

KDL Dynasty League

Rules, Settings, Scoring, & More

A. League Introduction & Integrity

1. Intro & League Service

- a. This is a DYNASTY Fantasy Football league. It requires commitment over multiple seasons. You're in it for the long haul. Players remain on the same Franchise from one season to the next unless they are traded or released.
- b. Each year after the initial season a draft is held for rookies only.
- c. The Scoring in the league are of a balanced PPR nature. For instance, a WR/RB reception is .5 point while a TE reception is a full 1 point. See the scoring section for further details.
- d. In addition to the Franchise you will be drafting, the buy in will include inner-league Pick 'em & Survivor. Both of which are handled on the homepage of our league and award a prize to the winning Franchise.
- e. The engine that will be used is MFL (www.myfantasyleague.com) this is because it is one of the most flexible and reliable league management services. It has the abilities to spread out the scoring to make it balanced.
- f. League expansion; Players: This league was created in mind of that of the NFL team, with 11 starters on both offense and defense; however for simplistic and learning reasons the rosters were cut shorter. The future is open to more slots being added to the roster once everyone is accustomed to the new format. The final ending spot when it's all said and done will be a total of 18 starters, not 22 like originally intended.
- g. League expansion; Teams: Using MFL it allows us to expand the league if we have enough desire to do so. Ideal expansion would put the initial 12 teams in one conference (AFC for example) and then we would expand to put another 12 teams in another conference (NFC for example) and throughout the season you would play in your respective conferences which each conference having its own player pool. Then championship would be the 2 best teams in the conferences facing off. At this point it is possible that both championship teams would have the same player(s). Once expanded though, player pools may not be crossed. 1 player each allowed per conference. ***Will likely never do this now.***

2. League Integrity

- a. It is in the best interest of the league that all teams compete for all weeks of the year, when a team does not submit a competitive line up:
 - a. First Offense: Warning
 - b. Second Offense: Warning
 - c. Third Offense: Loss of Future draft pick and any future offense will also be a loss of a future pick.
 - d. A lost draft pick would be the team's 5th round pick next year; If they do not have a 5th round pick then the penalty becomes a 4th round pick and continues to escalate towards

the 1st round until that team has a pick. If a team does not have any picks the next year, the following year's pick would be used as the penalty.

b. Noncompetitive means when an owner submits a lineup that includes:

- a. Any player that is a Free Agent
- b. Any player that is Suspended
- c. Any player that is on Injured Reserve
- d. A lineup with less than required starters
- e. Any player that is OUT for multiple weeks.

i. *If a player gets downgraded to out on the same day of the game, that is allowed. If it becomes a trend then it may be looked at as an issue.*

f. The intent to lose a matchup on purpose (automatically elevates to 3rd warning)

- c. This league is treated like that of the NFL, there is no clearing a period for trades, once accepted they are processed. It is up to each GM to control their players and the trade options.
- d. It would be nice to see all owners return year to year; however we know that things happen so if an owner should choose not to return, the commissioner will find a replacement GM using whatever means necessary to keep the league stable
- e. When ownership of a franchise changes, the new owner will keep the same players held by the previous owner. The new GM will also keep the drafting position held by the previous owner.
- f. Some things that will not be tolerated at all are collusion, cheating and hacking.
- g. All of these rules are set and any changes will require a vote for the next season only. The same is true for the scoring. Any GM can propose rules changes in the off-season. A suggestion requires the majority votes to change a rules.
- h. In the event someone breaks a rule and there is disciplinary action the commissioner will decide the penalty and enforces the penalty in writing on the league message board (not a text). If the owner disagrees, they have 24 hours to answer in writing on the message board (not a text) that they disagree. If this happens, the commissioner will assign an unbiased arbitrator to the "case". The unbiased arbitrator will be a person who is no way involved in the "case". The arbitrator is agreed on by the commissioner and the accused. If no agreement on arbitrator within 24 hours, the commissioner ruling stands.

B. Roster, Drafts, & Important Dates

1. Roster

- a. 50 Players Active Roster [Starters + Bench]
- b. 9 Offensive Starters [1 QB | 1 RB | 2 WR | 1 TE | 3 FLEX| 1 K]
- c. Offensive FLEX: RB, WR, TE
- d. 9 Defensive Starters [3 LB | 3 DL (DT+DE) | 3 DB (CB+S)]
- e. 18 Starters w/ 32 Active Player Bench w/ 5 Injured Reserve & 12 Taxi Squad
- f. 67 Players Off Season Roster – Expands from 50 by February 1st at the latest
- g. 1st Roster Cut – Monday after 2nd Preseason Weekend – 55 Players
- h. 2nd Roster Cut – Monday after Final Preseason Weekend – 50 Players
- i. 5 Injured Reserve (IR) positions

- i. Players on IR reflect that of the NFL standard times. Players must be removed from IR once they are eligible to play again.
 - ii. Suspended players allowed to be on Injured Reserve
 - iii. Once deactivated, cannot activate a player for 7 days.
 - iv. Trading of IR players is allowed at any time.
 - v. Once placed on IR, GM must replace the spot on the roster with a Free Agent
 - vi. The rosters will be increased to 67 by February 1st to allow for IR & Taxi players to be added to the active roster.
- j. 12 Taxi Squad (TS) positions
- i. The GMs may designate up to 12 players from their team to the TS.
 - ii. These players will be in addition to the 50 active roster players
 - iii. The TS will be locked from Thursday of week 12 until after week 17 of the regular season
 - iv. Every GM is responsible for demoting/promoting any players acquired in free agency to the TS via league software.
 - v. The Taxi Squad does not close in the off season
 - vi. Any NFL player is eligible for the Taxi Squad as long as they are within the first 3 years of their career. They can be added/removed at any point. Once they begin their 4th year in the NFL they are no longer permitted on the Taxi Squad. NOTE: a suspended player does not get additional time. The career length is determined by when they were drafted
 - vii. Team owners have the ability to trade for TS players from other franchises in the conference.

2. Inaugural Draft Scenario

- a. The Inaugural Veteran Draft consists of 37 rounds, and includes both NFL veterans AND rookies that have been drafted or signed to rookie free agent contracts by NFL teams.
- b. The Inaugural draft must be scheduled to take place after the NFL rookie draft.
- c. The Inaugural Veteran Draft will be odd random serpentine ordered by the MFL automated system.
- d. Odd Rounds [1, 3, 5, 7, etc.] will be individually randomized and the EVEN rounds will be the reverse of the odd round before it
- e. GMs are allowed a 12-hour selection time limit. This time limit is for "just in case" scenarios and should not be abused. No one should continually hold up the draft or use the full allotted amount of time in a given round if they can help it.
- f. Teams that exceed their 12-hour selection time limit will have their pick skipped
- g. In such a scenario, it is the responsibility of the team GM to then contact the commissioner with the player they wish to select and said selection will be approved and processed if the player is still available
- h. If a GM misses two picks in a row, the draft will be stopped and the commissioner will try to contact the GM to discuss the situation.

3. Annual Rookie Draft

- a. Mandatory 7 Rounds
- b. Straight Format (i.e. 1-2-3, 1-2-3)
- c. Rookie draft picks will be granted to all teams for the current and future seasons.
- d. The draft order is determined by the "Potential Points" ranking (the highest possible points you could have gotten), which is to prevent tanking.
- e. The rookie draft will be a long-running online draft, using the league software, starting on 1st Sunday of June at 12:00 PM EST. Owners are expected to plan around being available on this date and in the subsequent days / weeks to ensure an expeditious draft.
- f. GMs are allowed a 12-hour selection time limit. This time limit is for "just in case" scenarios and should not be abused. No one should continually hold up the draft or use the full allotted amount of time in a given round if they can help it.
- g. Teams that exceed their 12-hour selection time limit will have their pick skipped
- h. In such a scenario, it is the responsibility of the team GM to then contact the commissioners with the player they wish to select and said selection will be approved and processed if the player is still available
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4. Important Dates

- a. Tuesday after Week 17 – Rule Changes Discussion Begins
- b. Tuesday after Week 17 – Trading is allowed
- c. Tuesday after Week 17 – Taxi Squad opens back up
- d. Super Bowl Sunday – FAAB Money should have updated by now
- e. Super Bowl Sunday – Players should be activated from IR by now
- f. Super Bowl Sunday – Deadline to pay season's dues
- g. Super Bowl Sunday – New Season Begins –Roster Expanded to 62
- h. Middle of February – Once new site is up and owners log in, auctions will be turned on
- i. 1st Sunday of June – Auctions turned off & Rookie Draft begins Annually
- j. After completion of Rookie Draft, auctions should be turned on
- k. Monday after 2nd Preseason Weekend – Roster cut to 55 players
- l. Monday after 2nd Preseason Weekend – Players allowed on Injured Reserve
- m. Monday after 3rd Preseason Weekend – Auctions are turned off; Transition period
- n. Monday after Final Preseason Weekend – Roster cut to 50 players
- o. November; 1PM ET Sunday of week 11 – Trade Deadline
- p. Thursday Week 12 – Taxi Squad Activation/Demotion Deadline
- q. Sunday Week 13 – Last day auctions are available. Turned off after 3:15 am EST on this day
- r. NFL Week 16 – Championship
- s. NFL Week 16 – Rookie Bowl Championship
- t. End of Week 16 – Rookie Draft order determined
- u. After NFL week 17 – Payouts are paid on LeagueSafe
- v. Weekly Event – Wednesday – 3:15AM ET – Waivers Run

- w. Weekly Event – Thursday – 3:15AM ET – Waivers Run
- x. Weekly Event – Thursday – 2:00PM ET – Scoring changes from are usually posted by now
- y. Weekly Event – Saturday – 3:15AM ET – Waivers Run
- z. Weekly Event – Sunday – 3:15AM ET – Waivers Run

C. Team Finances

- a. \$\$ are used for free agency bids, blind bid waiver acquisitions, and as a trading commodity.
- b. Teams are not permitted to have a negative \$\$ balance at any time.
- c. A maximum of 50\$\$ may be rolled over from one season to the next. Commissioner will remove any Bucks in excess of the maximum rollover amount between the end of week 13 and the end of week 16.
- d. \$\$ can be obtained in the following ways
- e. NOTICE: Real Money Shown like \$25, Free Agent Bidding Money shown like 25\$\$
 - i. When a new league is opened, each franchise is awarded a starting amount of 100\$\$
 - ii. \$\$ may be obtained via trade.
 - iii. At the conclusion of each season \$\$ are allocated based on rookie draft position and will be deposited into the accounting balance before the start of free agency.
 - iv. Team1 304 \$\$ (Team finishing 1st in rookie draft order)
 - v. Team2 290 \$\$
 - vi. Team3 276 \$\$
 - vii. Team4 262 \$\$
 - viii. Team5 248 \$\$
 - ix. Team6 234 \$\$
 - x. Team7 220 \$\$
 - xi. Team8 206 \$\$
 - xii. Team9 192 \$\$
 - xiii. Team10 178 \$\$
 - xiv. Team11 164 \$\$
 - xv. Team12 150 \$\$ (Champion)

D. Schedule & Playoff Brackets

1. Regular Season

- a. 13 Weekly Match ups
- b. 4 Divisions.
- c. Scores are not finalized until the Saturday after Matchup. Be aware of stat corrections
- d. Weekly High Score Receives \$25
- e. Decimal scoring

2. Loser's Bracket

- a. 3 Round Playoff
- b. Remaining 6 teams advance
- c. Single Elimination
- d. Draft order is already determined at this point

- e. THESE ARE PICK PLACEMENT, NOT SEEDING
- f. **Week 14:** 6th & 5th pick Receive BYE
- g. **Week 14:** 2nd vs 3rd | 1st vs 4th
- h. **Week 15:** 1st vs. lowest remaining | 2nd vs. highest remaining
- i. **Week 16; ROOKIE BOWL: Winner Receives 2nd Round rookie pick (2.13)**
- j.

3. Winner's Bracket

- a. 3 Round Playoff
- b. 6 Teams advance
- c. Single Elimination
- d. **Week 14:** 1st & 2nd seed Receive BYE
- e. **Week 14:** 5th vs 4th | 6th vs 3rd
- f. **Week 15:** 1st vs. lowest remaining | 2nd vs. highest remaining
- g. **Week 16; CHAMPIONSHIP: 1st Place Champion: \$350**
- h. **2nd Place: \$150**
- i. Losers of winner's bracket face each other in 3rd Place Bracket
- j. **Winner of 3rd Place Bracket wins \$75**
- k. If Champion won previous year, they will be granted the balance of the Dynasty Pool

E. Buy-In & Pay Outs

\$125 Buy In

- a. Money is due before Offseason moves can be made
- b. Late payments result in a penalty of lost future draft picks.
- c. LeagueSafe also charges a late fee for late payments. Approx. \$10
- d. \$25 each week goes to Highest Weekly Score [Excluding Championship]
- e. \$350 goes to the First Place Champion
- f. \$150 goes to 2nd Place
- g. \$75 goes to 3rd Place
- h. \$100 goes to the winner of pick 'em
- i. \$100 goes to the winner of survivor pool
- j. \$70 goes to MFL fee
- k. \$200 goes to division winners
- l. **\$80 goes in DYNASTY pool**
 - i. The DYNASTY pool is collected annually
 - ii. Will be awarded to the Franchise that wins 'back-to-back' Championships
 - iii. If there is any "extra" money it will be placed in the DYNASTY pool; for example if an owner abandons his team mid-season, there is no refund and the new owner must pay the buy in, the abandoned money would go in the pool.

F. Waivers & Free Agents

1. General Auction Rules

- a. All auctions must be conducted on the league management site (MFL) and set up with bidding
- b. All general auctions are ran with a rolling 48 hour deadline from the time of the last bid. The highest bidder will then be awarded the player.
- c. There is no limit to the number of auctions owners may start if they have the \$\$ to cover those auctions.
- d. There is a minimum required 1\$\$ starting bid for each free agent auction, and accelerations may be done in 1\$\$ increments.

2. Free Agents are acquired during the regular season via blind bid waivers.

- a. Free agents will be processed by MFL's automated waiver window system. Waivers will be processed on Wednesday morning (3:15am ET), Thursday morning (3:15am ET), Saturday morning (3:15am ET), and Sunday morning (3:15am ET) during the regular season starting at the completion of week one. Three rounds of waivers are run at a time.
- b. There is a 1\$\$ minimum bid and bids are done in increments of 1\$\$ (i.e. - no decimals).
- c. Once a player is dropped, he is locked until the next time waivers are processed.
- d. Waivers are available from the start of Week 1 until Sunday on Week 13.

3. Off-season Free Agency Period

- a. The off-season free agency period will start once MFL has created the new year website for us. Auctions will not be turned on until the new site is created and all owners have logged in to the new site and turned on their notifications
- b. The off-season free agency period is not permitted to start unless all twelve franchises have owners and they have logged in to the new site
- c. Auctions cannot be started on rookies until after the completion of the rookie draft.

G. Trading

1. Trade Market

- a. Opens – After week 17 of regular season
- b. Closes – Sunday Week 11 @ 1:00 pm EST
- c. Trading will be allowed at all times except from Sunday, Week 11 at 01:00:00 PM EST, until Tuesday after Week 17

2. **TRADES ARE PROCESSED IMMEDIATELY WHEN ACCEPTED**

3. Trade proposals are valid for 7 days. Take your time.

4. Conditional Trades are **NOT** acceptable but may be added in the future; meaning if I make a trade where I'm sending my third round pick for a rookie, but the other owner thinks he's worth a second round pick. We can have a condition where if the player exceeds a set amount of stats, touches, touchdowns, etc. the pick would get changed to a second round pick. **NOT HANDLED BY SYSTEM.** Would have to discuss between trading partners and include it in the trade comments

5. In the event that a trade is fatally flawed and/or exhibits a pattern of suspicious activity, the commissioner reserves the right to question said trade. There is no veto'ing of the trade and no buyer's remorse, for a trade to be overturned, it must be done by the commish.

6. \$\$ may be obtained via trade.

7. No trades may be made that include real cash, future considerations, or a player to be named later.

8. Injured Reserve and Taxi Squad Player trading is allowed

9. Draft Picks

- a. You are allowed to trade up to 1-3 years in advance draft picks
- b. Failure to pay league fee results in loss of a draft pick (5th Round) and another 2 week period (4th round)

H. Tie Breakers

1. The following tiebreakers are used at the end of the season if two or more teams have identical records. Division Winners are determined before the wildcard team.

- a. Overall winning %
- b. Head-to-Head Winning %
- c. Division Winning %
- d. All-Play Winning %
- e. Total Points Scored
- f. Total Points Against
- g. Dice Roll

2. The following tiebreakers are used at the end of the season to determine the wildcard teams and playoff seeds.

- a. Overall winning %
- b. All-Play Winning %
- c. Total Points Scored
- d. Total Points Against
- e. Dice Roll

3. Ties in weekly blind bid waivers will be broken by

- f. Overall winning %
- g. Total Points Scored

4. The following tiebreakers are used if a first round or semi-final playoff game ends in a tie:

- h. Home field advantage: Higher seeded team advances

I. Scoring

1. Scoring based on balanced system

2. Overall Individual Scoring Rules

- a. Number of Passing TDs [6 points each]
- b. Passing Yards [.05 point for every 1]
- c. Passing 2 Pointers [2 points each]
- d. Number of Rushing TDs [6 points each]
- e. Rushing Yards [.1 point for every 1]
- f. Rushing 2 Pointers [2 points each]
- g. Number of Receiving TDs [6 points each]
- h. Receiving Yards [.1 point for every 1]

- i. Receiving 2 Pointers [2 points each]
- j. Length of Field Goal Made - 0-30 [3 points each]
- k. Length of Field Goal Made -31-99 [.1 point for every 1]
- l. Extra Points [1.5 points each]
- m. 2 Point conversion or missed XP recovered and scored [2 points each]
- n. Punt Return Yards [0.1 point for every 1]
- o. Kickoff Return Yards [0.1 point for every 3]
- p. Punt Return for Touchdown [6 points each]
- q. Kickoff Return for Touchdown [6 points each]
- r. Fumbles lost (to opponent) [-2 points each]
- s. Fumble recoveries (from opponent) [2 points each]
- t. Forced fumbles [2 points each]
- u. Number of Interception Return TDs [6 points each]
- v. Interceptions Caught [4 points each]
- w. Interception Return Yards [0.1 point for every 1]
- x. Passes Defensed [2.5 points each]
- y. Number of Blocked Field Goal TDs [6 points each]
- z. Blocked Field Goals [3 points each]
- aa. Number of Blocked Punt TDs [6 points each]
- bb. Blocked Punts [3 points each]
- cc. Blocked Extra Points [3 points each]
- dd. Defensive Tackles [1.5 points each]
- ee. Defensive Assists [0.75 points each]
- ff. Sacked a QB [3 points each]
- gg. Sacked a QB Yardage [0.1 point for every 1 yard]
- hh. Quarterback Hits [0.5 points each]
- ii. Tackles for a Loss [1 point for every 0.5]
- jj. Safeties [5 points each]
- kk. 100+ Yard Bonus [1.0 point]
- ll. 150+ Yard Bonus [1.5 points]
- mm. 200+ Yard Bonus [2.0 points]

3. Scoring Rules for QB, RB, WR, PK

- a. Receptions [.5 point for every 1]

4. Scoring Rules for QB

- a. Pass Interceptions Thrown [-2 points each]
- b. QB Sacked [-.05 point for every 1]

5. Scoring Rules for TE

- a. Receptions [1 point for every 1]

6. Scoring Rules for PK

- a. Length of Missed Field Goal 0-30 [-2 points]

- b. Length of Missed Field Goal 31-40 [-1 points]
- c. Length of Missed Field Goal 41-99 [0 points]
- d. Extra Points Missed [-1.5 points each]

7. Scoring Rules for DT, DE

- a. Tackles [0.75 points each]
- b. Assists [0.50 points each]

8. Scoring Rules for CB, S

- a. Tackles [1.75 points each]

9. Scoring Rules for CB

- a. Assists [1 points each]

Revision Notes

Indicates an update

Indicates MONEY

- V1.0- Started League Rules
- V1.0.1-Expanded on IR & TS
- V1.0.2- Expanded on Drafts
- V1.1.2 – Added Intro & integrity
- V1.2.0 – Lowered starter count
- V1.3.0 – Adjusted Playoff scenario
- V1.3.1- Added Standings Criteria
- V1.3.2-Changed Playoffs. 6to win
- V1.4.0- Added Survivor + Pick em
- V1.4.1- Adjusted money payouts
- V1.5.0- Changed to FAAB Waiver
- V1.5.1- Added Tiebreakers section
- V1.6.0 – Inaugural Draft Changed
- V2.0.0 – Added Rule Proposals
- V2.1.0 – Updated new rulings
- V3.0.0 – added 2016 rule results
- V4.0.0- added 2017 poll results