

# THE Empire League

## 1. Ownership/General Rules

- 1.1. No owner may have a stake in more than one team in the league.
- 1.2. 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 (i.e. if someone quits in year 5, they do NOT get \$500 back).
- 1.3. 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.
- 1.4. Optionally, you may choose to require that each league member designate an heir.
  - 1.4.1. The heir may not be a member of the league.
  - 1.4.2. No person may be the designated heir to more than one team in the league.
- 1.5. Owners may choose to sell or vacate their franchise, but the new owner must be approved by a unanimous vote.
- 1.6. 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.
- 1.7. Co-owners
  - 1.7.1. Are allowed
  - 1.7.2. For end-of-season payouts, it is assumed each co-owner will be allocated an even percentage of the team's payout.
    - 1.7.2.1. For example, if a team with two co-owners wins \$1,000, each co-owner will be allocated \$500.
- 1.8. **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.
  - 1.8.1. A decision to abdicate must be made publicly on the league message board.
  - 1.8.2. 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.

## 2. League Finances

- 2.1. **Entry Fee:** \$150.
- 2.2. **Prize structure:**
  - 2.2.1. Total pot: \$1,800
    - 2.2.1.1. Saved in Emperor Fund \$900 (50% of pot)
    - 2.2.1.2. Playoff champion: \$450 (25% of pot)
    - 2.2.1.3. Playoff runner-up: \$225 (12.5% of pot)
    - 2.2.1.4. Playoff 3<sup>rd</sup> place: \$150 (8.3% of pot)
    - 2.2.1.5. Most fantasy points, regular season: \$75 (4.2% of pot)
- 2.3. **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.
- 2.4. **LeagueSafe:** All league finances will be administered through LeagueSafe. I hear good things.

## 3. Player Distribution

- 3.1. **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 \$100 to spend at the initial auction.

**3.2. Annual Rookie/ Free Agent Draft:** Each subsequent year, a draft will be held to distribute rookies and free agents. The draft will continue until an entire round goes by without a pick being made.

**3.3. Draft Basics:**

**3.3.1. Round 1 Lottery**

3.3.1.1. The three worst teams in the regular season (Weeks 1-13) will be put in a blind drawing for the top three picks. Each team has the same likelihood of getting the pick.

3.3.1.2. The standings for the non-playoff teams and lottery teams are based on All-Play record

3.3.1.3. Round 1 draft order:

- Pick 1 goes to the team that is drawn last in the lottery.
- Pick 2 goes to the team that is drawn second in the lottery.
- Pick 3 goes to the team that is drawn first in the lottery.
- Pick 4 goes to the team with the worst remaining All-Play record.
- Pick 5 goes to the team with the second-worst remaining All-Play record.
- Pick 6 goes to the team with the third-worst remaining All-Play record.
- Pick 7 goes to the worse All-Play record of the 2 Wild Card playoff game losers
- Pick 8 goes to the better All-Play record of the 2 Wild Card playoff game losers
- Pick 9 goes to the 4<sup>th</sup> place finisher
- Pick 10 goes to the 3<sup>rd</sup> place finisher
- Pick 11 goes to the 2<sup>nd</sup> place finisher
- Pick 12 goes to the league champion

3.3.1.4. All remaining rounds:

- Picks 1-6 go in order of All-Play record of the non-playoff teams, from worst to best.
- Picks 7-12 go in the same order established above for the playoff teams.

**3.3.2. 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.

3.3.2.1. Dropped players are NOT available in the draft, but will be available in the first waiver run. \*New as of 2015

**4. Transactions**

**4.1. In-season Transactions:**

4.1.1. 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.

4.1.2. Blind Bidding:

- 4.1.2.1. Blind bids will be accepted until each Wednesday at 11:00 AM Central time.
- 4.1.2.2. Highest bidder gets the player.
- 4.1.2.3. Ties go to the team that is lower in the standings.

4.1.3. Waiver periods for dropped players:

- 4.1.3.1. There will be a 24-hour waiver period for dropped players. During this time, dropped players will be available to be claimed via a waiver system.
  - The waiver order will be reverse order of standings after Week 1.
  - Each time you successfully claim a player, you go to the end of the list.

- 4.1.3.2. Waivers will process once a day, at 11:00 AM Central time on Thursday, Friday, Saturday, and Sunday. Only players that have been dropped since the last waivers processed are included in the daily waiver runs.
- 4.1.4. After Wednesday at 11:00 AM Central time, free agents may be picked up on a first-come, first-served basis at a cost of \$1 each.
- 4.1.5. Blind Bidding dollars do not carry over to subsequent seasons.

#### **4.2. Undroppable List**

- 4.2.1. As an anti-collusion measure, there will be a list of players deemed undroppable. Owners can choose any of the following methods for the undroppable list:
  - 4.2.1.1. Abide by the undroppable list of whatever league commissioner service your league is using.
  - 4.2.1.2. Use a formula to determine undroppable players, as follows:
    - QBs: Top 5 fantasy point-scorers (total) to date AND Top 5 fantasy point scorers (per game) to date.
    - RBs: Top 15 fantasy point-scorers (total) to date AND Top 15 fantasy point scorers (per game) to date.
    - WRs: Top 15 fantasy point-scorers (total) to date AND Top 15 fantasy point scorers (per game) to date.
    - TEs: Top 5 fantasy point-scorers (total) to date AND Top 5 fantasy point scorers (per game) to date.

#### **4.3. Roster Freeze**

- 4.3.1. **Weekly:** All add/drops, trades, and lineup changes must be submitted 5 minutes before kickoff for each player involved. This deadline will be strictly enforced on the league website.
  - 4.3.1.1. It is NOT the commissioner's job to make transactions on behalf of other league owners. If you couldn't find the time to make your own lineup moves earlier in the week, tough luck.
- 4.3.2. **Offseason:** Rosters freeze for all teams after Week 16. The blind bidding process continues during the playoffs in Weeks 14-16. All playoff and non-playoff teams may still bid on players during this time.
  - 4.3.2.1. Offseason trading is allowed after the end of Week 17.
  - 4.3.2.2. No free agent pickups are allowed between Week 16 and the annual draft.
  - 4.3.2.3. Players placed on the IR the previous season must be removed from your IR (i.e. moved to the active roster or released) before the end of Week 17.

#### **4.4. Trading**

- 4.4.1. The trade deadline is 1 hour before the first game of Week 10.
- 4.4.2. There is a challenge system that allows owners the opportunity to attempt to veto unfair trades, as follows:
  - 4.4.2.1. Each team gets one challenge per season.
  - 4.4.2.2. When a trade is consummated, there is a 24-hour waiting period during which owners can decide if they want to challenge the trade.
  - 4.4.2.3. If an owner challenges a trade, it is submitted to the league for a vote.
    - A majority of league participants (in this case 7 of 12) must vote against the trade for it to be vetoed.
  - 4.4.2.4. If not all the teams vote, the vote will pass or fail based on the votes that were cast.

- For example, if only 7 teams vote and the vote is 4 in favor of the trade and 3 against it, the trade would be allowed.
- 4.4.2.5. If the trade is vetoed, the challenger does not lose his challenge for the season.
- 4.4.2.6. The entire challenge & vote system takes 24 hours (as opposed to 24 hours for someone to challenge and another 24 hours for the vote).
- 4.4.2.7. If the trade is approved, the challenger loses his flag.
- 4.4.2.8. The commissioner will have to manage this process manually, as follows:
- The league will be set up to require commissioner approval for all trades.
  - An owner who wishes to challenge the trade must post his intentions on the league message board.
  - At that point, the commish will have to manually create a poll for the league to vote on.
  - Once the vote closes (24 hours from the time the trade was first accepted), the commish will have to either allow or veto the trade manually.
- 4.4.3. The reigning champion cannot make trades in the subsequent season, except to acquire future draft picks.
- 4.4.3.1. 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.
- 4.4.3.2. If the reigning champion abdicates the throne, they can make trades again.
- 4.4.4. 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 annual draft. The owner that acquired more players must immediately drop a player to get to the max roster size.
- 4.4.4.1. Draft picks may be traded, but no more than two years into the future.
- 4.4.5. Players acquired after the first game of a given week may not be used by their new team until the following week.
- 4.4.5.1. Example: On Saturday, Owner A trades a player who played in a Thursday night game to Owner B for two players who haven't played yet that week. None of the players involved in the deal can play for their new teams. Owner B can use the players traded away in his own lineup in the current week.
- 4.4.6. Current-year blind bidding dollars may be traded.

## 5. Rosters

### 5.1. Rosters will consist of 15 players, 8 starters and 7 bench players as follows:

5.1.1.1 QB, 2 RB, 2 WR, 1 TE, 1 SuperFlex (QB/RB/WR/TE), 1 Flex (RB/WR/TE)\*, 7 Bench (any position), IR (unlimited) \*New in 2017

### 5.1.2. Injured Reserve:

- 5.1.2.1. A player must be on the actual NFL IR to be eligible for your IR.
- 5.1.2.2. The player must have been on your roster when the injury occurred to be eligible for your IR (i.e. you can't just pick up a bunch of IR'd free agents and stash them on your own IR)
- 5.1.2.3. A player who is on the suspended/reserve list IS eligible for your IR, provided the player was on your roster at the time of the suspension.

## 6. Schedule & Playoffs

6.1. Divisions: There are no divisions.

6.2. Regular Season Schedule, Weeks 1-11

6.2.1. Each team will play every other team in the league once (11 games).

### 6.3. Flex Schedule, Weeks 12-13

6.3.1. The final two weeks of the regular season will be comprised of the following matchups, based on the standings as of Week 11 (see tiebreaker rules below):

6.3.1.1. Week 12: 1 vs. 2, 3 vs. 4, 5 vs. 6, 7 vs. 8, 9 vs. 10, 11 vs. 12

6.3.1.2. Week 13: 1 vs. 3, 2 vs. 4, 5 vs. 7, 6 vs. 8, 9 vs. 11, 10 vs. 12

### 6.4. Playoffs

6.4.1. Six (6) teams make the playoffs, starting in Week 14, with seeding as follows:

6.4.1.1. Seed 1: Best W-L record through Week 13

6.4.1.2. Seed 2: Second-best W-L record

6.4.1.3. Seed 3: Third-best W-L record

6.4.1.4. Seed 4: Fourth-best W-L record

6.4.1.5. Seed 5: Wild Card #1 – Best All-Play record of remaining teams.

6.4.1.6. Seed 6: Wild card #2 – Most fantasy points of remaining teams.

6.4.1.7. First Round

- Seeds 1 & 2 get a bye, 3 vs. 6 and 4 vs. 5.
- Teams will be re-seeded for the second-round, with the lowest remaining seed facing the No. 1 seed.

### 6.5. Tiebreakers

6.5.1. During the regular season, ties are allowed.

6.5.2. For purposes of flex scheduling, playoff qualification & seeding, the tiebreaker priority is as follows:

6.5.2.1. Total points, season

6.5.2.2. Best All-Play record

6.5.2.3. Most points against, season

6.5.3. During the playoffs, tie goes to the home team (i.e. the higher seed).

### Scoring System

- **General:** This will be a slightly modified 50-50 league with 0.5 points per reception.
- **No decimal scoring:** This means that you must reach 20 passing yards or 5 rush/receive yards to get your 0.25 point if your QB passes for 19 yards, tough luck – you should have drafted a better QB. Obviously, since some players receive (or lose) 0.25 points for certain actions, final scores may include quarter- or half-points.
- **Passing**
  - 0.25 pts for each increment of 15 passing yards
  - 3 pts for each TD pass
  - 1 pt for a 2-pt conversion pass
  - -0.5 pts for each interception
  - -0.5 pts per fumble lost
- **Rushing**
  - 0.25 pts for each increment of 5 rushing yards
  - 0.5 pts for each reception
  - 6 pts for each TD run
  - 1 pt for a 2-pt conversion run
  - -0.5 pts per fumble lost
- **Receiving**
  - 0.25 pts for each increment of 5 receiving yards

- 0.5 pts for each reception
- 6 pts for each TD reception
- 1 pt for a 2-pt conversion reception
- -0.5 pts per fumble lost
- **Kicking**
  - 1 for each PAT
  - 1 pt for each FG up to 19 yds
  - 2 pts for each FG 20-29 yds
  - 3 pts for each FG 30-39 yds
  - 4 pts for each FG 40-49 yds
  - 5 pts for each FG 50+ yds
  - -1 pts for each missed FG under 40 yds.