

## Fantasy Football Bylaws

Chipper's NFL is for entertainment purposes only. The bylaws listed below may not be inclusive of all facets of the game but are to be used as a guide for fair play. The commissioner has the right to add, change and enforce rules as needed to maintain the spirit of the game.

### **EDITING OF THE BYLAWS POLICY:**

1. Changes to bylaw Rules can only be implemented upon a two-thirds vote of active team owners.
  - a. The Editing of Bylaws Procedures will be the adopted procedures for editing the bylaws.
2. The Commish has the ability to edit the following without affirmation from the league:
  - a. All Policies and Procedures
  - b. All language clean up that doesn't change the interpretation/enforcement of a Rule
  - c. Any Rules that are affected by changes from outside forces. (i.e. Yahoo changes a "function" on their website that forces us to modify our rules.)

### **EDITING OF THE BYLAWS PROCEDURE:**

1. A team owner presents the Commish with a proposed rule amendment.
2. The Commish will open discussion, via email, on the proposed rule. Discussion will last for a minimum of two days.
  - a. The length of discussion is up to the Commish
3. After discussion is closed the Commish, via email, will ask for a vote
4. All Owners must cast their vote, preferred via email, to affirm, decline or abstain
5. The voting period will last three days
6. There will be an assumption of affirmation for all owners that don't cast a vote
7. After the voting period ends the Commish will announce the outcome
8. The implementation of the Rule will be determined by the Commish as to ensure no unfair advantage/disadvantage is gained.
  - a. The Commish will announce the implementation date of the Rule at the time of the vote.

## **I. LEAGUE**

### **a. POLICY**

- i. No hair pulling
- ii. No kicking in the balls
- iii. No foul language or racial slurs

### **b. RULE**

- i. The league will be run using Yahoo Fantasy Football Plus
- ii. Team rosters will consist of 16 players
- iii. Starting roster spots will include the following:

- 1 – QB
- 2 – RB
- 2 – WR
- 1 – TE
- 1 – Flex RB/WR/TE
- 1 – K
- 1 – DEF

## II. FEES

### a. RULE

- i. Entry Fee
  1. All teams are required to pay a non-refundable entry fee in the amount of \$100.
- ii. Fantasy Football Plus Fee
  1. All teams are required to equally split the cost of the Yahoo Fantasy Football Plus fees, if applicable, payable with entry fee.
- iii. Franchise Fee
  1. Franchise players cost \$5 per player, per year (Effective 2017 – players cost \$10 per player, per year)
- iv. The Weaver Rule
  1. Failure to pay fees on time may result in lock down of your team, suspension, forfeiture of games or removal from league.

### b. POLICY

- i. All fees are to be paid on or prior to draft day.

## III. DRAFT

### a. RULES

- i. The Commissioner will establish a draft date and time.
- ii. The draft order will be determined by the following:
  1. The winner of the Consolation Bracket will pick which of the Top 4 draft positions he wants to take followed by the Runner Up and so on down the list.
  2. Draft Positions 5-10 will be determined by the outcome of the Playoff Bracket with the Super Bowl winner taking the #10 position followed by the Runner Up taking the #9 position and so on down the list.
- iii. Draft Format:
  1. If a Live In Person Format is used:
    - a. Each team will have 1 minute 30 seconds per round to draft a player. At the conclusion of the time the commissioner will ask you if you have a pick. If you do not have a pick the draft will move on to the next team.

- b. The previous team will not lose their ability to draft. They can draft a player at anytime.
  - c. In the event we have multiple teams drafting in a set time slot the first person to announce their pick will gain the rights to that player. The commissioner will have final say on who has the rights to each player in the event the same player is drafted simultaneously.
2. If a Yahoo Online Draft is used:
- a. Each team will have 1 minute 30 seconds per round to draft a player. If you have not made a pick by the end of the allotted time Yahoo will auto-draft a player for you.
  - b. All other Yahoo Online Draft rules, per the Yahoo site, will apply.
- iv. Draft order will serpentine meaning that the team that has the last draft position in Round 1 will have the first draft position in Round 2. The entire draft will serpentine with the exception of the Franchise Rounds (5<sup>th</sup> and 8<sup>th</sup>.) See “IV Franchise Policy” for draft rules in those rounds. Draft will serpentine through Rounds 1-4 to 6,7 and then 9 through completion.

**b. POLICY/PROCEDURES**

- i. The Winner of the Consolation Bracket must pick their draft position within 1 Week following the Consolation Super Bowl. Each subsequent team will have 2 days to make their decision
  - 1. Failure to meet this timeframe will result in the Winner be awarded the #1 draft position. The Commish will continue to award draft positions, starting with the lowest available, for the remaining teams that cannot meet this timeframe.
- ii. Rounds 5 and 8 are designated as Franchise Rounds. Teams that are franchising players will draft those players in those rounds. Teams that aren't franchising any players will draft freely, as normal, during those rounds.
- iii. The league has been setup so that each team can have a maximum of 16 players. Teams that franchise 2 players will have 14 picks plus 2 franchise picks totaling 16 players. The number of rounds in the draft will be determined based off of how many rounds are necessary to give each team a total of 16 players.
- iv. When a team has reached their roster limit of 16 players any remaining picks will be forfeited and their draft will be considered over.
- v. If a Live Draft is to be used the commissioner will prepare a draft sheet and distribute within 8 days of the draft date. A final draft sheet, if necessary, will be distributed 24 hours prior to the draft.

The draft sheet will include all franchise players and the round by round draft order.

1. If a Yahoo Online Draft is used to conduct the draft the draft sheet will be listed online at that Yahoo site.

#### IV. FRANCHISE

##### a. RULES

- i. 10 days prior to the draft you must indicate, via the Yahoo Keeper system, the 0, 1, or 2 players that you intend to franchise. You can only keep two players that were drafted after the 4<sup>th</sup> round of the previous year's draft.
  1. Managers that fail to select their keepers, or make invalid keeper selections that get declined by the Commish, will not keep any players.
  2. Team Owners are expected to have viewed the Keeper Options section of the Football Master document published at [www.ChippersNFL.com](http://www.ChippersNFL.com) to identify their players that are currently under contract as well as players eligible to be franchised.
  3. It is HIGHLY recommended that owners verify their intentions with the Commish prior to the deadline to avoid potential errors.
- ii. Players can be franchised for a maximum of 2 years.
  1. Owners are required to email the Commish the number of years that each player is going to be franchised (the Yahoo system doesn't have this function)
- iii. You must decide at the time of franchise whether you will franchise for 1 or 2 years. If you choose to franchise for only 1 year you will be able to keep this player for 1 year only, losing your right to the second year. If you decide to keep a player for 2 years you are financially locked into that player for 2 years.
- iv. All players drafted after the 4<sup>th</sup> round are considered eligible for franchise. Any player that was not drafted in the previous years draft, after the 4<sup>th</sup> round, is not eligible for franchise.
- v. A player is eligible for franchise only if the player is on your roster at the conclusion of the season, including playoffs. Releasing players to waivers or trading to other teams is considered a loss to that franchise right.
- vi. Players that are drafting freely in the 5<sup>th</sup> and 8<sup>th</sup> rounds will be chosen at random prior to the draft and will be published by the commissioner in the draft sheet.
- vii. In the event that a team has acquired more than two contracted players, that team is obligated to pay the contract of all players but will only be allowed to keep two of them. One will be released to the draft pool.

- viii. If a team has a player signed to a two year contract but chooses not to keep that player in his second year, the team has the right to release the player but must continue to pay the contract fee for the remainder of the contract. The team has the option of franchising another player or drafting freely in the applicable Franchise Rounds.
- ix. The Kohl Rule
  - 1. Teams are allowed to franchise players and trade them to other teams prior to the draft. In doing so that team is not only giving up the franchise ability to that player but also giving up their potential for their franchise pick if either team determines not to keep that player. The team receiving the player/pick will still be allowed to keep their original two players/picks in addition to the newly acquired pick.
  - 2. At the time of the trade if details around franchise fee and number of franchise years are not discussed then the current owner of the player will be required to pay the fee and will determine the length of the franchise term.

**b. POLICY/PROCEDURES**

- i. If you decide to franchise only 1 player from the previous year you will draft that player in the 5<sup>th</sup> round. You will be free, in the 8<sup>th</sup> round, to draft any player that you choose from the list of remaining players in the player pool.
- ii. If you decide to franchise 2 players from the previous year you will draft one of those players in the 5<sup>th</sup> round and the other player in the 8<sup>th</sup>.
- iii. If you choose to not franchise any players from the previous year you will be able to draft freely from any remaining player from the player pool in the 5<sup>th</sup> and 8<sup>th</sup> rounds of the draft.
- iv. Failure to notify the Commish within 2 days after the deadline of the number of years that you wish to keep a player will result in an automatic two year contract for each player.

**V. TRADING**

**a. RULE**

- i. Assets available to be traded are:
  - 1. Players
  - 2. Future draft picks, not to extend more than 1 season in advance
- ii. Exchange of players must be completed by the end of the trading process.
  - 1. Player Borrowing will not be allowed
    - a. Player borrowing occurs when a trade deal includes some form of a player trade back clause.

- b. The Commish has the right to veto trades were player borrowing is evident.
- iii. Contingent trades can be made for draft picks.
- iv. When a trade is accepted between two parties the trade deal is locked and can only be revoked due to the following reasons:
  - 1. Commissioner veto
  - 2. Both parties agree to cancel the deal.
  - 3. One member and a third party has properly accepted a counter offer within the counter period.
- v. Trading of Draft Picks
  - 1. Teams are allowed to trade current and future draft picks.
  - 2. Teams can only trade current year picks (pre-draft) and future picks up to one season ahead. Teams cannot trade picks that extend farther than one season ahead.
  - 3. Draft picks must be traded in a 1 to 1 format per the Yahoo requirement
- vi. Trade Process
  - 1. The Trade Process begins once two or more teams agree to a trade.
  - 2. All trades must be posted on the Yahoo site message board. It is the responsibility of the accepting team to accept the trade, via the Yahoo system, and a message on the message board. If a message is not posted on the message board, at the time the trade is accepted, the league will not recognize the trade. If a trade is not posted on the message board with 30 minutes of the trade being accepted it will be vetoed automatically by the Commish. Trades that are posted but not formally accepted via the Yahoo trading system are not to be considered a trade agreement and the Trade Process will not begin.
  - 3. Trades made prior to the draft date must be posted on the Yahoo message board and distributed via an email to the league.
  - 4. After the trade is properly posted there will be a two day waiting period.
  - 5. Trade Counters
    - a. During the two day waiting period counters may be accepted. No more than 1 counter may be accepted. If a team makes a trade and a counter is accepted the original party will have one final opportunity to counter (the Final Counter). If the Final Counter is accepted the trade will be considered final. Since no additional counters can be offered the Commish will review the trade and process immediately. The two day period is waived.

- i. If a counter is accepted that doesn't involve the original party the two day clock is reset.
      - b. Trades are allowed to be accepted with No Counter Clauses in them that restrict either owner from accepting any counter offers.
    - 6. After the trade posting is properly made on the league site it is considered final after the clock strikes midnight for the third time (PST.) (Example: Trade posted at 2:30pm on Tuesday. The trade is final at Thursday Midnight (PST))
    - 7. The post-draft trade deadline will be after the 10<sup>th</sup> week of Regular Season play.
  - vii. Trade Evaluation & Veto Process
    - 1. The commissioner will review all trades before they are approved. The commissioner has the right to veto any trade at any time for any reason.
    - 2. In the event the trade involves the commissioner the co-commissioner will review the trade and have sole veto rights.
    - 3. In the event that the commissioner and co-commissioner engage in a trade the review will be conducted via a league vote.
      - a. Any trade that is forced to a manager vote must be completed through the Yahoo message board before the end of the 2-day commissioner veto deadline. Any team that doesn't post a vote on the message board is considered to be in favor of the trade.
      - b. Any trade that is forced to a vote must receive a majority vote against the trade. If a tie exists there isn't a majority and the trade will process.
    - 4. Trades that involve the No Counter Clause will be put to a league vote.
      - a. The Commish will post a poll on the Yahoo site asking every member for a Yes or No Vote on the trade. The poll will last the same two day waiting period as the Yahoo trade process allows.
      - b. The trade will only be vetoed upon a majority (6 teams) No Vote.
        - i. An assumption of trade approval will be made for all teams that don't cast a vote.
      - c. NOTE: The trade process will still require two days to process even in circumstances where the voting is complete and a Yes verdict is rendered or where the outcome of Yes is clearly known. (Trades must be completed by end of day on Thursday's to be eligible for Sunday games.)

- i. EXCEPTION: Upon a majority No Vote the trade will be vetoed prior to the 2 days period coming to a close.

**b. POLICY/PROCEDURES**

i. Trade Deadlines

1. Pre-Draft Deadline

- a. There will be a trading freeze on all trades 72 hours prior to the draft. The freeze will be lifted immediately following the conclusion of the draft as determined by the commissioner.
- b. Counters may be accepted up to six hours prior to the draft time. The commissioner has the right to modify this deadline depending on scheduled draft time. This deadline must be declared by the commissioner prior to the franchise deadline.

2. Post Draft Deadline

- a. The Yahoo season trade deadline comes on a Friday. Because of our trade rules our deadline comes the Wednesday prior to the Friday date. This will allow for the 2-day waiting period before the actual trade deadline of Friday. In this time any team will be able to make a counter offer that can be accepted by either team.
- b. No new deals can develop after Wednesday 10pm CST. In the event of a counter offer after Wednesday it must contain at least one component of the previous trade.
  - i. EXCEPTION: Trades involving the No Counter Clause can be accepted up to the Yahoo Friday deadline)
- c. In the event that a team makes a trade in the last week of the trade deadline (the week starts on the previous Sunday of the trade deadline Friday) and one of the teams then accepts a counter offer which gets canceled after Wednesday the team has the option to reaccept the previous offer on the table if the other team is still willing to offer the original deal. If the original deal is still offered it can be accepted and processed by the commissioner by end of week so both teams will have new players in their lineup.

**VI. WAIVER PRIORITY RULE**

- a. At the conclusion of the draft all undrafted players will be put on waivers for a two-day period. The team with the #10 draft position will get the #1 waiver position.
- b. Waivers will be processed using the Yahoo Game Time Waivers Rule
  - i. Game Time means all unowned players will be placed on waivers at the scheduled start time of **THEIR** game. In Game Time Waivers Mode, players on a bye week will be placed on waivers Monday night at 5:30pm pacific time. Waivers will still clear on Tuesday night (actually it is 2am CST on Wed morning)
- c. Any player dropped from a team will be released to waivers for two days.

## VII. SCORING RULE

- Partial points will be used.
- Passing Yards (20 yards per point)
- Passing Touchdowns (4)
- Interceptions (-2)
- Rushing Yards (10 yards per point)
- Rushing Touchdowns (6)
- Reception Yards (8 yards per point) (Effective 2017 – 10 yards per point)
- Reception Touchdowns (6)
- Return Touchdowns (6)
- 2-Point Conversions (2)
- Fumbles Lost (-2)
- Offensive Fumble Return TD (6)
- Field Goals 0-19 Yards (3)
- Field Goals 20-29 Yards (3)
- Field Goals 30-39 Yards (3)
- Field Goals 40-49 Yards (4)
- Field Goals 50+ Yards (5)
- Point After Attempt Made (1)
- Sack (1)
- Interception (2)
- Fumble Recovery (2)
- Touchdown (6)
- Safety (2)
- Block Kick (2)
- Points Allowed 0 points (10)
- Points Allowed 1-6 points (8)
- Points Allowed 7-13 points (6)
- Points Allowed 14-20 points (3)
- Points Allowed 21-27 points (0)
- Points Allowed 28-34 points (0)
- Points Allowed 35+ points (0)

## VIII. SEASON PLAY RULE

- a. Divisions

- i. The league is split into two divisions. The Butkus and the Payton. Divisions will remain constant for four years. Every four years the divisions will be restructured by a random drawing.
- ii. Each four year period will be known as a Generation. Each Generation will be named by the Commish.
- iii. Each team will play each division team twice and each non-division team once. That totals 8 division games and 5 non-division games. This is a total of 13 games. Our playoffs start in Week 14 and end in Week 16.
  - 1. The Consolation Playoffs begin in Week 15 and end in Week 16 (per Yahoo setup)

**IX. PAYOUTS RULE**

- a. Division Winners - \$0 each (Effective 2017 – All Franchise Fees split between two Division winners)
- b. Regular Season Most Points - \$100
- c. Playoff Champion - Franchise Fees plus \$350 (Effective 2017 - \$350 only)
- d. Playoff 2<sup>nd</sup> Place - \$250
- e. Playoff 3<sup>rd</sup> Place - \$175
- f. Playoff 4<sup>th</sup> Place - \$125
- g. Most Players Arrested - \$0
- h. Total Games Your Players are Suspended - \$0

**X. PLAYOFFS RULE**

- a. 6 teams make the Playoffs. The remaining 4 teams will play in the Consolation Bracket
  - i. Any manager that benches their team in an attempt to purposely lose a game will have their roster locked immediately for the remainder of the regular season. This rule can be enforced at the discretion of the commissioner.
  - ii. Teams that are in the playoffs will have the ability to add/drop players up until they are eliminated from the playoffs.
- b. The winner of each division will get the number 1 and 2 seeds and receive a 1<sup>st</sup> Round bye.
- c. The remaining seeds will be determined by winning percentage and considered Wild Card teams
- d. Chipper’s NFL will use a Playoff re-seeding format, as done in the NFL, in the event there is an upset in the first round to ensure that the #1 seed is playing the lowest available seed. (Subject to Yahoo availability to allow for this)
- e. Schedule
  - i. First week

<b>Bye Weeks (No Game)</b>	#1 seed and #2 seed
----------------------------	---------------------

<b>(P1) Playoff Match-Up #1</b>	#4 seed vs #5 seed
<b>(P2) Playoff Match-Up #2</b>	#3 seed vs #6 seed

ii. Second week

<b>(P3) Playoff Match-Up #3</b>	#1 seed vs Winner (P1)
<b>(P4) Playoff Match-Up #4</b>	#2 seed vs Winner (P2)
<b>5th Place Match-Up</b>	Loser (P1) vs Loser (P2)
<b>(C1) Consolation Match-Up #1</b>	#7 seed vs #10 seed
<b>(C2) Consolation Match-Up #2</b>	#8 seed vs #9 seed

iii. Third week

<b>Championship Match-Up</b>	Winner (P3) vs Winner (P4)
<b>3rd Place Match-Up</b>	Loser (P3) vs Loser (P4)
<b>7th Place Match-Up</b>	Winner (C1) vs Winner (C2)
<b>9th Place Match-Up</b>	Loser (C1) vs Loser (C2)

f. Tie Breakers

- i. Yahoo tie-breakers will be used and can be viewed at the Yahoo league site under the RULES menu.