

Casual Empire League Rules

What we're trying to accomplish here is a fun, yet casual way to play Empire Fantasy Football. Lineups are generated by best-ball, there are only three trade windows (which should spur action for every player) and three blind bid waiver runs (also creating action in those weeks).

This should create a league that is:

1. **Fun**
2. **Casual**
3. **Lower cost with high possible payouts**
4. **Action-packed for short periods of time**

1. Ownership/General Rules

1. No owner may have a stake in more than one team in the league.
2. If an owner leaves the league at any point in time, they give up their claim to any and all money contributed to the Emperor Fund
3. If an owner dies or is otherwise incapacitated, his/her team may be bequeathed in accordance with their last will and testament, or if incapacitated, member's power of attorney.
4. Optionally, you may choose to require that each league member designate an heir.
 1. The heir may not be a member of the league.
 2. No person may be the designated heir to more than one team in the league.
5. Owners may choose to sell or vacate their franchise, but the new owner must be approved by the league commissioner
6. If you sell or vacate your franchise, at no point can you return as an owner or co-owner of a different franchise in the league.
7. Co-owners are not allowed in this league. You can pass your team to someone else if you'd like with approval of the commissioner, but one owner per team
8. **The Abdication Rule:** The reigning champion may opt to abdicate his claim to the Empire Pot in the current season, at which point he can once again make trades to improve his roster in the current season.
 1. A decision to abdicate must be made publicly on the league message board.
 2. You can still win the league in the current year (and win yearly prize pool money). If that were to happen, however, you would have to win again

(your third title in a row) in the following season before you'd win the Empire Pot.

9. League rules may be changed during TRADE WINDOW 1, and must be ratified by 11 of 16 owners including:
 1. The defending champ must agree to any rule changes
 2. The commissioner must agree to any rule changes
10. OUT CLAUSE - During any offseason the group can vote to end the league.
 1. A proposal of the Empire pot allocations must be made with the motion to end the league
 2. A vote of 12/16 teams is required for the motion to carry

1. League Finances

1. **Entry Fee:** \$35
2. **Prize structure:**
 1. Total pot: \$560 minus any MFL fees (if applicable)
 1. Saved in Emperor Fund: 50% of pot
 2. Playoff champion: 37.5% of pot
 3. Playoff runner-up: 12.5% of pot
 4. *If there is an MFL charge, we subtract that from the pot and keep the same percentages.
 3. **Emperor Fund:** Every year, 50% of the pot goes into the Emperor Fund. As soon as one team wins the playoff championship two years in a row, that team wins the entire Emperor Fund.
 4. **League Funds:** All league finances will be administered through LeagueSafe.

1. Player Distribution

1. **First-Year Auction:** Franchises will select their players in year one via an auction-style draft. The auction may be either in-person or online, depending on the availability of league owners and/or the ability to secure a live auctioneer. Each franchise will have \$200 to spend at the initial auction.
2. **Annual Rookie/ Free Agent Draft:** Each subsequent year, a four round draft will be held to distribute rookies and free agents. It is only four rounds. The draft will be a slow draft and begin around the first Monday in August.
3. **Draft Basics:**
 1. Round 1 Lottery
 1. The five worst non-playoff teams in the regular season (Weeks 1-14) will be put in a blind drawing for the top five picks. Each team has the same likelihood of getting the pick.
 2. The standings for the non-playoff teams and lottery teams are based on All-Play win percentage from MFL (Weeks 1-14)

3. Round 1 draft order:
 - Picks 1-5 are decided by lottery
 - Picks 6-12 are assigned based on lowest to highest all play win percentages of non-playoff teams
 - Pick 13 goes to semi-final loser with the lowest all play win percentage
 - Pick 14 goes to semi-final loser with the highest all play win percentage
 - Pick 15 goes to the 2nd place finisher
 - Pick 16 goes to the league champion
4. All remaining rounds (2-4):
 - Picks 1-5 revert to the order of worst all play win percentage to best
 - Picks 6-16 go in the same order established above for the playoff teams.
2. **Drafting/Dropping Players:** When an owner selects a player in the annual draft, a roster spot must be made available by dropping a player from the current roster.
 1. Dropped players are NOT available in the draft, but will be available in the first waiver run.

1. Transactions

1. In-season Transactions:

1. Free agents will be added based on a blind bidding player distribution system. Each owner will have a mythical \$100 to spend on acquiring players throughout the season.
2. Blind Bidding:
 1. Each blind bidding waiver period consists of two blind bid waiver runs, there are NO first-come, first-serve player pickups
 2. There are three blind bidding waiver periods during the season
 - The Wednesday and Thursday before Week 1
 - The Wednesday and Thursday after Week 6
 - The Wednesday and Thursday after Week 12
 3. Blind bids will be accepted until each waiver day until 1:00pm ET.
 4. Highest bidder gets the player
 5. Ties go to the team that is lower in the standings
 6. Zero dollar waiver claims are allowed
3. Blind Bidding dollars do not carry over to subsequent seasons.
4. Trading:
 1. Trading is allowed by any member except the reigning Emperor, all trades must take place within one of the three trade windows
 2. There are three trade windows each season

- **TRADE WINDOW 1** begins July 15th and lasts through the end of the rookie draft, or to August 1st in the first season
 - **TRADE WINDOW 2** starts the Tuesday after Week 4 and ends before the first Thursday night game of Week 5 (just over 48 hours)
 - **TRADE WINDOW 3** starts the Tuesday after Week 8 and ends before the first Thursday night game of Week 9 (just over 48 hours)
5. The reigning champion cannot make trades in the subsequent season, except to acquire future draft picks.
 1. I.e., if you win the league in Year 3, you may not make any trades in Year 4 unless you are trading away one or more of the players on your roster in exchange for future draft picks.
 2. If the reigning champion abdicates the throne, they can make trades again.
 3. Future draft picks means the way-out future. After you win in Year 3, you may not acquire draft picks for Year 4, you have to look all the way out to Year 5.
 6. If offseason trades are uneven, the owner who traded away more players than they acquired cannot make a free agent pickup and must carry less than the maximum number of players until the next waiver period. The owner that acquired more players must immediately drop a player to get to the max roster size.
 1. Draft picks may be traded, but no more than two years into the future.
 2. Current-year blind bidding dollars may be traded.
2. **Roster Drops**
 1. Players cannot be dropped outside of a waiver claim or during the rookie draft

1. Rosters

1. **Rosters will consist of 20 players, 9 starters and 11 bench players as follows:**
 1. **Starting Lineup:** 1 QB, 2 RB, 3 WR, 1 TE, 2 Flex (RB/WR/TE)
 2. This is a best-ball league, meaning the MFL super-computer will set your best possible starting lineup in any given week (you don't set lineups, ever)
 3. **Injured Reserve:**
 1. There is no Injured Reserve

1. Schedule & Playoffs

1. **Divisions:** There are two divisions.
2. **Regular Season Schedule, Weeks 1-14**
 1. Each team will play every other team in their division once and seven of the eight non divisional teams once (you miss out on playing one team)
 2. It's a head-to-head league, you'll play 14 games
3. **Playoffs**
 1. Four teams make the playoffs, starting in Week 15, with seeding as follows:
 1. Seed 1: Best W-L record of division winners through Week 14
 2. Seed 2: Second-best W-L record of divisional winners
 3. Seed 3: Best remaining W-L record
 4. Seed 4: Highest remaining total points scored through Week 14
 2. The top seed in the playoffs gets to choose their first round opponent out of all qualified teams, including the #2 seed. The remaining two teams will play each other.
4. **Tiebreakers**
 1. During the regular season games, ties are allowed.
 2. For purposes of flex scheduling, playoff qualification & seeding, the tiebreaker priority is as follows:
 1. Total points, season
 2. Best All-Play record
 3. Most points against, season
 3. During the playoffs, tie goes to the higher ranked seed.

Scoring System

- **General:** We will use MFL's pre-packaged MFL10s scoring system, please review on the site

This document is malleable and can be amended at any time for forgotten rules or situations not covered by the above. Any amendments will be posted to league message board.