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# OFFICIAL LEAGUE RULES

Last Updated: Tuesday, October 11, 2022

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## RECENT CHANGES (highlighted in yellow)

- A rule clarification was added to further explain how pre-announced replacements are designed to work.
- The injury replacement swap-back clause has been removed. Moving forward, if an owner requests an injury replacement, the replacement can't later be swapped back for the injured player.

## SECTION 1: OFFSEASON

### Rule A: Offseason Start/End Dates

**NOTE:** In past seasons, offseason trades ran from early March (date varied based on when RT sports archived the previous season) until June 30, then closed so teams could pick their keepers, then re-opened just before the draft and remained open until mid-season. This occasionally caused some confusion, so to simplify things, this rule is being amended for future seasons.

1. The offseason will open on **June 1 at 7 p.m.** every year.
2. Once the offseason is open, it will not close until the mid-season trade deadline (see "Transactions").
3. Unlike previous years, the offseason will remain open through the keeper selection period instead of closing for a short window so owners can choose their keepers. This allows owners the flexibility of making last-minute trades as the keeper deadline approaches.

### Rule B: Keeper Rules

1. Because the Weekend Fantasy Football League (WFFL) is a semi-dynasty league (meaning owners may hold some, but not all, of their team's players for multiple seasons), each year teams are given 6 keeper slots so they can keep up to 6 players from the previous year.
2. There are currently no limits on how many players can be kept at a position. An owner may theoretically keep 6 RBs or 6 WRs if they so choose.
3. The keeper selection deadline will typically be the first or second Sunday in July. This deadline is tentative. Teams will not be penalized for going past the deadline by a day or two. It simply exists to keep things moving in a timely manner so owners will have time to strategize before the draft (normally held at least two weeks after all keeper players have been announced).
4. Owners may not carry over the same player more than twice (unless the exceptions in #5 or #6 apply).

**EXAMPLE:** If I used a keeper slot for LaDainian Tomlinson in July 2010 and July 2011, I probably can't use a keeper slot on him again in July 2012 (with the exceptions listed below).

5. If a player was acquired in an offseason trade, the first year they're kept doesn't count against the two-carryover rule (provided the player wasn't on the team's roster coming into the offseason).

**EXAMPLE:** Going back to the example in #3, if LT wasn't on my team at the end of the 2009 season (Feb 2010) and I got him during the offseason (June 2010), I can carry him over three times (July 2010, July 2011, and July 2012). This rule is to prevent teams from losing a year of eligibility due to an offseason trade. However, if LT was on my team at the end of the 2009 season (Feb 2010) and I trade him in June 2010 and get him back in July 2010, if I use a keeper on him, this does count against the two-hold rule. In other words, I can't trade a player away during the offseason and get them right back during the same offseason to reset their keeper years.

6. Teams may designate a single player as a franchise player using a franchise tag (see "Franchise Tag").

### Rule C: Franchise Tag

1. Unlike regular keepers who can only be carried over twice, a franchise tag can be assigned to a player to hold that player beyond the two-carryover limit.
2. The tag will be assigned to the player during the keeper selection process (i.e. teams may hold six players, and of those six, one player will be designated as the franchise player).

3. A different player can be chosen each year, or the same player can be chosen over and over in perpetuity.
4. If you remove a franchise tag from a player, any previous holds while the player was a franchise player will count against the two-hold limit.

**EXAMPLE #1:** Let's say I put a franchise tag on Justin Tucker (LOL) in July 2022. In July 2023, I decide to remove the tag from Tucker but still carry him over. Since I held Tucker twice, I cannot carry him over again in July 2024 unless I make him the franchise player again.

**EXAMPLE #2:** Let's say I put a franchise tag on Drew Brees and have held him for the past 5 years. Once I remove the franchise tag from him (during the offseason), I can no longer carry him over since I'd be past the two-carryover limit on a player who's no longer a franchise player. (In other words, the franchise tag isn't a "reset button" to reset a player's keeper years.)

## Rule D: Offseason Trades

1. Owners may conduct trades throughout the offseason (including before, during, and after the keeper selection period; before, during, and after the draft; and during the NFL preseason).
2. Owners may trade players, draft picks, and keeper slots for another team's players, draft picks, and keeper slots. (Note that only draft picks for the upcoming year may be traded. Also, keeper slots may only be traded in the offseason since keeper slots only exist in the offseason. Franchise tags are not tradeable.)
3. While the exact value of a keeper slot will vary from owner to owner, the lowest reasonable draft pick value for a single keeper slot is a third round draft pick.

**EXAMPLE:** A team can't trade a keeper slot straight up for a 6th round pick or two keepers for a 1st & 7th round pick, etc. Something else of value must be added to the trade to make it more reasonably even.

## SECTION 2: DRAFT

### Rule A: Draft Date

1. Sometime in July or August, a draft will be held to pick up players in fantasy free agency and to fill up remaining roster spots. We always try to hold the draft on a date to accommodate as many owners as possible.
2. Owners who cannot (or decide not to) attend the draft may either announce their picks to the commissioner (via phone, text, or social media), use the software's auto-draft option, or appoint a team representative to make draft decisions and/or selections in their place. (Note that the representative cannot be a current owner and has only the authority expressly given by the team owner. They may not trade players, exchange draft picks, or engage in any other actions not pre-announced to the commissioner by the owner.)

### Rule B: Draft Rules

1. The draft order will be determined by reverse order of the standings (with the team with the worst record going first and so on) in a standard (non-serpentine) format.
2. During the draft, owners will pick available players from the NFL to play on their fantasy team. No NFL player may be drafted twice.
3. If an owner does not submit his/her pick in the allotted time (usually 2 minutes), the commissioner may grant an extension, or allow the software to auto select a player for their team, depending on each owner's circumstances.
  - a. In the first few rounds, the commissioner tends to pause the draft and make every reasonable effort to contact the owner to determine if they've encountered a technical delay or late arriving to the draft room.
  - b. As the draft progresses, the commissioner will tend to lean towards allowing the software to auto select a player for the owner.

- c. After 2-3 straight rounds of unresponsiveness (or at the owner's request), the commissioner will likely switch the inactive participant to auto draft to speed things up (which the owner can deactivate upon returning to the draft room).
4. Teams who have more draft picks than allotted roster slots will forfeit their final picks (any picks after their roster is full) unless they wish to trade them. Teams who do not have enough draft picks to create a full roster must wait until the start of the add/drop period to pick up their remaining players.

### Rule C: Post Draft Activity

1. After the draft, free agency will open up at 11 p.m. the same day.
2. Also shortly after the draft, the season schedule will be randomly generated. This is done by the commissioner clicking a "Generate Schedule" in the admin section of the software that randomizes the schedule. (Owners are welcome to ask to watch the process if they wish so they can be sure the process is truly random.)

## SECTION 3: WEEKLY GAMES

### Rule A: Setting Lineups

1. Each week, teams will face off against each other in a head-to-head matchup. Each team will start 1 QB, any combination of 6 RBs/WRs/TEs (minimum of one from each position), 1 K, and 1 D/ST (for a total of 9 starters).
2. Players in a team's starting lineup can be changed in and out until a specific player's game has begun.

**EXAMPLE:** Let's say you have two WRs involved in a Monday night game. One is questionable, but you'd rather play him if he were healthy. Instead of being locked into making a decision before Sun at 1 PM, you may make the decision just before game time.

3. If an owner does not have access to a computer and wishes to make a change to their roster before a player's game has started, they may send changes (via phone, text, or Facebook) to the commissioner.

**NOTE:** The commissioner will make the necessary changes to the roster as quickly as possible but is allowed to post the changes after kickoff, provided it is within a reasonable time frame. This is so that if a player calls the commissioner at 12:58 p.m. with a roster change, the commish has time to get to a computer and enter the change.

### Rule B: Fantasy Scoring

1. Fantasy points are based on each NFL player's stats for that week (see scoring system). The team with the most total points will be declared the winner for that week, and the other team, the loser. If the teams have the same number of points, it will be declared a tie (unless it is a playoff game; see "Playoffs").
2. During the regular season, each team will play all other teams in the league twice. At the end of the 14-week season, four teams will advance to the playoffs (see "Playoffs").
3. If a player is injured or does not play, he may or may not be eligible for replacement depending on the circumstances (see "Replacements").

### Rule C: Replacements

1. If a team owner has a player who is questionable or doubtful, the owner can optionally pre-announce a designated replacement for that player in case they don't play.
  - a. If the questionable or doubtful player does not play, or if he attempts to play but does not reach halftime (whether due to the same injury or a completely different one), the pre-selected player will be automatically inserted with no option to insert the highest-ranked backup or a player whose game has not started yet.
  - b. If the pre-selected player is injured, they may be replaced based on the normal rules for replacing an injured player.

- c. Owners may not pre-announce replacements for players who are healthy, probable, or out (due to injury, bye, etc.).
- d. Owners may not pre-announce more than one replacement for the same questionable/doubtful player.

**EXAMPLE:** I have Nathan Peterman in my starting lineup, but he's listed as questionable. I can say, "I want to use Aaron Rodgers as my pre-selected backup if Peterman doesn't play. But I can't say, "I want to go with Rodgers first, Mahomes second, and Winston third if Peterman doesn't play." I can only name one pre-selected replacement for a single player.

2. Rules for byes, injuries, suspensions, retired players, players with family emergencies or religious exemption, back-ups, non-participating players, free agents, ejections, benchings, etc. are listed in the table below.

**3. [VOIDED AS OF 10/11/22]**

If a team requests an injury replacement and then the replacement does not score as many points as the originally injured player, an owner may request that the replacement be reversed.

**EXAMPLE:** if I have a player (Arian Foster) who is injured in the first quarter (and scores 12 points) and I put Reggie Wayne (who hasn't played yet) in his place, but Wayne only scores 3 points, I can go back and say, "I don't need Wayne to replace Foster after all since Foster outscored him" and request Foster be put back into the lineup.) The reason for this is that when you request a replacement, you reasonably assume that the replacement will outscore the injured player. But if he doesn't, you shouldn't be obligated to keep him since he wasn't the player you originally intended to play in the first place.

If this is your situation...	Here's what you can/can't do...
There's a player in my lineup who got injured during the game.	<ul style="list-style-type: none"> <li>• If the player got injured before halftime and didn't return, you can replace them<sup>1</sup> with the highest-ranked backup<sup>2</sup> or any player whose game hasn't started yet<sup>3</sup> (except in the case of pre-announcements).</li> <li>• If the player got injured after halftime (or got injured before halftime but came back into the game later), you're out of luck.</li> </ul>
There's a player in my lineup who didn't play at all because of an injury.	<ul style="list-style-type: none"> <li>• If the player was listed as questionable, probable, or not on the injury report before the game<sup>4</sup>, you can replace them<sup>1</sup> with the highest-ranked backup<sup>2</sup> or any player whose game hasn't started yet<sup>3</sup> (except in the case of pre-announcements).</li> <li>• If the player was listed as doubtful or out coming into the game, you can still replace them<sup>1</sup> with any player whose game hasn't started yet, but not with the highest-ranked backup.<sup>2</sup></li> </ul>
I left a player in my lineup who's on a bye or not playing due to suspension, family emergency, sudden retirement, religious exemption, player holdout, forfeited game, star player benched (pre-game) near the end of the NFL season to protect them from injury heading into the NFL playoffs etc.	<ul style="list-style-type: none"> <li>• If the player was on a bye or otherwise declared out more than 24 hours before the start of Sunday's games, you can still replace them<sup>1</sup> with any player whose game hasn't started yet, but not with the highest-ranked backup.<sup>2</sup></li> <li>• If the player was declared out less than 24 hours before the start of Sunday's games<sup>4</sup>, you can replace them<sup>1</sup> with the highest-ranked backup<sup>2</sup> or any player whose game hasn't started yet.<sup>3</sup></li> </ul>
My player was active for the game but didn't play (or played less than a full game) because he was benched, ejected, or on the field but didn't participate.	You're out of luck. Occasionally a banged-up player will even be listed as active and try to play but only be used as an on-the-field decoy. But if he's active and was on the field for a half, it counts as him having played. And obviously if the player's game was cut short due to poor performance or getting ejected, you're out of luck. (Note that the amount of time a player has to be "on the field" varies depending on the player's status. A backup or third-string player would be treated differently than a stud player who would normally be on the field every play.)

**FOOTNOTES:**

1. All replacements are "by request" (except when a replacement is pre-announced in which case it's automatic, see "Replacements"). This means if an owner does not request a replacement, one will not be automatically rewarded. That's because replacements are done manually. All requests must be submitted before the deadline. For players whose games were played before Monday night (Thursday-Sunday), the replacement deadline is the kickoff of the last Monday night football game for the week. For players whose games were played Monday night, the deadline is Tuesday at 12 noon (EST). Since an entire defense/special teams unit can't be injured, they are not eligible for injury replacement (even if key players on the defense/special teams are injured).
2. By "highest ranked backup", we mean the highest-scoring eligible player on your bench coming into the week. If the highest-ranked player was on a bye, injured before the game, on suspension, etc., the next highest player will be used (unless the highest-ranked player was injured before halftime and the owner wishes to take their points anyway). If two or more players are tied as the highest-ranked backup, the owner may choose which of the highest-ranked players to use. For week 1, the previous season's totals will be used for ranking purposes.
3. If you're going with a player whose game hasn't started yet, you can either name a specific replacement or simply have the commissioner remove the injured player from your lineup so you can choose your own replacement. Owners may change the replacement at will (like any other player in your starting lineup) until the replacement's game has started.
4. Owners will be given the benefit of the doubt if a player was questionable or better within 24 hours of the game's kickoff (i.e. owners won't be penalized for last-minute downgrades to a player's injury status). Also, since different websites sometimes have different injury status listings, owners will be given the benefit of the doubt if player is listed as questionable or better according to ANY of the following major sites: RT Sports (league software), NFL.com, ESPN.com, or CBSSports.com.

## SECTION 4: TRANSACTIONS

This section discusses rules related to in-season adds, drops, trades, and waiver wire moves.

### Rule A: Adds/Drops/Trades

1. Owners may add, drop, or trade players and draft picks from the start of the offseason (June 1) until the mid-season transaction deadline (usually the start of Sunday's games following Thanksgiving). During this time, owners trade players and draft picks for another team's players and draft picks. Only draft picks for the upcoming year may be traded.
2. If an owner accidentally drops a player from their team and cannot fix it due to a software lockout (e.g. games have started, pre-waiver period, etc.), the owner has 15 minutes to make a request to the commissioner (via phone, text, message board, or Facebook) asking for the drop to be reversed. Here are some additional details of the rule to clarify when and how it can be used:
  - a. Owners will only be given 15 minutes to submit a request. The short time period is designed to draw a distinction between a legitimate accidental drop and an owner having "buyer's remorse" over an intentionally dropped player.
  - b. The rule does not apply to accidental trades, accidental starting lineup changes, situations where the owner can fix the mistake themselves, etc. It is designed specifically and only for accidental player drops that can't be automatically undone due to a software lockout.
3. Under the league's Fair Trade Policy, all player transactions must have the approval of the commissioner. Transactions involving the commissioner must be approved by the League Office (see League Policies).
  - a. This is to prevent owners from forming alliances (or one team giving another team an unfair advantage over an opponent) or engaging in an act of surrender (or owners giving up and essentially giving away players and getting nothing of value in return). It is also to prevent an owner from making an unreasonably unfair trade with another owner.
  - b. The commissioner (or League Office) may **not** reject a trade based on his interpretation of whether the trade is perfectly even, as owners have the right to try to gain an advantage for their teams in a trade. However, a trade may be rejected if the trade takes blatant advantage of an owner, the trade was made under duress or by the use of coercion, or the trade was made with the intent of forming an alliance, or as an act of surrender by an owner.
  - c. Owners whose teams are designated as inactive may not engage in trades until the inactive status has been removed (see Section 6, Rule C, "Owner Non-Participation / Inactive Teams")
  - d. If owners involved in a trade disagree with a trade overturned by the commissioner, League Office, they may appeal the decision (see "Appeals").

- e. The trade deadline each week will be Saturday at 11:59 p.m. This gives time for owners to adjust their lineups following a trade, time for trades to be approved or vetoed, and time for an appeal if the owners involved in the trade disagree with a trade veto.

### **Rule B: Waiver Wire**

1. A waiver wire (a type of mini-draft) is used to determine what free agents will be allowed to be picked up by teams following the Monday night game.
2. Each owner who wants to acquire available free agents will post a list of players they are interested in (ranked by preference) to the league software.
  - a. When the waiver runs (Wednesday between 7 p.m. and 11 p.m.), players are placed on teams based on reverse order of the standings (tiebreakers apply).
  - b. If at the end of Week 1's games, two or more teams are tied, the playoff tiebreaker method will be used to determine the correct waiver wire order if possible.
  - c. If the league software prevents the waiver wire order from being changed, the waiver wire will run in the order established by the software using their tiebreaker rules.
3. At 11 p.m. the normal add/drop player option becomes available, and teams may proceed to acquire players on a first-come, first-serve basis.

**EXAMPLE:** In 2012, Joey and Calvin tied Week 1, while Dave and Damien both won their games and scored 153 points. Last year, since no rule was in place, a coin toss decided the waiver wire order for both ties. This year, ties are broken using playoff tiebreaker rules. (The team who has an individual player with the highest score will be considered the team with the better record for waiver wire purposes. If both teams are still tied, the second highest score will be used. This tiebreaking procedure will be repeated until the tie is broken.)

## **SECTION 5: PLAYOFFS**

### **Rule A: Playoff Weeks**

1. The playoffs will begin week 15 of the NFL regular season.
2. The semifinals will be played week 15 and the fantasy bowl will be played week 16.
3. Week 17 (and beyond) have been excluded as a factor in league competition, since many NFL teams tend to rest their starting players in the final weeks of the NFL regular season.)

### **Rule B: Playoff Seeding**

1. The top four teams, the four teams with the best overall record, will advance to the playoffs using the NFL's seeding format.
2. In the first week of the playoffs (the semifinals), the #1 seed will play the #4 seed, and the #2 seed will play the #3 seed. The winners of the semifinals will face off in the Fantasy Bowl the following week.
3. If "consolation games" are played during playoff competition, the result of the games will have no effect on league standings. For example, if Team A is ranked higher than Team B coming into a consolation game, and Team B wins the game, the standings will not be affected. All consolation games are considered unofficial.

### **Rule C: Tiebreakers (Seeding & In-Game Ties)**

1. If there is a tie for any playoff spots, the following tiebreaking method will be used (ties are automatically broken by the league software using the method below):
  - a. head-to-head percentage among all tied teams (all teams are ranked and any remaining ties move on to the next tiebreaker)
  - b. total points (all teams are ranked and any remaining ties move on to the next tiebreaker)
  - c. total head-to-head points (all teams are ranked and any remaining ties move on to the next tiebreaker)
  - d. highest weekly score, then second-highest weekly score, etc. (This final tiebreaker must be calculated manually since the software won't do it. The league software will be overridden if necessary to enforce this tiebreaker.)

**EXAMPLE:** Let's say there are five teams tied at 7-5: Alpha, Bravo, Charlie, Delta, and Echo.

- Alpha is 3-2 (.600) in H2H and has 1000 pts.
- Bravo is 2-2 (.500) in H2H and has 950 pts (w/ 220 H2H pts. vs Echo)
- Charlie is 1-3 (.250) in H2H and has 1100 pts.
- Delta is 0-0 (.500) in H2H and has 875 pts.
- Echo is 1-1 (.500) in H2H and has 950 pts. (w/ 190 H2H pts. vs Bravo)

Alpha (.600) would be 1st, Bravo/Delta/Echo (.500) would be tied for 2nd, and Charlie (.250) would be 5th. The three remaining tied teams would move to the points tiebreaker, where Bravo/Echo (950 pts) would again be tied for 2nd while Delta (875 pts) would be locked into 4th. The two remaining tied teams would move to the H2H points tiebreaker, where Bravo (220 H2H pts) would be 2nd and Echo (190 H2H pts) would be 3rd.

2. If a playoff game ends in a tie, the team who has an individual player with the highest score will be declared the winner. If both teams are still tied, the second highest score will be used. This tiebreaking procedure will be repeated until a winner is determined. (This must be calculated manually since the software won't do it. The league software will be overridden if necessary to enforce this tiebreaker.)

## SECTION 6: OTHER LEAGUE POLICIES

### Rule A: Rule Precedence

1. Regarding the rules of the game, the official rules take precedence over rules enforced by the league software, and league software rules take precedence over "house rules".
2. This document posted on the league site serves as the official rules of the game.
3. The league software rules are rules enforced by the software not covered here (e.g. the exact scoring system, roster constraints, etc.)
4. "House rules" are non-official, but commonly accepted rules within the league (e.g. if two owners do a trade involving an injured player where neither side knew ahead of time that the player was injured, or knew but didn't realize the extent of the injury, it's typically considered good sportsmanship to offer to reverse the trade).

### Rule B: Rule Change Constraints

1. Neither the commissioner nor the League Office has the authority to override official rules during game play. This is to prevent any unfairness to any team. (Note that this doesn't apply to rules changes in between weeks, only while games are actively being played).
2. If extenuating circumstances exist, a majority vote of all owners may override any standing league rule via the appeals process (see Appeals). The only rule not subject to appeal or override by a majority vote is a league suspension for unsportsmanlike conduct (such as cheating which requires a unanimous vote to overturn).
3. Generally, the commissioner holds the right to make all decisions regarding league policy.
  - a. At times, the commissioner may introduce new rules as new situations come up. These changes will be kept to a minimum during the season to avoid disrupting game play.
  - b. The commissioner may also elect to have the members of the League Office vote on a policy issue, particularly during the season or in all cases in which the rule directly affects the commissioner's team (such as a trade involving the commissioner's team and another team).
  - c. Owners may propose new rules to be voted on by a majority of all the owners. If a vote ends in a tie, the original rule will be upheld. If there is no prior rule in place, the tie will be broken by the League Office.
  - d. When a vote ends in a tie, it may automatically come up for a revote the following season at the commissioner's discretion.

### Rule C: Owner Non-Participation / Inactive Teams

1. In order to keep the league a high-quality and competitive league, we ask that all owners put forth at least a minimum level of effort. This means, at the very least, logging into the system on a regular basis and ensuring your starting lineup is free from injuries and bye week players.
2. A team may be declared inactive under the following conditions:
  - a. An owner has not logged into the site for at least three weeks.
  - b. An owner's team has a starting lineup containing bye week players or players listed as doubtful/out heading into the game at least two times within a three-week period.
3. The commissioner maintains the right to waive this rule on a case-by-case basis if there are extenuating circumstances.
4. Inactive teams are subject to the following restrictions.
  - a. Owners of an inactive team may not engage in trades until they have set a valid lineup two consecutive weeks after being declared inactive. This is consistent with the league's desire to ensure that all trades are done by owners who are both trying to benefit their own teams (see Section 4, Rule A3, "Fair Trade Policy").
  - b. An owner will lose trade privileges for the remainder of the season if:
    - i. An owner has not logged into the system for at least five weeks.
    - ii. An owner's team has a starting lineup containing bye week players or players listed as doubtful/out heading into the game at least four times within a six-week period.
    - iii. An owner's team is designated as inactive twice in the same season.
    - iv. An owner's team is declared inactive less than one month after performing a trade with another team.
5. Any owner whose team is declared inactive in two consecutive seasons may be subject to being replaced by a new owner at the discretion of the commissioner.

#### **Rule D: Unsportsmanlike Conduct**

1. There will be a no-tolerance policy in place concerning cheating, tampering with another team's roster, or any similar forms of unsportsmanlike conduct.
2. Any team found guilty of such will be automatically suspended from the playoffs for the next two years and may be subject to additional punishment (or even expulsion from the league) at the discretion of the commissioner.
3. Suspension from the playoffs will not be subject to appeal (except by unanimous vote of the league owners), but any additional punishment will be subject to appeal.

#### **Rule E: League Office**

1. The League Office is a three-person body granted limited authority by the commissioner over league policies and trade approvals.
2. The office consists of Joseph Hughes, David Gillenwater, and Calvin Hughes for the current fantasy football season. (In the case of a ruling directly involving both the commissioner and a member of the League Office, Holden Lane, a League Office alternate, will be substituted in to render a decision.)
3. Starting in 2014, elections are temporarily suspended since there has been no change in the league office for several years.
4. Should any owner wish to resume yearly league office elections, elections will be for three year tenures. This creates a rotation so that only one vacant spot must be filled each season. The alternate member will continue to be picked on a yearly basis.

#### **Rule F: The "Hands Off" Policy**

1. In most cases, the commissioner will assume a "hands-off" approach regarding alerting team owners about such things as playing injured players, not setting rosters, etc. It is the responsibility of each owner to stay informed about the players on their team. Also, it would be nearly impossible to alert every owner of every possible infraction every week, and only alerting certain owners at certain times would be inconsistent and unfair.
2. If an exception to the hands-off rule is made (such as alerting owners to set their rosters week 1), the commissioner must make every reasonable effort to alert each and every owner.



## Rule G: Appeals

1. If an owner feels that a decision made by the commissioner, League Office, or league software is unfair, an owner may request an appeal (or a review to decide whether the original decision should be upheld or overturned).
  - a. The statute of limitation on requesting an appeal is 7 days.
  - b. To earn an appeal, an owner may be required by the commissioner to find two other owners who agree that the original decision is worth review. (The logic of this rule is that if an owner can't find two other owners to agree an appeal is even worth review, the owner was sure to have lost the appeal anyway.)
2. During a majority-vote appeal, all sides will be given a chance to comment before a final vote is rendered.
  - a. All owners (including the commissioner) will cast a vote.
  - b. Once a vote is cast, it cannot be changed.
  - c. In the event of a tie, the original ruling is upheld.
3. If an owner feels he cannot receive a fair majority-vote appeal, he may request a special arbitrator (outside the league) to act in place of a majority vote.
  - a. The commissioner holds the exclusive right to grant or deny such a request and to attempt to find an arbitrator.
  - b. In such cases, the commissioner will preside over the arbitration.
4. Once a decision has been made by a majority vote or an arbitrator, the decision is final, and cannot be appealed a second time during the same season. The decision also cannot be altered by the commissioner or League Office.