# Rules:

## Salary Cap:

* Each Team will have a $100 Salary Cap.
  + Salary cap can be traded.
  + Each team will draft up to 17 players.
  + We will use Fantasy Pros – Dynasty Rankings PPR for Pre-Draft salary rankings. (Non-keeper players)
    - $10 = 1-5
    - $9 = 6-10
    - $8 = 11-15
    - $7 = 16-20
    - $6 = 21-30
    - $5 = 31-40
    - $4 = 41-60
    - $3 = 61-80
    - $2 = 81-100
    - $1 = 101+
  + After the draft, each player that goes undrafted will be $1 in the free agent pool.
  + LaMont Jordan Rule - If a player with a salary of >$1 is dropped during the season, that players’ salary will drop $1 for each week he is available until he reaches $1.

## Roster:

* Roster makeup.
  + Each roster can consist of up to 17 players.
  + Starting positions will be.
    - QB
    - RB
    - RB
    - WR
    - WR
    - TE
    - Flex (RB, WR or TE)
    - Flex (WR or TE)
  + If you violate the starting positions (for instance starting too many RB’s, WR’s or TE’s) then the highest scoring player of those positions will result in a zero.
  + Full lineup (tanking) will be voted on by league for intent on each individual violation.

## Injured Reserve:

* There are 5 IR roster spots available. These count against the salary cap.
  + Player must be Doubtful or worse according to the RTSports website.
  + Suspended players are **NOT** eligible for IR.
  + Violation of IR rules (or if a player plays while on IR) will result in the player immediately being activated on your roster (may result in a player being dropped to allow for the 17-player roster) and a fine of $25 in waiver money the next year.
  + Players out with Covid will not be counted against the 5 player limit.

## Free Agents/Waivers:

* Each team will have $100 in waiver cap money.
  + Waiver cap **CANNOT** be traded.
  + When blind bidding in waivers, what you bid is what you pay. It is no longer eBay style.
  + After the waiver deadline, teams can freely pickup players with no charge to the waiver cap.
    - Player pickups freeze at the start of that players game.
  + Players dropped after week 14 are **NO** longer able to be picked up. (This prevents teams from “dumping” players.)
  + Between weeks 15-17, teams are **NOT** allowed to pick up a player and then drop them the same week. If a team picks up a player, they must be on that roster through that week. (This prevents teams from picking up a player just so another team cannot pick them up. See above rule.)
    - Any violation of the above 2 rules will result in a fine of $25 waiver cap the next year.

## Trades:

* All trades are completed amongst teams. No approval required.
* The trade deadline is “kickoff” of the week 11 Thursday night game.
  + Trades are also not allowed the “quiet week” in between keeper announcements and the draft. They may be done in principle, but not submitted until draft day.
  + Teams eliminated from the Championship bracket will be allowed to trade with other teams eliminated from the Championship bracket.
  + There is no trade deadline when trading draft picks only.

## Keepers:

* Teams can keep up to 17 players (full roster) every year.
* Players must be picked up by the end of the league year (Week 17) to be eligible.
  + Each player that is kept will have a $2 increase in salary.
    - The only exception to this rule is if the player in question is **NEVER** active on the team roster. (Injury, holdout, etc.)
      * Players suspended for the season are not eligible for the exception.
* Keepers must be submitted to the Commissioner by Monday night, the week before the draft.
  + This is to allow for draft order and all other pre-draft work to be completed by the commissioner.

## Draft:

* 1st Round Draft order is based off a lottery of the bottom 8 teams after playoffs and picks 9-12 based off playoff finish.
  + 1st – 8th Lottery
  + 9th – Winner of 4th Place Game
  + 10th – Loser of 4th Place Game
  + 11th – Loser of Championship Game
  + 12 – Champion
* 2nd Round (and on) Draft order is based off regular season finish (worst to first) with tie breakers being decided the same way as playoff seeding.
* Champion wins OTFL Trophy
* Worst record must wear the pink, Green Bay Packers Brett Favre jersey in public with 3+ OTFL members present.
* If you trade a “kept player” at the draft, you do not get one of your original draft picks back. You will be forced to draft once all other teams are completed.
  + If you own another team’s draft pick via trade, you will be allowed to select your last player at that time if the draft is not completed.
  + If this occurs with multiple teams, selections will be based off draft order.
* Teams oversee their own salary cap during the draft.
  + Violation of the salary cap will result in all players being dropped that were selected after the ineligible pick and a fine of the next available 1st Round pick.

## Playoffs:

* 6 teams make the playoffs each year.
  + Top 2 seeds will get bye weeks.
  + Division winners will be awarded the top 3 seeds.
    - Playoffs will be reseeded each round to place the higher seeds vs. lower seeds.
* Playoffs will be held weeks 15-17.
* Tiebreakers for playoff seeding/division winners are marked below.
  + In Division
    - Head to Head
    - Division Record
    - Total Points
  + Outside Division
    - Head to Head
    - Total Points

## Postseason:

* Deadline to cut teams down to 17 players (including IR) is Sunday after the Super Bowl.