



---

## LEAGUE BYLAWS

---

1. **NO WHINING.** This rule is simple. There are 40 people in this league with 40 opinions. Chances are you won't always get your way. Go with the flow.
2. **LEAGUE DUES:** League dues are \$130. There will be a \$45 fee added on for other league costs. Other league costs include: Draft Party, Trophy, Hosting Fee, Website Fee, Tailgate, Family Day & Awards Banquet.
3. **PAYOUTS:** Division winners - \$130 (Ending with our regular season - Week 14), Champion - \$2250, Runner Up - \$1000, 3<sup>rd</sup> Place - \$500, High Points -\$210 + 75% of Free Agent Money, ends after week 14, 25% of Free Agent Money is split between each weekly top scorer of weeks 1-14. All free agents cost \$1. Champion of our I Suck Bowl will receive \$150, and runner up will receive \$50.
4. **LEAGUE MAKEUP:** 40 members make up 4 conferences and 8 divisions as follows:
  - a. **BLACK CONFERENCE**
    - i. Drew Brees Division
    - ii. Steve Gleason Division
  - b. **GOLD CONFERENCE**
    - i. Sam Mills Division
    - ii. Rickey Jackson Division
  - c. **WHITE CONFERENCE**
    - i. Deuce McAllister Division
    - ii. Dalton Hilliard Division
  - d. **PLATINUM CONFERENCE**
    - i. Tom Benson Division
    - ii. Willie Roaf Division
5. **CONFERENCE SELECTION:** Members will be placed into conferences at the conference selection meeting by pulling of names. This will mostly likely be done via lottery ball machine or name wheel.
6. **DRAFT ORDER:** This will be determined by the Preseason NFL Team High Points Challenge. Each member will select an NFL team in the order they were pulled for conferences. At the end of the second week of preseason games, teams will choose in the order of highest points to lowest points scored of the NFL teams they selected for their draft position.
7. **THE DRAFT:** The Swaggerette Draft will always be two Saturdays before Labor Day Weekend. Each member must show up to the draft in person to the draft, OR have someone there to draft for them. No one person may draft more than once and no member may draft for another member.
8. **LAST PLACE FINISHER:** The league member who comes out last place will have a choice between 4 consequences (ends week 14):
  - a. **1<sup>st</sup> choice** - Pay \$300 to a charity of your choice
  - b. **2<sup>nd</sup> choice** - Run a local, public 5k. For every minute it takes to complete it over 25 mins, you must donate \$10 (per minute, rounded up to next highest minute)
  - c. **3<sup>rd</sup> choice** - "Bar B\*tch"! Loser must serve drinks to all Swaggerette drafts (except their own) in a maid's outfit at the following year's draft.

9. **ROSTERS:** All rosters will be made up of 17 players. There are no roster maximums but there are roster minimums. All teams must draft and keep a minimum of the following positions:
  - a. Quarterback – minimum of 1, maximum of 9
  - b. Running back – minimum of 2, maximum of 10
  - c. Wide receiver – minimum of 3, maximum of 11
  - d. Tight end – minimum of 1, maximum of 9
  - e. Kicker – minimum of 1, maximum of 9
  - f. Defense – minimum of 1, maximum of 9
  
10. **LINEUPS:** Starting Lineups will consist of the following: 1 QB, 2 RBs, 3 WRs, 1 TE, 1 K, 1 DEF/SP, 1 FLEX (RB, WR or TE).
  
11. **IN-SEASON FINES:** During the season there will be fines for not setting your lineup. If an injured player is announced out during the week (not a game time decision) is started, a fine of \$5 will be assessed to the team. Deadline for game time decision fine is midnight the day of the player's game that week. If a player on bye is started a fine of \$20 will be assessed to the team. This money will be used in the same manner as waiver money. Fines do not apply to teams in the non-playoff competition once playoffs start.
  
12. **TRADES:** The trade deadline is the completion of week 14 games (regular season). After that no more trades are allowed. Any team may trade regardless of playoff chances because of the ability to win weekly high points. All trades cost \$1 per player acquired. All trades will be sent to a committee of 4 individuals (anonymous) by the commissioner. When sending the trades, the commissioner will not include team names, only which players are being traded by each side. Each committee votes on whether the trade should pass and all tie breakers are made by the commissioner.
  
13. **WAIVERS:** Waivers are a tumbler waiver, meaning if you pick someone up, you are moved to the back. Also, all free agent pickups cost \$1. This money will be dispersed in the manner described above. Week 1 waiver order is set in reverse order of the draft. Waivers will run at 10:59 CST on Wednesday. After the waiver is completed, teams will be able to acquire free agents via a "free for all" system that will last until the final week's game kicks off.
  
14. **SCHEDULE:** Season schedule will be randomly generated by the host website. Each person will play their conference members once, and their division members twice plus one bonus game randomly selected by RT sports. Playoffs will start in week 15.
  
15. **PLAYOFFS:** Each division winner (by record), will automatically receive a playoff bid. Tie breaker for division champ is total points and then by head-to-head record. After the division winners, there are 2 wildcards per conference. Those wildcards can both be from the same division or one in each division. This is determined by overall record, then by total points, then by head-to-head record. 4 teams from each conference will make the playoffs, for a total of 16 teams. Teams will be seeded 1 – 16 with the top 8 seeds being division winners, then the remaining 8 being wildcards. Those seeds are determined by record, then total points, then head-to-head record if needed. **IMPORTANT:** Just like the NFL, each week the bracket will be reseeded with the lowest remaining seed playing the highest remaining seed and so on. If seed 1 wins and seed 2 loses to seed 15, seed 1 would then play seed 15.  
  
The I Suck Bowl will be seeded by week 12 final power ranking. Tie breaker will be points then record. Whoever the highest power ranked team that did not make the Swagger playoffs is, they will be matched against the lowest. Second highest vs. second lowest and so on. Just like swagger playoffs, the highest seed will be re-matched against the lowest remaining. In week 18, all 3 remaining teams will be matched against one another, and points will determine the winners.
  
16. **PLAYOFF TIES:** If a playoff game ends in a tie, the tie breaker is as follows:
  - a. 1<sup>st</sup> tie breaker – best possible starting line-up score
  - b. 2<sup>nd</sup> tie breaker – total score of your team that week (starters & bench combined)
  - c. 3<sup>rd</sup> tie breaker – highest week 12 power ranking
  - d. 4<sup>th</sup> tie breaker – coin toss (best 3 out of 5)

17. SCORING: The following is our scoring system.

- a. RUSHING (All positions)
  - i. Rushing TD – 6.00 pts per TD
  - ii. Rushing 2-point conversion – 2.00 pts per conversion
  - iii. Rushing yards – 0.10 pts per yard
  - iv. Rushing Bonuses
    - 1. 2 points for 100 – 199 rushing yards
    - 2. 4 points for 200 – 299 rushing yards
    - 3. 3 points for 40+ yard TD rush
  
- b. PASSING (All positions)
  - i. Passing TD – 6.00 pts per TD
  - ii. Passing 2-point conversion – 2.00 pts per conversion
  - iii. Passing yards – 0.05 pts per yard
  - iv. Passing Bonuses
    - 1. 2 points for 300 – 399 passing yards
    - 2. 4 points for 400 – 499 passing yards
    - 3. 3 points for 40+ yard TD pass
  
- c. RECEIVING (All positions)
  - i. Receiving TD – 6.00 pts per TD
  - ii. Receiving 2-point conversion – 2.00 pts per conversion
  - iii. Receiving yards – 0.10 pts per yard
  - iv. Receptions – 1.00 pts per reception
  - v. Receiving Bonuses
    - 1. 2 points for 100 – 199 receiving yards
    - 2. 4 points for 200 – 299 receiving yards
    - 3. 3 points for 40+ yard TD reception
  
- d. ALL OFFENSE
  - i. Fumbles Lost - -2.00 pts
  - ii. Interceptions Thrown - -2.00 pts
  
- e. KICKERS
  - i. Made FG – 3 pts
    - 1. 0.10 pts bonus for every 1-yard FG made over 30 yards
  - ii. Missed FG - -2 pts
  - iii. Made PAT – 1 pts
  - iv. Missed PAT – -2 pts
  
- f. DEFENSE & SPECIAL TEAMS
  - i. Fumble Return TD – 6.00 pts
  - ii. Interception Return TD – 6.00 pts
  - iii. Safety – 6.00 pts
  - iv. D/ST Points Allowed
    - 1. 0 pts allowed – 16.00 pts
    - 2. 1 to 6 pts allowed – 13.00 pts
    - 3. 7 to 13 pts allowed – 10.00 pts
    - 4. 14 to 17 pts allowed – 8.00 pts
    - 5. 18 to 21 pts allowed – 6.00 pts
    - 6. 22 to 27 pts allowed – 4.00 pts
    - 7. 28 to 34 pts allowed – 2.00 pts
    - 8. 35 to 45 pts allowed - 0.00 pts
    - 9. 46 to 100 pts allowed - -2 pts

v. D/ST Yards Allowed

1. 0 to 99 yards allowed - 13 pts
2. 100 to 199 yards allowed - 11 pts
3. 200 to 299 yards allowed - 7 pts
4. 300 to 349 yards allowed - 3 pts
5. 350 to 399 yards allowed 1 pt
6. 400 to 449 yards allowed - 0 pts
7. 450 to 499 yards allowed - -2 pts
8. 500 to 549 yards allowed - -3 pts
9. 550 to 999 yards allowed - -4 pts

- vi. Sacks - 1.25 pts per sack
- vii. Forced Fumbles - 0.50 points for each fumble forced
- viii. Fumble Recovered - 1.50 pts for each fumble recovered
- ix. Interception - 2.00 pts per interception
- x. Blocked FG - 3.00 pts for each blocked FG
- xi. Blocked XP - 3.00 pts for each blocked XP
- xii. Blocked Punts - 3.00 pts for each blocked punt
- xiii. Kickoff return TD - 6.00 pts for each kickoff return TD
- xiv. Punt return TD - 6.00 pts for each punt return TD
- xv. XP Return - 2.00 pts for each XP return

18. OTHER NOTES: Thank you for choosing to play in our league. I hope you enjoy it. Respect other members and the league and you will be fine. Here are a few final rules:

- a. The commissioner has the right to remove anyone at any time.
- b. These bylaws take prevalence over host site rules. If there is a contradiction, please bring to the attention of the commissioner.
- c. If you win the league and take the trophy and/or check to your house, you are responsible for them. If damaged, you will be required to pay to replace them.
- d. League newsletter may go out every week. You are not required to view the newsletter. If you think you will be offended, then it is in your control to view or not view the newsletter. You have been warned!

19. COVID-19 CONTINGENCIES: As discussed back at the Swagger 2020 Summer Meeting on 8/2/20, we have another season that is full of unknowns. Something will happen that we have not planned for. Please adapt and roll with the changes. I can assure that we went over scenarios and tried to keep the league as fair as possible considering the unknowns. Remember this before you complain about a rule that happens to not be in your favor. Here are new rules for the 2021 coronavirus season:

- a. If the NFL season is cancelled during the fantasy regular season, no money will be awarded and folks will receive their money back, minus league expenses to that point.
- b. If the NFL season is cancelled during the fantasy playoffs, money will be paid to highest remaining seeds. See #15 Playoffs for more information on seeding.
- c. If Four (4) or more NFL teams (not including bye week teams) during the fantasy regular season have their game cancelled, even if the game is scheduled to be made up later in the season, the entire week's points & stats are null and voided for the whole league.
- d. If Four (4) or more NFL teams (not including bye week teams) during the fantasy playoffs have their game cancelled, even if the game is schedule to be made up later in the season, the playoffs instantly end and payouts are awarded to winners based upon highest remaining seedings.