practice squads if they still have room.

(b) Free agents picked up during the season will process through a nightly FAAB auction and their salary will be whatever the winning bid was to get them (See [FAAB / Waivers](#) section for more details). The minimum bid allowed is \$1.

5.8 In the event that a player RETIRES from professional football during the season, the manager that owned the player can release the player and they would get the player's salary added to their available cap room for the current season. We'll review these on a case by case basis. Official retirement paperwork does not have to be filed, but it must be clear that the player is choosing retirement and not just hinting at it.

VI. Salary Cap

6.1 Each team will be given a \$300 salary cap. This amount is for managers to draft players, assign keeper extensions, bid on free agents during the season, and make trades. It is possible to trade for additional salary cap dollars and exceed the \$300 cap limit, but without that, teams are forbidden from exceeding their salary cap limit.

6.2 Each team's FAAB budget will be determined by the amount of salary cap space they have after the draft. In other words, don't use all of your \$300 salary cap during the draft. Each free agent won via FAAB will be added to your roster immediately. That player's salary will be the amount he was purchased on the FAAB auction. Your team's payroll will be hit with the new player's salary thus your salary cap space / FAAB budget will be decreased. If you have no money left over after the draft then you will need to obtain some cap space via trading or else you will not be able to add any free agents to your roster during the season.

6.3 The salary cap will be in effect all season long meaning you need to keep track of it. Your FAAB budget will reflect your salary cap space you have remaining. The salary cap stays in effect during the playoffs as well. If your salary cap space changes either due to adding a player or trading a player the change will be reflected in your FAAB money.

6.4 If a team is found to be over the salary cap at any point during the season, the last player or players added to the roster will be dropped immediately until the team is under the salary cap and any scoring changes that are necessary will be made. Meaning if those players earned any points towards the teams scoring those points will be taken away.

6.5 Salary cap dollars can be included in trades. Please note that any increase in salary cap space due to a trade is only in effect for that current season. At the start of next season, all teams are reset to \$300 caps.

VII. Free Agent Acquisition Bidding (FAAB) and Waivers

7.1 Each team is allowed to bid on free agents on waivers via FAAB during the regular season. Waivers will run weekly / continually / 7 days a week. This means every night a FAAB auction will run for free agents which means you need to schedule the day before if you want to add a new player. You will not be allowed to pick up a new player Sunday morning right before game time to fill in a roster hole. This is also where bench depth will come into play.

Each team's FAAB budget will be determined by the amount of salary cap space they have after the draft. In other words, don't use all of your \$300 salary cap during the draft. Each free agent won via FAAB will be added to your roster immediately. That player's salary will be the amount the was purchased on the FAAB auction. Your team's payroll will be hit with the new player's salary thus your salary cap space / FAAB budget will be decreased. Teams can place multiple bids and even prioritize them to ensure that a roster spot need is attended to if one of your bids fail.

The minimal amount you can add a player for is \$1 so that they have a salary.

7.2 The manager with the highest bid at the end of the FAAB auction claims that player and that bid amount (player's new salary) is deducted from the team's acquisition budget (salary cap space). If multiple managers place an equal bid on a player, ties are broken on a continual rolling list based on the reverse order of standings.

PLEASE NOTE: The waiver priority order is set at the beginning of each season. We use the reverse order of last year's standings meaning the team in last place gets top waiver priority to start the season. Waiver priority is only used in the event of a tie breaker and not just adding a player from waivers. Throughout the season waiver priority will be a continual rolling list based on the reverse order of standings at that time. The team in last place will always get priority.

7.3 Any player dropped from a team will be immediately placed on waivers. During this waiver period - two days - any manager can place a silent bid on the player except for the manager who dropped the player. The manager who dropped the player is not allowed to bid in the FAAB auction in order to prevent any loophole where one might drop a player only to try to decrease his salary for keeper purposes next season. After the FAAB auction the player will be assigned to their new team or free agency roughly four to eight hours after the claim deadline. If the player passes the initial 2 day waiver period unclaimed and becomes a free agent waiver on waivers then any manager, including the one who dropped him, can pick up the player via the nightly FAAB auctions.

VIII. Rookie Draft, NFL Auction Draft “Free Agency”

8.1 Each offseason the league will conduct both a 4 round Rookie Draft and an Auction NFL Draft which will be referred to as our Free Agency Signing Period. Each conference will hold their own drafts since we have duplicated/separate player pools.

The draft order for the rookie draft will be determined by the playoffs from the previous season. There will be both a championship playoff as well as a draft order playoff for the teams that fail to make the championship playoffs.

Both drafts will be message board drafts conducted on our league forums each off season.

Managers can skip their pick if they choose to meaning they will not select a player when it is their turn.

***The first Rookie Draft will be based on our first auction draft. The draft order will be determined by the amount spent in the auction draft. The team that spends the least will have top pick. The team that spends the most will have the last pick. Tie breakers will be broken by

money spent per player first and then by random drawing. The rounds do not snake many it's the same order for every round.***

This league will have a strong emphasis on rookie draft picks because of the dynasty keeper aspect of the league. There won't be a lot of turn over from year to year so building up your Practice Squad with valuable up and coming rookies will be important to replenishing your roster with talent.

8.2 The NFL Auction Draft or Free Agency as we will refer to it by, will vary from year to year (as free agency often does).

Our initial year the auction draft will be huge as the entire NFL player pool will be available for us to build the core of our rosters. After that though, the next few Free Agency Signing periods will be from a small pool until we start to pay more and more salary bonuses to players. As players' prices increase and teams elect to no longer pay them the high bonuses then these players will drop into the Free Agency signing pool and teams will be able to bid on the player with any salary cap space they have available.

8.3 The following rules apply to the NFL Auction Draft:

(a) When the draft starts, each manager will nominate a player and only managers who have a player nominated for auction can place bids. As soon as the Draft starts, teams can posts their nomination and once they have a nominated player on the board, they are welcome to bid on any open nominations in the draft. This should encourage everyone to post their nominations as soon as they can so they can participate in the draft.

Nominating a player means the manager who nominates the player is placing the initial bid on that player for the minimum \$1. Initial bids can be more than \$1 if the nominating manager chooses to do so. If no bid is specified then it is assumed the opening bid is set at the minimum \$1. If there are no other bids in the allotted amount of time then that manager wins the nominated player for the initial bid amount.

(b) A player is considered purchased after a period of 12 hours, or whatever time the league has set for that particular auction draft, has passed without a new bid. Once a player is purchased the manager who nominated that player will immediately start a new thread with a new player nomination. This way we always have a full set of auctions going at one time.

(c) All bid increments must be whole dollar amounts (\$1, \$5, \$6, etc). So this really should go without saying but the minimum bid increment then would be \$1 (the lowest whole number). Also, the bid increases can be any whole dollar amount and do not have to be \$1 increases (meaning you can increase the bid from \$1 to \$5 without having to go \$1 at a time). However, all bids must be an increase over the previous bid. There are no matching bids for obvious reasons.

(d) Once a manager's roster is full he is no longer allowed to nominate players for auction or bid on any new players.

(e) A manager can choose to stop nominations at any time even if their roster is not full (meaning they do not have to continue nominating players just because they have open roster spots). The manager will need to post that they are choosing not to do any further nominations **(VERY IMPORTANT otherwise people don't know)**. Having stopped nominations, managers are unable to bid on any NEW players, but are allowed to finish any auctions they were already participating in. In the event the manager has any leading bids on active auctions that match the amount of roster spots he has available then he can choose to delay his nomination (this is the ONLY reason one is allowed to delay a nomination); however, as soon as one of those bids is topped he then needs to nominate a new player for auction or choose to stop nominations and continue bidding on the active auction. For instance, if a manager only has 2 roster spots available and he is leading 2 live auctions he can delay his new nomination until one of those 2 leading bids is topped. Then the manager will have to choose to nominate a new player for auction OR stop nominations and continue bidding on the 2 live auctions he was already participating in. Now this has some risk involved because if you choose to stop nominations and then you lose out on one or both of the 2 active auctions then you will have empty roster spots unfilled. You will have to wait till after the draft when all players go on waivers to fill these spots. Once you have chosen to stop nominations you cannot reverse the decision.

(f) In the event that a manager does not nominate a new player after a period of 72 hours from his previously nominated player being sold then that manager could forfeit their right to nominate any additional players essentially ending their draft. The Commissioner will try to remind each manager via email when their player has sold and it's time to nominate a new one. Attempts to slow down or delay nominations to gain any sort of edge will not be tolerated.

(g) Any player in the NFL can be drafted in the NFL Auction Draft.

(h) At no point in the draft can a manager have more "open bids" on players than he has available roster spots. This is to prevent a situation occurring where a manager might only have 3 roster spots, but then wins the auction on 4 or 5 players. If you only have 3 roster spots then you can only have 3 "open bids" at any given time. Now "open bids" means your bid is currently the leading bid for that player. Once your bid has been beaten then that no longer qualifies as an "open bid" so you can bid again on that player OR you can bid on a different player.

(i) Also, at no point in the draft can a manager overbid past their remaining salary cap space. All bids across the board should never be more than how much salary cap space you have remaining.

For instance, if you have \$30 left in your budget and three roster spots remaining then all open bids you have should never be over your remaining budget amount. If you have these two bids open:

bid #1 on Jordy Nelson: \$15
bid #2 on Jason Witten: \$10

Then your remaining budget is only \$5. Meaning if you want to place a bid on Adrian Peterson and his auction is at \$7 you would be unable to since you only have \$5 available. Now let's say your Jordy Nelson bid gets topped. That \$15 is now back in your pocket so you are back up to \$20. You can choose to increase your bid on Nelson or move on to other players like Peterson.

This rule is in place to prevent managers from winning two or more auctions and not having the proper funds in their salary cap space to pay for the players.

(j) During the draft dropping players to create roster spots will NOT be allowed. There will be a time before the draft to allow managers to make final roster cuts to make room for drafted players. However, trading is still allowed during both drafts.

(k) Each manager is encouraged to not use all of your salary cap space during the drafts because any cap space left will be used as your FAAB budget for the season.

8.4 If you do not have a full 24 man roster or Practice Squad after the Rookie and NFL Auction Draft then you will have to wait until waivers opens up to add additional players. This will happen before the season begins.

8.5 Both current and next year's Rookie Draft picks can be included in trade offers. Future draft picks past the next season are not available for trades. For instance, in 2012 you can trade your 2012 or 2013 draft picks; picks in 2014 would not be available for trade.

8.6 In order to avoid a team from taking over a Rookie Draft, the following limits will be in place:

(1) You cannot draft more than 8 players in any draft.

(2) You cannot draft more than 3 players in any round.

8.7 A reminder, each league (NFC and AFC) conducts their own rookie drafts and NFL Free Agency Signing Periods. So, you cannot trade draft picks with a cross-conference team as their draft will be different.

IX. Trading

9.1 All trades will be approved/vetoed by the Commissioner. The Commissioner will follow a very strict guideline for evaluating trades and personal opinion will play no factor in the decision. The Commissioner reserves the right to contact each manager involved and discuss any aspect of the trade (how do you think this trade makes your team better, are you aware of the contracts involved, etc.) if he feels the need to do so. This will be rare, but can occur.

TRADE REVIEW GUIDELINES (Commissioner must follow / No exceptions)

Trades must be made in an attempt to benefit BOTH teams. If a trade is discovered that appears to be collusive, or one-sided to the point that it cannot benefit one of the parties involved, the Commissioner may reject the offer. As stated above, the Commissioner may contact one or both parties involved in order to get a better understanding of why a particular trade is being made. It is our goal that all trades be allowed to process so Commissioner veto will only be used in extreme cases. Commissioner / other manager's opinions about player's potential will hold no bearing on the decision as we all think differently about certain players.

The following are NOT sufficient reasons to veto a trade:

- ***I changed my mind***

Once you complete a trade, it's too late to change your mind. It's unfair to the other owner involved.

- ***I will quit if this trade goes through***

Sorry, this game is not about blackmail. We can't let statements like these make our decisions for us.

- ***My little brother/mom/dog hit the button by accident***

It is your responsibility to keep your account access away from irresponsible people or pets.

- ***The owners have the same e-mail address***

Collusion is against the rules. Sharing an account is not. Please have some amount of proof before you accuse another owner in your league of collusion.

- ***A player is injured AFTER the trade was accepted***

As long as the player was healthy when the trade was made, we consider the trade to be in 'good faith.'

- ***So-and-so is a proven veteran - how can you trade him for a rookie?***

We see this often. We judge a trade on how likely we think it is that it will help a team. If each team has a decent possibility to improve, we'll OK it.

Reasons the Commissioner will consider vetoing a trade:

- ***Both owners protested the trade and asked us to cancel***

Simple enough - no explanation needed.

- ***Collusion***

On rare occasions, collusion is very evident. We'll veto these automatically.

- ***A recently injured player is involved, and the trade occurred right after the injury***

This is to protect an owner who leaves an offer on the table, that is snatched up by an unscrupulous trading partner right after an injury is announced.

- ***We feel the trade is extremely unlikely to help one of the teams***

This is the most controversial responsibility of the Commissioner. If the Commissioner fails to see how BOTH teams are benefiting from a trade then he will contact one or both managers involved to clarify their situation and opinion on the trade. The Commissioner will then use this information to make his decision. The opinions and feedback from the managers involved in the trade have a great impact on the final decision because in the end all that matters is how each manager believes the trade in question makes their team better. Usually, no matter what the final decision is, one or more owners may be unhappy. The Commissioner's responsibility is to make the most informed decision, based on the data and feedback available when he reviews the protest.

9.2 During the season and/or offseason, trades are permitted between managers. *It will be announced when offseason activity will begin and managers are able to trade.* Trades may involve players, FAAB "Salary Cap" dollars, and current/future rookie draft picks. Multiple teams may be involved in the trade. Trades during the season can be submitted via the Fantrax League interface. Offseason trades will have to be submitted on the league forums. All parties involved in the trade will also need to respond to the post so we have it on record that everyone agrees to the terms.

9.3 The trade deadline will be posted before the season begins so everyone is aware of the date.

9.4 All trades will be processed in 1 day meaning if the trade was submitted on Monday it would process on Tuesday.

9.5 In the event that a trade is vetoed and both parties involved disagree with the Commissioner's decision, a formal protest can be submitted. Then the Commissioner will present the trade to the rest of the league (not including the Commissioner and managers involved in the trade) for a discussion and vote. If the majority of the remaining managers agree with the Commissioner that the trade should not be allowed to go through, then the decision is final. Otherwise if the majority chooses to allow the trade or the league is split evenly on the issue then the trade will be allowed.

9.6 Any trades involving the Commissioner will also be evaluated based on these guidelines. If any manager feels uncertain about a trade involving the Commissioner, then that manager is also welcome to email the Commissioner and inquire about the trade.

9.7 Teams can only trade within their own conference. Since we have duplicated player pools and players can only be owned once in each conference we cannot have cross-conference trading.

X. Scoring

10.1 (a) This league utilizes the Team DEF roster position and not DEFENSE / SPECIAL TEAMS. Offensive players will earn points for return yards and return TDs.

(b) Also, this is a PPR (Points Per Reception) league.

10.2 Offense

Completions	.15
Passing Yards	25 yards per point;
Passing Touchdowns	4
Interceptions	-2
Rushing Yards	10 yards per point;
Rushing Touchdowns	6
Receptions	.75
Reception Yards	10 yards per point;
Reception Touchdowns	6
2-Point Conversions	2
Fumbles Lost	-2
Offensive Fumble Return TD	6
Return Yards	25 yards per point
Return Touchdowns	6

10.3 Team Defense

Points Allowed 0 points	10
Points Allowed 1-6 points	7
Points Allowed 7-13 points	4
Points Allowed 14-20 points	1
Points Allowed 21-27 points	0
Points Allowed 28-34 points	-1
Points Allowed 35+ points	-4
Sack	1
Interception	2
Fumble Recovery	2
Touchdown	6
Safety	3
Block Kick	2

10.4 Kickers

Field Goals 0-19 Yards	2
Field Goals 20-29 Yards	2
Field Goals 30-39 Yards	2.5
Field Goals 40-49 Yards	3
Field Goals 50+ Yards	3.5
Field Goals Missed 0-19 Yards	-2
Field Goals Missed 20-29 Yards	-2
Field Goals Missed 30-39 Yards	-1.5
Field Goals Missed 40-49 Yards	-1
Point After Attempt Made	1
Point After Attempt Missed	-1

10.5 All scoring is subject to changes after games are played, but all scoring is finalized by noon EST each Wednesday for that week's games. Scoring will allow both fractional and negative points. If you have a dispute or disagreement about a scoring correction, then you can email the commissioner your scoring protest and explain the situation and your opinion. All scoring protests for the previous week must be received no later than 10 PM EST each Friday.

XI. Playoffs

11.1 The playoffs will run for 4 weeks starting with Week 13 and ending in Week 16 of the NFL regular season schedule. Our playoff format will mimic the NFL format. Each conference will hold their own playoffs with the conference champion advancing to the Super Bowl.

There will be a Wild Card Round (with the two top seeds on bye), a divisional round, the conference championship round, and the Super Bowl.

11.2 The Draft Position Consolation bracket will be for the ten teams in each conference that did not make it into the Championship bracket playoff. These teams will be battling it out over the last four weeks for positioning in next year's Rookie Draft. The top 10 spots are up for grabs and draft position will be essential to building your team from year-to-year. Bracket seeding will be based upon the regular season standings at the conclusion of the fantasy regular season (Week 12). The 10 teams will be ranked 1st thru 10th (the bottom team being ranked 10th and the highest ranked team in the standings ranked 1st).

Playoffs Week 1:

7th vs 10th (matchup a)

8th vs 9th (matchup b)

(Teams 1 thru 6 on bye)

Week 2:

1st vs 6th (matchup c)

2nd vs 5th (matchup d)

3rd vs 4th (matchup e)

winner of (a) vs winner of (b) – (matchup f)

loser of (a) vs loser of (b) – **winner gets 9th pick, loser gets 10th.**

Week 3:

winner of (c) vs winner of (e) “matchup g”

winner of (d) vs winner of (f) “matchup h”

loser of (c) vs loser of (d) “matchup i”

loser of (e) vs loser of (f) “matchup j”

Week 4:

Winner of (g) vs winner of (h) - **winner gets 1st pick, loser gets 2nd.**

Loser of (g) vs loser of (h) - **winner gets 3rd pick, loser gets 4th.**

Winner of (i) vs winner (j) - **winner gets 5th pick, loser gets 6th.**

Loser of (i) vs loser of (j) - **winner gets 7th pick, loser gets 8th.**

The remaining draft order (11 thru 16) will be determined by reverse order of playoff finish meaning the conference champion gets last pick. There will be a similar pattern above for the championship playoffs in that as teams are eliminated they will continue to play each other for draft positioning. For example, the losers of the Wild Card Round would then play each other in Round 2 for Draft picks 11 and 12 (the winner of the matchup getting the better pick).

XII. Tie Breakers

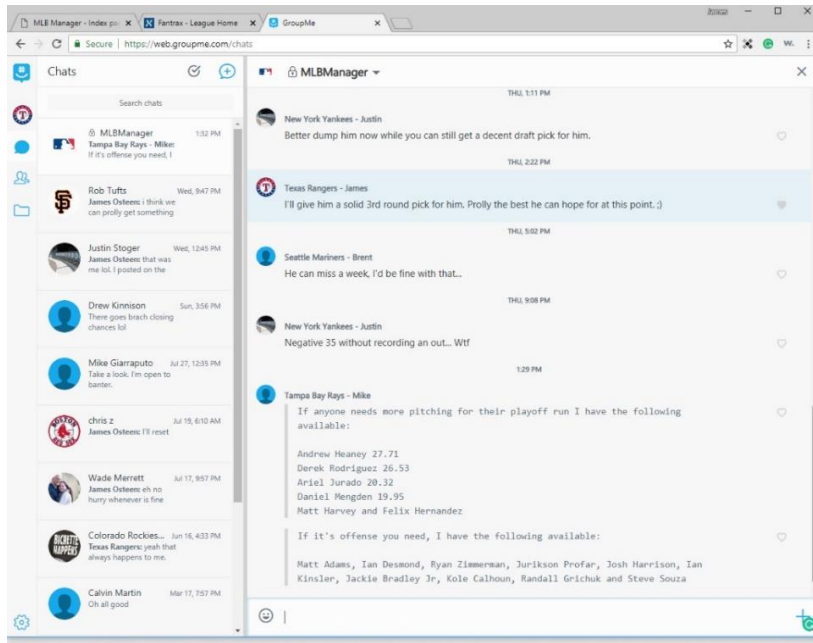
12.1 We will follow standard NFL tie breaking procedures in the event of a tie.

Link: <https://www.nfl.com/standings/tiebreakingprocedures>

XIII. GroupMe Chat – League Communications

13.1 To have a great league we all need to be active and communicating with one another. Plus, with 32 managers it's going to be even more important that we have a good communication tool at our disposal that enables us to easily share league communications as well as be able to have private conversations with one another. I have used GroupMe in the past for this and it is hands down the best tool for leagues to use. It will be a requirement for team managers to join and to check in regularly on GroupMe.

GroupMe also has many settings you can enable and disable like Push/Text notifications when you receive a message. I personally find this to be a big help.



XIV. Offseason Schedule

14.1 Offseason schedule dates can be found on the league website. Dates and times are subject to change and the league will be notified promptly if any changes are made.

14.2 Each offseason will consist of:

- Entry Fee Deadline for upcoming season
- Offseason Trading Opens
- Keepers and Roster Cuts Deadline
- Rookie Draft
- NFL Free Agency (NFL Auction Draft)
- Waiver Wire Pickup Time for post-draft players and before Week 1 games
- Season Begins

XV. Team Abandonment / Integrity Rule

15.1 All team managers are required to remain active in the league and maintain a competitive roster all season long. Any prolonged inactivity will be considered team abandonment and will jeopardize your chance of returning to the league. To maintain a competitive and balanced league the Commissioner may take over any team if it is determined a team has been

abandoned. No trades or FAAB pickups will occur on abandoned team unless it is required to fill the entire starting roster.

15.2 Any team manager that has had no league activity for two weeks and has failed to respond to any league communications will be labeled as abandoning the league. Again, if a team has been ruled as abandoned, the league Commissioner will run the team for the remainder of the season if no suitable replacement manager can be found. No trades, FAAB, or free agent pickups will be processed. All efforts will be made by the league before announcing a team as abandoned. The franchise will then be sold at year's end. If an abandoned team makes the playoffs and happens to finish in the top three spots the finish will be ignored and the team that finishes below the abandoned team will be awarded the money prize. For instance, if an abandoned team finished 2nd, the 3rd place team would be awarded the 2nd place winnings and the 4th place team would be awarded the 3rd place winnings.

15.3 No manager should drop a high value player or players from their roster without a good reason. Dropping such players could create an unbalance or unfair advantage in the league. The Commissioner has the right to place any such players back on the roster they were dropped from if it is determined that dropping the players had no positive effect on the team they were dropped from and/or it creates an issue with the balance of the league. Even if a manager knows he will not retain certain high value players he should not drop the player without a good reason. Especially late in the year, drops will be monitored carefully by the Commissioner.

XVI. Amendments to the Collective Bargaining Agreement (CBA)

16.1 Anything within this document is subject to change; however, a discussion must be held on the forums and a minimum of 22 managers must approve any changes. Any changes made to this document will go into effect the following year (meaning 1 year out). Any change made cannot and will not go into effect immediately unless it meets the following two guidelines:

- Does not alter or change the scoring settings or the starting roster. These changes have a severe impact on the game play and competition in the league. Updates such as these must follow the following year rule. The immediate processing of a CBA update would be reserved for more minuscule things that do not have a huge impact on the current game play (examples: changes to salary bonus structure, rookie roster or bench spots, draft settings, etc.)
- Is approved by 27 of the sitting 32 teams.

This rule is to allow every team a chance to adjust to any possible rule changes when they do occur.