

Beer Wars Fantasy League



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1. Important League Dates

1.1. These dates are subject to change if there are any major shifts in the NFL schedule.

Week 1 thru Week 16:	Regular season
After week 16:	Soft cap Roster min/max removed.
January 20	League fees due
February 15 (or so):	MFL league cuts to next season, unsigned players removed.
April 1:	Free Agent Auction #1
May 7:	Rookie Draft
July 15:	Free Agent Auction #2
Aug 1 to Week 1:	Weekly blind bidding allowed
August 15:	Hard cap set & contract lengths due.
September 1:	Roster minimum size set to 42, maximum to 53
Week 1 to 13:	Trading allowed
Week 14 to 16:	No Trading

2. Special League Rules

2.1. Piss Beer (consolation) winner will get extra draft pick.

- 2.1.1.#1 consolation seed would win 7.13 pick
- 2.1.2.#2 seed would win 6.13 pick
- 2.1.3.#3 seed would win 5.13 pick
- 2.1.4.#4 seed would win 4.13 pick
- 2.1.5.#5 seed would win 3.13 pick
- 2.1.6.#6 seed would win 2.13 pick

3. League Fees and Payouts

3.1. Annual league fees will be due by January 20 or BEFORE you trade any future draft picks, whichever comes first.

3.2. If fees are not paid before the end of the season (week 16), no transactions will be allowed from the end of the season until fees are paid.

3.3. The fees will be \$25 per team for a total of \$300.

3.4. Payouts will be as indicated below:

1. Site fees	\$70
2. Division winners \$5 each	\$20
3. 3rd Place	\$20
4. 2nd Place	\$60
5. Champion	\$130
Total:	<hr/> \$300



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4. Participation Requirements

- 4.1. Owners must participate. Participation includes, but is not limited to:
 - 4.1.1. Signing on every week during the season and every two weeks during the off season. I will track this using polls if necessary.
 - 4.1.2. Participate and check in often during the auctions and annual drafts.
 - 4.1.3. Voting on commissioner created polls. All owners are expected to vote on all Polls created by the commissioner within 72 hours.
 - 4.1.4. Responding to trade offers; either to counter, accept or reject. All owners are expected to respond within 72 hours.
 - 4.1.5. When trades are rejected, *please include comment to offering team.*
- 4.2. Conduct: All owners are expected to carry themselves in a professional manner that would not harm other owners or the league in general. Bragging and/or “Trash Talk” is an expected and interesting part of the game, but should be handled in an adult manner. The commissioner will draw the line between comments made in fun and inflammatory comments that could harm the league. Violation of this could result in loss of chat and/or message board privileges.
- 4.3. Language: The use of foul language and/or indecent pictures on the league site will not be allowed. Violation of this could result in loss of message board and chat privileges.

5. Starting Lineup

- 5.1. Each starting line-up will contain 24 players.
 - 5.1.1. QB - 1-2
 - 5.1.2. RB - 3-4
 - 5.1.3. WR - 5-6
 - 5.1.4. TE - 1-2
 - 5.1.5. PK - 1
 - 5.1.6. P - 1 (Punter)
 - 5.1.7. DT - 2
 - 5.1.8. DE - 2
 - 5.1.9. LB - 3
 - 5.1.10. CB - 2
 - 5.1.11. S - 2
- 5.2. Yes, a punter. Just a wrinkle to throw into the mix.

6. Scoring Rules

- 6.1. See league site for scoring rules.
- 6.2. Until site online, reference these rules below. (site will be online in February 2018)
- 6.3. The Punter scoring is still TBD until the site is online.

All Positions - Event	Range	Points
Number of Passing TDs	0-10	4 points each
Passing Yards	-50-999	.05 point for every 1
Pass Interceptions Thrown	0-10	-2 points each
Passing 2 Pointers	0-10	2 points each
Number of Rushing TDs	0-10	6 points each



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Rushing Yards	-50-999	.1 point for every 1
Rush Attempts	0-99	.1 point for every 1
Rushing 2 Pointers	0-10	2 points each
Number of Receiving TDs	0-10	6 points each
Receiving Yards	-50-999	.1 point for every 1
Receptions	0-99	1 point each
Receiving 2 Pointers	0-10	2 points each
Length of Field Goal Made	0-30	3
Length of Field Goal Made	31-59	.1 point for every 1
Length of Field Goal Made	60-99	.15 point for every 1
Number of Field Goals Missed	0-10	-1 point each
Extra Points	0-10	1 point each
Extra Points Missed	0-10	-1 point each
Number of Punt Return TDs	0-10	6 points each
Punt Return Yards	-50-999	.1 point for every 1
Number of Kickoff Return TDs	0-10	6 points each
Kickoff Return Yards	-50-999	.1 point for every 1
Fumbles	0-10	-1 point each
Fumbles Lost (to Opponent)	0-10	-1 point each
Number of Defensive Fumble Recovery TDs	0-10	6 points each
Fumble Recoveries (from Opponent)	0-10	2 points each
Opponent Fumble Recovery Yards	-50-999	.1 point for every 1
Number of Offensive Fumble Recovery TDs	0-10	6 points each
Forced Fumbles	0-10	4 points each
Number of Interception Return TDs	0-10	6 points each
Interceptions Caught	0-10	4 points each
Interception Return Yards	-50-999	.1 point for every 1
Passes Defensed	0-99	1.5 points each
Number of Blocked Field Goal TDs	0-10	6 points each
Blocked Field Goals	0-10	5 points each
Number of Missed Field Goal Return TDs	0-10	6 points each
Number of Blocked Punt TDs	0-10	6 points each
Blocked Punts	0-10	5 points each
Blocked Extra Points	0-10	5 points each
Defensive Assists	0-99	1 point each
Sacked a QB	0-25	4 points each
Sacked a QB Yardage	0-100	.1 point for every 1
Quarterback Hits	0-10	.5 points each
Tackles for a Loss	0-25	2 points each
Safeties	0-10	5 points each
Penalties	1-99	-1 point each
Penalty Yards	1-999	-.1 point for every 1
Passing First Downs	1-50	.1 point for every 2
Rushing First Downs	1-50	.2 point for every 1
Receiving First Downs	1-52	.2 point for every 1

Tackles	Points
QB, RB, WR, TE, PK	2
DT, DE, CB, S	2.5
LB	1.5



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7. League Details

7.1. Structure

7.1.1. Two Conferences

7.1.1.1. American

7.1.1.2. Europe

7.1.2. Four Divisions

7.1.2.1. American – East

7.1.2.2. American – West

7.1.2.3. European – East

7.1.2.4. European – West

7.1.3. Twelve Teams

7.1.3.1. The commissioner will create the twelve franchise names. Any owner can request a name change however it MUST line up with conference and division name.

7.2. Game Schedule

7.2.1. Thirteen Games

7.2.2. Play each team in division twice (4 games)

7.2.3. Play other 9 teams once.

7.2.4. Week 14

7.2.4.1. Wildcard Weekend - wildcard vs. #2 conference seed

7.2.4.2. Consolation seeds #2 vs. #3

7.2.5. Week 15

7.2.5.1. Conference Champion - wildcard game winner vs. #1 seed

7.2.5.2. Consolation seed #1 vs. Week 14 winner

7.2.6. Week 16

7.2.6.1. Top Brew Championship

7.2.6.2. 3rd place game

7.2.6.3. Piss Warm Beer Consolation Champion

8. Rosters

8.1. Roster sizes

8.1.1. Minimum roster size of 42.

8.1.1.1. Your roster must have 42 players at the completion of the initial auction.

8.1.1.2. This limit will be removed after the completion of week 16 of the season.

8.1.1.3. This limit will be turned back on September 1st.

8.1.2. Maximum roster size of 53 (increased during off-season).

8.1.3. Unlimited IR spots. Player must be designated as on IR by MFL site/NFL.

8.1.4. 20 taxi squad spots

8.2. Taxi Squad (TS)

8.2.1. Each team will be allowed 20 players on this squad.



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- 8.2.2. You can only place rookies on this squad.
- 8.2.3. A rookie can be added to the TS only one time by the same franchise unless acquired via trade.
- 8.2.4. Rookies acquired during the season via waivers must be designated to the TS within 48 hours of being acquired.
- 8.2.5. Rookies acquired during the offseason must be designated to the TS before the first game of the regular season.
- 8.2.6. Rookies added to the TS will automatically be given a 3 year contract. So they could theoretically stay on the TS for those three years.
- 8.2.7. Once you promote a player from the TS you have 48 hours to extend their contract. For example, if you extend them during the 2nd year in the NFL their TS contract would be 2 years, you can extend this to 1-5 years however this must be done within 24 hours of their promotion from the TS.
- 8.2.8. If they have been used in the starting lineup for a game and that game has started, then 48 hour period for rules 6.3.4 and 6.3.7 are voided.
- 8.2.9. Players dropped from the TS may have the penalty removed by posting on the league message board.
- 8.2.10. The commissioner will delete these penalties once a week.
- 8.2.11. If a player is dropped from the TS that team may reacquire said player for the current season but they MAY NOT place them on the TS even if they are a rookie.

9. Contracts

- 9.1. Each franchise will have a salary cap of \$130. The cap is a hard cap and may not be exceeded at any time. Each year, the hard cap will raise by 5%.
- 9.2. The minimum player salary in the league will be \$0.50.
- 9.3. The minimum increment for salaries and for bidding will be \$0.10.
- 9.4. A player on injured reserve salary will only count 20% towards the salary cap.
- 9.5. A Taxi Squad player's salary will only count 10% towards the salary cap
- 9.6. Player salaries will be determined by the amount that they are won for in bidding. Rookie Salaries will be determined by pick through the rookie pay scale.
- 9.7. A player contract ends when the contract years have run or when the player is waived, or when the player retires from the NFL.
- 9.8. When a team cuts a player prior to the expiration of his contract, they will incur a penalty based on contract length. See section 15 for those details.
- 9.9. Players who leave the NFL through retirement, career-ending injury (as determined by medical professionals) or death may be cut without penalty. A player who subsequently comes out of retirement will be a free agent. Sometimes the retirement status of a player is disputed. If that happens the commissioner will make the decision. If that decision is disputed it will go before the competition committee and a major it vote will make the final decision.
- 9.10. The "Lynch" rule. If an owner picks up a "retired" player based purely on speculation that he may unretired that owner may not receive relief from that salary. In these situations the commissioner will inform the owner at the time the player is acquired. The commissioner



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will use a public message board to declare a “speculation player” to be ineligible for retirement relief. At that time the owner may drop the player within 5 days.

- 9.11. Player contracts can be any whole number length from 1 to 5 years. Players’ salaries will increase by 10% every year they are on your roster with a contract.
- 9.12. The minimum player contract is for 1 year. When a player is signed, the team owner (GM) will assign the contract years. The total number of years of their contract will be reduced every year during the February league website change to the new year.
- 9.13. Players signed during the season via free agency will be given a default contract of 1 year. If the owner wishes to sign that player to a 2-year to 5-year contract, they may do so within 48 hours by posting a comment on the transaction in MFL, posting in the message boards. If the player is started in a game the contract length cannot be extended.
- 9.14. When a player is traded, the player’s salary and contract length is traded as well. Contract years and salary cap may not be traded.

10. Franchise Tag

- 10.1. To use your Franchise Tag, the player you use it with will increase in salary by whichever is greater:
 - 10.1.1. Becoming the average of the top 10 salaries at the position OR
 - 10.1.2. A 15% increase in the player's current salary
- 10.2. For each year you wish to franchise tag after the initial year the salary will increase as follows:
 - Year 2 - 20%
 - Year 3 - 25%
 - Year 4 - 30%
 - Year 5 - 35%
- 10.3. It will increase by 5% for every year after the initial application of the Franchise Tag.
- 10.4. The Franchise Tag may only be used ONCE per year (BEFORE the NFL's Super Bowl) and DOES NOT roll over to have multiple franchise tags in the following years. It is used on a use it or lose it basis.

11. Rookie Draft and Salary Scale

- 11.1. Rookies will be given a salary based on their pick.
- 11.2. The pay scale for the rookies will increase by 3% each year. This is the 2% less than the salary cap.
- 11.3. The pay scale for Rookie picks for year 2 of the league will be as follows:
 - 1.1 \$4.00
 - 1.2 \$3.80
 - 1.3 \$3.60
 - 1.4 \$3.40
 - 1.5 \$3.20
 - 1.6 \$3.00



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- 1.7 \$2.80
- 1.8 \$2.60
- 1.9 \$2.50
- 1.10 \$2.40
- 1.11 \$2.30
- 1.12 \$2.20
- 2.1-2.8 \$2.00
- 2.9-2.12 \$1.80
- 3.1-3.12 \$1.50
- 4.1-4.12 \$1.20
- 5.1-5.12 \$0.80
- 6.1-6.12 \$0.70
- 7.1-7.12 \$0.60

11.4. The Rookie salary scale will be reviewed by commissioner each season during the playoffs and any revisions he feels are need for the next season will be posted on the message board. If warranted a poll will be created and voted on.

11.5. The draft order for the rookie draft will be set as follows.

11.5.1. Pick 12 = champion

11.5.2. Pick 11 = runner-up

11.5.3. Pick 10 = 3rd

11.5.4. Pick 9 = 4th place

11.5.5. Pick 8 = 2nd lowest playoff seed of wildcard weekend losers

11.5.6. Pick 7 = lowest playoff seed of wildcard weekend losers

11.5.7. Picks 6-1 will be the non-playoff teams when ranked with the following formula with the lowest value getting pick #1. This should hopefully be another measure to combat even subtle tanking.

Total Points + Possible Points * 2 + All-Play Winning Percentage * 1000

12. Initial League Auctions

12.1. Two auctions will be conducted the initial season for the league. Why?

12.1.1. I have participated in similar leagues where the rookies were included in the initial auction. This caused bloated contracts for rookies and it hamstrung teams.

12.1.2. In other leagues a random drawing was done for draft order and a regular rookie draft was conducted. In these leagues you have a random draw giving some teams an advantage.

12.2. What is the solution? If it works within MFL we will conduct two auctions.

12.3. Rookie Auction

12.3.1. If you total the salaries for the year 2 rookie contracts this totals \$123.80. If you divide this by 12 you get \$10.32 per team.

12.3.2. Yes, a team can still overspend on a single rookie but then this carries the additional consequence that other teams can load up on the other rookies.



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12.3.3. A team can also choose to not spend the full amount on rookies and thus goes in to the veteran auction with a larger number.

12.4. Veteran Auction

12.4.1. The salary cap will be extended to the full \$130.00 at the start of this auction.

13. Taxi Squad Claiming

13.1. Any team may claim a player on another's teams Taxi Squad.

13.2. To claim a player the cost will be 2 draft picks and only draft picks from the next draft may be used. It will cost one round higher or a 3rd round pick whichever is higher and one round equal or a 4th round pick whichever is higher.

13.3. For a 1st round pick it will cost you two 1st round picks and a 2nd round pick. In this case you may use picks from next Draft for 2nd 1st round pick.

13.4. Taxi Claims cannot be made during the Playoffs, Auctions or Draft.

13.5. To Claim a Taxi Squad player, you must:

13.5.1. Start a post that the heading includes the team you are claiming the player from and the Players name that you are claiming.

13.5.2. Then a trade offer must be sent including the picks and player being claimed with Taxi Claim included in the comments. (not including Taxi Claim in comments is a forgivable sin).

13.6. If the Team chooses to promote the player, the player will receive a 40% salary increase.

13.7. Once a claim is posted the team that owns the player has 48 hours to respond by either posting that he is promoting the player at a 40% salary increase to active roster, will accept the picks or workout a trade involving that player with the team claiming him. If no posted response, then the commissioner will process a trade. *This means if you Reject the trade and Promote the Player but don't respond to the message board post, the player will be given to the team making the Claim.*

13.8. Any player claimed from a Taxi Squad must be placed on your active roster and can no longer be placed on the Taxi Squad. Claimed Players cannot be extended by the team claiming the player.

13.9. The "Tommy Rule" if you continuously place claims on rookies before they have played to force teams to promote the players. As viewed by the commissioner and/or other teams you will lose your rights to claim players.

14. Free Agent Bidding (In-Season and Off-season)

14.1. In-Season Free Agent Bidding

14.1.1. In-season free agent bidding will begin after the FA auction and conclude after the fantasy championship game in week 16.

14.1.2. In-season free agent bidding will be used to acquire players who are current free agents in the league and have passed waivers if necessary.

14.1.3. Teams will use their salary cap as free agent bidding money so the maximum amount a team can bid on a player is equal to their remaining salary cap.



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- 14.1.4. In-season bidding will be done through a blind bidding process until Wednesday at 8:00 PM CST. After this, free agents will be signed on a first come, first serve basis.
- 14.1.5. Free agents signed during the season will have a contract equal to the amount of the blind bid. FCFS free agents will be assigned a default salary of \$0.50.
- 14.1.6. Free agents signed during the season will be given a default contract of one year. If the team wishes to extend the free agent contract, they must notify a commissioner through comments in a message board post or PM within 48 hours or before their next game, whichever comes first. Free agents signed during the season can have a contract between 1 and 5 years.
- 14.1.7. When a player is dropped in-season after blind bidding ends, but prior to the finish of Monday night games, that player is locked until the following blind bidding session. Players dropped after the conclusion of the Monday night games will be locked until the Wednesday AFTER the next week of games. For example, if Walter Payton is dropped on Tuesday 1/2, Walter will be won during the blind bidding session that will take place on 1/10. This rule serves to prevent a marquee player from being picked up through FCFS waivers without passing through the blind bidding process.

14.2. Offseason Free Agent auction

- 14.2.1. Two offseason free agent auctions are used to sign players who are free agents or who have become free agents after an expiring contract.
- 14.2.2. Offseason free agency auctions will start on the following dates:
 - 14.2.2.1. April 1st or two weeks after the official start of NFL free agency. This allows for some NFL signings to be completed before ours starts. For example, in 2018 NFL free agency starts March 14 at 4:00 p.m. New York time. Our auction would have started March 28 at 4:00 p.m. New York time.
 - 14.2.2.2. July 15th a second free agency auction will start at 4:00 p.m. New York time.
- 14.2.3. Offseason free agency will be conducted on the MFL site in a proxy auction with a 12 hour clock.
- 14.2.4. The starting bid for all players will be \$0.50 and the minimum bidding increment will be \$0.10.
- 14.2.5. Free agents will be given a default contract of one year. If a team wishes to sign an offseason player to a longer contract, they must notify the commissioners before August 15th. Free agents signed in the offseason may be assigned a contract between 1 and 5 years.
- 14.2.6. In order to bid on a free agent, teams must have salary cap space and roster space. After the Free Agent Auction, there will be weekly blind bid waivers that last from 12pm CST Wednesday until 11am CST the following Wednesday.

15. Waiving Process, Cap Penalties & Buyouts

- 15.1. Teams may waive taxi squad players without a penalty. You must make a post so the commissioner may make the adjustment. If you do not make a post, there will be no salary adjustment.



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- 15.2. Teams may waive players at any time after the conclusion of the inaugural auction.
- 15.3. Teams waiving a player under contract shall be assessed a cap penalty of 75% of that player's salary in the current season.
- 15.4. Teams waiving a player with 3 years remaining on their contract shall further be assessed a penalty based on the years remaining on players contract the following season. See chart below:
 - 15.4.1. 5 year contract 50%
 - 15.4.2. 4 year contract 40%
 - 15.4.3. 3 year contract 30%
 - 15.4.4. Example: Ryan Leaf on a \$5.00 contract.
 - 15.4.4.1. Cut on 1 or 2 year contract = \$3.75 hit on current cap
 - 15.4.4.2. Cut on 3 year contract = \$3.75 hit on current + \$1.50 the following year
 - 15.4.4.3. Cut on 4 year contract = \$3.75 hit on current + \$2.00 the following year
 - 15.4.4.4. Cut on 5 year contract = \$3.75 hit on current + \$2.50 the following year
- 15.5. Contract buyout option: A team may elect to waive a player on a contract of 3 or more years on a buyout basis, meaning the team shall pay all annual cap penalties in a single, one-time payment instead of spreading them out over multiple seasons. A team electing to waive a player on a buyout basis must post their intention to do so on the MFL message board at the time the player is waived. Teams should allow a reasonable amount of time for the Commissioner to make the appropriate buyout adjustment to the salary cap penalty. Using the buyout option will save the team approx. 10% of the normal 2 year cap hit.
- 15.6. Salary cap penalties incurred on a buyout basis are as follows:
 - 15.6.1. 3 years remaining 100% cap penalty
 - 15.6.2. 4 years remaining 110% cap penalty
 - 15.6.3. 5 years remaining 120% cap penalty
- 15.7. Any player dropped, traded or otherwise removed from your roster can not be reacquired for a salary lower than it was or for a different number of contract years.
- 15.8. Once playoffs start, **ANY player dropped by ANY team will be locked** and not able to be signed until the free agent auction. Any team maliciously add/dropping players to lock even a partial part of the player pool will receive sanctions from the commissioner.
- 15.9. Teams may waive retired players without incurring any salary cap penalty. See rule 8.9 and 8.10.
- 15.10. If a player passes away, he shall be treated as a retired player from the date of his passing.

16. Injured Reserve

- 16.1. If a player under contract to a team is placed on Injured Reserve (IR), the team shall recoup 75% of that player's salary cap hit for that season only. (Example: If Player A is scheduled to be paid \$16.00 per year and is placed on IR, Player A's team shall recoup \$12.00 to use during the remainder of that season.) If a player is placed on IR designated for return then the team will only have the 75% cap to use while that player is on the IR.



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- 16.2. Recouped salary cap money must be used during the same season and may not be saved or rolled over for use in future seasons.)
- 16.3. If a player under contract to a team is placed on the Physically Unable to Perform (PUP) or Did Not Report (DNR) lists, the team shall incur the full salary cap hit.
- 16.4. Teams are responsible for ensuring cap room remains available to accommodate the salaries of players returning from the IR; teams exceeding the salary cap will subject a team to Commissioner's sanctions.
- 16.5. Only players on the official IR lists released by the NFL shall be eligible to be placed on a team's IR list. The team shall be responsible to remove any player on IR designated for return when the IR designation is removed. If a player is on the IR and an injury buyout is completed by the actual NFL team, the team must decide within 48 hours to remove player from IR or to drop for only the current year cap hit.
- 16.6. There shall be no limit on the number of players on a team's IR list.
- 16.7. Once a player is no longer on the official IR lists released by the NFL, he then shall come off of the franchise IR list. It is each team's duty to track the IR status of their players and inform the Commissioner of all status changes. Teams who fail to inform the Commissioner of these status changes in a timely fashion may be subject to Commissioner's sanctions.
- 16.8. Players who have been placed on a team's IR list may be traded or waived for the normal cap penalties.

17. Trades

- 17.1. Know these rules and trade early and often to make the league more enjoyable.
 - 17.1.1. There is no limit to the number of players a team can trade.
 - 17.1.2. As a trade is approved, the team(s) rosters will automatically be updated and a transaction record will be listed.
 - 17.1.3. There may be times during the season when trades are not allowed, this will be indicated on the league website calendar.
 - 17.1.4. There is NO trading from the start of week 13 games until completion of the league playoffs.
 - 17.1.5. If a trade is one-sided or collusion between owners is suspected, the commissioner reserves the right to put the trade in front of a competition committee of three league members. If by unanimous decision the trade is deemed to be in violation of league conduct penalties could be enforced.
 - 17.1.6. All transactions are final.

18. Standings & Playoffs

- 18.1. **Divisional standings** will be sorted by winning percentage, head-to-head record, divisional winning percentage, all-play record, or finally total Points For (if still tied then by a coin flip).
- 18.2. **Non-division Standings:** When ranked with non-divisional teams it will be by winning percentage, head-to-head (if two teams), conference winning percentage, all-play winning percentage, total points for (or coin flip).



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- 18.3. **Wildcard Spots:** Each conference will have one wildcard team determined by non-divisional rankings listed above in 17.2.
- 18.4. **Wild Card Weekend:** The lesser division winner will face the wildcard team.
- 18.5. **Conference Championships:** The top team from each conference will play the winner from wildcard weekend.
- 18.6. **Top Brew:** The conference champions face-off.
- 18.7. If a playoff game ends in a tie, the tie will be broken by the highest scoring starting player, then the 2nd highest scoring starting player etc.

19. Official Stats

- 19.1. Every week after all NFL games are played and all fantasy scores are calculated, the Elias Sports Bureau reviews all NFL games for the purposes of locating and calculating any necessary corrections to the official team and player statistics compiled during each game. These corrections will be applied to league scores when they are released by Elias and the NFL, which is usually on Wednesday morning.
- 19.2. Owners should be aware that the outcome of a game that was tied or won by a small margin may change after the Elias Sports Bureau's scoring corrections are applied. The BWFL will apply the official scoring corrections without exception, and owners may not appeal the changed scoring, the changed outcome of a game, or request that the official scoring corrections be disregarded.

20. Orphan Teams

- 20.1. An owner may retire from the league in good standing. Retirement must be announced before the conclusion of Week 17 of the NFL season to retire in good standing. Upon announcement of an owner's retirement, a replacement owner will be sought and they will be responsible for the upcoming season's league fee if it has not already been paid by the retiring owner. Once an owner announces their retirement, they may not make any trades for the remainder of the season, whether for players, draft picks or salary cap. A retirement announcement is irrevocable, but an owner who retires in good standing may be considered for reinstatement to the league after an absence of at least one full season.
- 20.2. Aside from retirement, orphan teams can be created through the following circumstances:
 - 20.2.1. Quitting owner: If an owner publicly declares they are quitting the league on the MFL site or chat, the team is immediately classified as an orphan team and the Commissioner will assume control of the team until a replacement owner is found. Public, written "I quit" declarations are permanent and irrevocable; quitting owners are permanently barred from seeking reinstatement to the league.
 - 20.2.2. Abandoning owner: A team is considered abandoned during the season if an owner fails to set a lineup for two consecutive games, and a team is considered abandoned during the offseason if its owner 1.) does not make the rookie draft without setting auto-picks or 2.) doesn't log onto the MFL site for more than 21 days.



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- 20.2.3. Removal of an owner for failure to pay league fees by the annual January 5th deadline.
- 20.2.4. Removal of an owner for cheating or anti-competitive conduct
- 20.2.5. Removal of an owner or multiple owners for collusion between teams
- 20.2.6. Removal of an owner or owners for offering and/or accepting bribes (i.e. real-life money or any other real-life consideration) as an incentive to complete league trades, league transactions or influence league activity of any kind.
- 20.2.7. Removal of an owner for repeated failure to return league emails and trade offers in a timely manner.
- 20.2.8. Removal of an owner for conduct or transactions detrimental to the league.
- 20.2.9. Removal of an owner for failing to maintain a minimum roster of players or a maximum roster of players.
- 20.2.10. Removal of an owner for repeated failure to adhere to league rules or abide by Commissioner or Council rulings.
- 20.2.11. Removal of an owner for repeated failure to communicate with owners, Council members or Commissioner in a mature or respectful manner.
- 20.3. If a team is orphaned during the season, the Commissioner will set that team's roster for the remainder of that season or appoint a Council member to set the orphan team's roster for the remainder of the season. The stated preference is that the Commissioner or Council member setting the orphan team's roster 1. Own a team that playing in the opposite conference to that of the orphan team and 2. Not be scheduled to play that orphan team during the season. In the event the Commissioner or Council member's team does play the orphan team during the season, another Council member shall set the orphan team's lineup for that game.
- 20.4. Payouts won by a team orphaned during a regular season will be put into the following year's pool to be distributed as extra prize winnings.

21. Owner Responsibilities

- 21.1. Preparation is the key to short-term survival and long-term success in a dynasty league. Owners are expected to be prepared for the inaugural and annual rookie draft and to monitor NFL activities throughout the regular season and offseason, including but not limited to up-to-date knowledge of player injuries and which players and coaches have changed teams or retired.
- 21.2. Participation is the lifeblood of this league, even more than rivalries, free agents, statistics or drafts. Maintaining a sense of community and respect among owners is vital to the long-term survival and owners' long-term enjoyment.
- 21.3. In addition to the above, owners are also required to adhere to the following responsibilities on behalf of their teams. An owner who fails to adhere to one or more of these responsibilities will be subject to Commissioner's sanctions:
 - 21.3.1. Owners are responsible for ensuring their team has current Owners are responsible for knowing and following the rules and schedule listed in the BWFL Dynasty rules.
 - 21.3.2. Owners are responsible for responding to emails or private messages from the Commissioner, Council or other owners in a timely manner.



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- 21.3.3. Owners are responsible for taking part in league votes and debates.
- 21.3.4. Owners are responsible for regularly accessing the league's MFL site.
- 21.3.5. Owners are responsible for responding to trade offers in a timely manner WITH COMMENTS.
- 21.3.6. Owners are responsible for participating in all required league functions and scheduled events, whether they occur in the regular season or offseason.
- 21.3.7. Owners are responsible for submitting weekly lineups.
- 21.3.8. Owners are responsible for notifying the Commissioner if they will be away for an excessive period of time so arrangements can be made to set lineups and/or manage the team during that owner's absence.

22. Anti-Competitive Conduct

- 22.1. Anti-competitive conduct is defined as owners or teams engaging in conduct that prevents, reduces or otherwise negatively affects the natural competition and well-being of the league. The following anticompetitive actions are strictly prohibited, and violations of these rules shall subject an owner or owners to Commissioner's sanctions, which may include immediate removal from the league:

- 22.1.1. **Tanking:** Owners are expected to use their best efforts to set their best available lineup every week of competition, even if they are well out of playoff contention. Tanking is defined as failing to submit their best available starting lineup either intentionally or through indifference. It is understood that owners may play hunches on who to start and won't always start the player who scores the most points.

However, an owner who knowingly benches star players or obvious starting players in favor of players who are marginal, clearly injured, benched, suspended or on their bye weeks shall be subject to Commissioner's sanctions for a first offense. A second offense shall result in that owner's immediate removal from the league.

- 22.1.2. **Anti-competitive Trades:** Owners may not make trades that result in worsening their own team in order to stock another team playing a third team they want or need to lose. Owners may not make trades if they do not intend to return to the league for the next season. If an owner does not intend to return to the league, they should announce their retirement publicly and play out the season using their best efforts; the incoming replacement owner should be permitted to inherit an intact team and make their own trades and roster decisions. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade was prohibited on anti-competitive grounds that were not apparent at the time of the trade.
- 22.1.3. **Collusion:** Collusion is defined as two or more owners making arrangements and/or acting in concert to influence the results of league activities such as game outcomes, draft standing or player availability. Any unsportsmanlike conduct coordinated between two or more owners is considered to be collusion, as is teams trading to consolidate better players on one team and/or agreeing to share payouts by acting in concert. Owners engaging in collusion are subject to immediate removal from the league.



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- 22.1.4. **Dumping**: An owner who, without good reason, cuts players from their team who are obviously valuable is subject to Commissioner's sanctions. If an owner continues to dump players after sanctions are imposed, the owner shall be removed from the league. It is understood that teams can and will drop "borderline" players from their rosters, but dropping obvious fantasy starters or large amounts of average players in an attempt to increase draft position, make players available to other by way of collusion or sabotage the integrity of the league shall not be tolerated.
- 22.1.5. **Indifference**: An owner who fails to submit a starting lineup or fails to replace inactive players who are injured, benched, suspended or on their bye week is subject to Commissioner's sanctions for a first offense. An owner who fails to set a starting lineup due to indifference twice in the same season is subject to removal from the league.
- 22.1.6. An owner whose personal conduct is deemed by the Commissioner to be consistently and flagrantly disrespectful to other owners or the league is subject to Commissioner's sanctions. Such conduct includes but is not limited to posting chat or comments containing serious threats of violence, offensive comments regarding race, ethnicity, religion or sexual orientation, or engaging in any kind of persistent harassment or bullying. In general, if an owner would get punched in the face by saying it to the guy sitting on the next bar stool, an owner should probably refrain from saying it here.

23. Do not be THAT Guy

- 23.1. Conduct that is deemed detrimental to the league will not be tolerated. Here is a list of examples.
- 23.1.1. Posts and or emails that are harassing in nature and serve no legitimate purpose other than to cause discord within the league.
- 23.1.2. Vulgarity on the chat or message board will not be tolerated. **Be creative and find a real adjective besides the F-bomb, try a thesaurus even.**
- 23.1.3. Attempts to negatively impact the integrity of the league (i.e. threatening or outright refusal to submit lineups, partaking in bogus trades, disruption of a live draft etc.) will result in an immediate expulsion, without refund, from the league.
- 23.1.4. Any violation of the above could also lead to commissioner sanctions.

24. Commissioner Sanctions

- 24.1. If at any time an owner violates league rules or engages in conduct judged by the Commissioner as detrimental to the league in any way, the Commissioner has both the authority and obligation to act to protect the league and to act in its best interests. The Commissioner may impose sanctions against an owner or team found to have violated league rules or conducted themselves in a manner detrimental to the league. All Co-Commissioner Council members are subject to the same penalties as the rest of the league. It is expected that Commissioner's use of sanctions will be rare, appropriate to the offense, proportionate to its severity, and not undertaken lightly.
- 24.2. Commissioner's sanctions include but are not limited to the following:
- 24.2.1. Public warning
- 24.2.2. Deductions from overall and divisional point totals



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- 24.2.3. Retroactive cancellation of trades, with the possibility of forfeits declared for any games affected by the cancelled trade
 - 24.2.4. Suspension of bidding rights for a specified period
 - 24.2.5. Suspension of trading rights for a specified period
 - 24.2.6. Suspension or benching of players for a specified period
 - 24.2.7. Suspension of chat room privileges for a specified period
 - 24.2.8. Suspension of an owner or co-owners for a specified period, with their team forfeiting all games occurring during the suspension Forced waiving of players
 - 24.2.9. Loss of future draft choices
 - 24.2.10. Loss of annual Franchise Player tag
 - 24.2.11. Removal of an owner or co-owners from the league
 - 24.2.12. Any combination of the above sanctions deemed appropriate by the Commissioner.
- 24.3. The Commissioner may imposed and enforce sanctions at any time, including retroactively, by the Commissioner. The Commissioner may use an owner's past record in considering the length or severity of sanctions.

25. Competition Committee

- 25.1. The league shall be governed by a Commissioner and a Co-Commissioner Council totaling 3 people. The purpose of the council is to disburse commissioner duties and decisions to prevent any league dictatorship issues. All decisions made by the Commissioner and the Co-Commissioner Council require a majority council vote to be enacted.
- 25.2. The two members of the Council will be decided by seeking volunteers. After we have volunteers a league poll will be conducted to select the two council members. The volunteers with the most votes will win.
- 25.3. In the event that a council member is involved in a dispute, the matter will be put to league wide vote.

26. Credits / Acknowledgements

- 26.1. Many of these rules were lifted from two leagues run by other great commissioners. I would like to give credit to Eddy Young of the UK Gridiron league and John Eddy of the FL:AG league.