

AGING ALCOHOLIC'S FOOTBALL CLUB AAFC

Goals: To have fun and compete versus experienced fantasy football players in a comprehensively scored dynasty league format.

Members: 10 owners

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Fees: \$110, \$100 to the prize pool, \$10 to the web site and James Hammer Trophy expense. (*Preferably collected when a team pulls FA as to make sure they plan to keep the team the following year*)

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League By-laws

I. League Management

- a. Purpose
 - i. To provide prompt, accurate league administration.
- b. Co-Commissioner(1) – Lum
 - i. Coordinates dates for league meetings.
 - ii. Records trades, tracks draft order.
 - iii. Adjusts rosters as necessary.
 - iv. Facilitates league communication as necessary.
 - v. Manages League website
 - vi. Collects, holds, and disperses all league funds.
- c. Co-Commissioner(2) –Robby Forbes
 - i. Supports the Commissioner in the above functions.
 - ii. Provides (or delegates responsibility of) yearly draft board (if applicable)

II. Draft

- a. AAFC Draft
 - i. The draft will be conducted on-line through the RT sports website. Owners will still be requested and encouraged to show up to a common site for a live draft according to **Section IX League Meetings**.
 - ii. The draft date will be the 3rd Sunday in August.
 - iii. The draft will be NFL style, same order each round.
 - iv. 15 round Draft, all rookies and remaining veterans are available.
 - v. **See Section VII Off-season Transactions** for more details.
 - vi. **Crafty Rule:** Team with worst record the previous year is responsible for bringing/providing at least 2 cases (2-24 packs) of beer to the draft and must go get more if we need it!

III. Rosters

- a. Regular Season
 - i. Limited to 35 players, any combination of offensive and defensive players the owner chooses
 - ii. A 3-player IR (or more accurately, taxi-squad) is available to each team.
 1. The purpose is to allow a team to free a roster spot and still reserve the player they want to replace.
 2. The player does NOT have to be injured or inactive to be placed on the Taxi Squad (IR).
 3. **Once on the Taxi Squad (IR), a player may not be reactivated or moved (this means cut or otherwise) for the balance of the season.**

- a. If a player is caught (and you will be caught) being removed from the Taxi Squad, the penalty is:
 - i. The removed player will be returned to IR. If the player was started during any week, their score shall be adjusted to zero unless the player has negative score.
 - ii. The owner can still use their 3 IR spots for the remainder of the season, however, **none of the IR spots will be protected from the following AAFC draft.**
 - iii. The owner will **lose** the use of **all 3 IR spots for the following AAFC season.**
 - iv. The owner will **lose 1 protection** from the upcoming **free agency** (e.g., 6 protections vs. 7).
 - b. However, if a player on Taxi Squad (IR) is **only** cut during the **off-season with no replacement added to IR**, the above penalty will not be imposed.
 - i. If the player on IR was cut **accidentally** during the off-season, the owner has **24 hours** to notify the commissioner and the player will be reinstated to the team. After 24 hours the player will not be added back.
 4. Players on the Taxi Squad (IR) may be traded during the season but do not go to the new team until the following years completion of FA. They remain on the trading teams Taxi Squad (IR) until that point.
 5. Players placed on the Taxi Squad (IR) by or on Wednesday ***prior*** to week 8 are protected from Free Agency (**see below, Section VII, Part a.**) after the season.
 6. Once the Wednesday ***prior*** to week 8 has past, a player place on IR is still reserved, but not protected from Free Agency.
 7. Players are reactivated **AFTER** Free Agency is drawn in the off-season. At this time any traded Taxi squad (IR) players are released to their new team.
- b. Off-Season
 - i. Off-season rosters are limited to 38 players.
 - ii. Owners may acquire or lose players via trade during the off-season, but the 38 man limit remains. Players may be dropped to accommodate trades. There are **NO** Waiver Wire pick-ups in the off-season.
 - c. 20-man Cuts
 - i. Each team will carry only 20 players into the August Draft (**see below, Section VII, Part c.**)

IV. Line-ups

- a. Starting Line-ups
 - i. Shall consist of 14 players, seven offensive and seven defensive players
 - ii. Offense
 1. 1 QB, 1 RB, 2 WR, 1 TE, 1 RB/WR/TE (Flex), 1 K
 - iii. Defense
 1. 2 DL (tackles and/or ends), 2 LB, 2 DB (safeties and/or cornerbacks), 1 DL/LB/DB (flex)
 - iv. A player's assigned position will be determined by our website, www.rtsports.com. In the event of a controversy, management will contact the site for clarification, but their assignments stand.
 - v. Starting line-ups may be adjusted until the start of each player's game.

V. Scoring

- a. See Scoring Chart on the League site under the Rules tab.
- b. Purpose: Comprehensive scoring is intended to accurately reflect a player's full contribution to his NFL team.
- c. The scoring system is intended to, as reasonably as possible, make offensive and defensive players similar in value.
 - i. Once a player's game has started that player may not be swapped in or out of the line-up (the site blocks this).
 - ii. Illegal line-ups
 1. In the event an owner starts an illegal line-up (2 QBs, 3 RBs, 4 WRs, 3 TEs, 4 LBs, DBs or DLs,) the highest scoring player's points from the offending position group will be removed and not replaced.
- d. Tie Breaker Players
 - i. Each team is encouraged, but not required, to start 2 tie breaker players, 1 offense and 1 defense.
 - ii. In the event of a regular season tie, after tiebreaker players are scored, the tie will stand.
 - iii. **In the event of a playoff tie:**
 1. **Game Score**
 2. **Tie Breaker Players**
 3. **Total Bench Points (Excluding IR and started Tie Breakers)**
 4. **Regular Season Head to Head record**
 5. **Regular Season Total points Head to Head**
 6. **Total Season Points**
 7. **Some sort of drinking competition chosen by Lum or Jeff (Jeff prefers keg circles, obviously requires a keg).**

VI. In-Season Transactions

- a. Trades

- i. The in-season trading period begins on draft day.
- ii. The in-season trade deadline is the Wednesday **prior** to week 11's games.
 1. All trades must be submitted using the sites trade feature or via the league message board **in a private post to the Commish (in this case Lum) or by texting the Commissioners. Both trading parties must post messages (or text messages) with EXACT details matching** Both owners must also confirm the trade verbally by **no later than 11 pm each Wednesday.**
 2. If a team must drop a player to execute the trade, the player to be dropped should be listed on the trade announcement. (Of course you can always drop players yourself using the site) If not, it will delay the execution of the trade until that information is received. If that information is not submitted before the above deadline, then the trade will be delayed until the following week.
 3. Players on IR (Taxi Squad) may be traded but remain on the team (holding the spot) until Free Agency is completed for the following season.
- iii. Future draft pick trading is allowed, but only for the next season (i.e. during the 2020 regular season, only future picks from the 2021 season may be traded).
- iv. Trade Vetoes
 1. If a trade is **deemed grossly unfair or collusion is suspected**, the commissioners can veto the trade if they suspect collusion or *blatant raping*. Both commissioners must agree.
 - a. If the trade in question involves one of the commissioners, then 1 commissioner vote will suffice.
 - b. If the trade involves both Commissioners, then a unanimous vote by all league owners (minus the commissioners and anyone else involved) will suffice.
 2. If the commissioners **do not** veto a trade, all (meaning all non commissioners and parties not involved in the trade) remaining owners may unanimously agree to veto the trade over riding the commissioners.

b. Waiver Wire

- i. Waiver Wire shall begin the Wednesday **prior** to week one.
- ii. The final Waiver Wire of the season (for non playoff teams) will be the Wednesday **prior** to the week 14 regular season games. ***Playoff teams FA will extend through playoffs for remaining playoff teams (so 6 playoff teams week 15, 16 week***

17, etc.). Last waiver will be week 17 for the remaining 2 teams for championship. Waiver priority for playoffs will follow normal regular season rules.

- iii. Waiver wire transactions shall be automated through the league website.
- iv. Waiver Wire order shall be determined by total points scored, worst scorer first to best scorer last.
 - 1. However, the **first Waiver Wire** prior to Week 1 shall be based on the same **most recent year's draft order**.
- v. Each team's Waiver Wire priority must be set by 12 Midnight each Wednesday.
- vi. There is no limit to the number of players a team can acquire in any given week.
- vii. After Waivers free agency pick ups start Thursdays at 8 am till Monday 8pm.

VII. Off-Season Transactions

- a. Free Agency
 - i. Free Agency (FA) deadlines will be set by the Commissioners each year. However, generally, FA will begin July 1st and must be completed by July 20th 11:59:59. The purpose of FA is to put **additional talent** back into the AAFC draft pool.
 - ii. Each team will have the opportunity to protect players as follows:
 - 1. Each team shall protect seven (7) players of their choice.
 - 2. All the previous season's rookies are automatically protected from Free Agency.
 - 3. Up to three (3) players from a team's IR squad, if they were placed there Wednesday **prior** to Week 8 of the previous season are automatically protected.
 - iii. Each team's entire roster will be numbered, player by player, including protected players.
 - iv. Five (5) numbers are then drawn.
 - 1. If any of those numbers are unprotected players, they are immediately released from that owner's team and are available for the August AAFC draft.
 - 2. If a protected player is drawn, that player remains on the franchise's roster and ***you continue to draw until 5 players are lost.***
 - 3. If a number is drawn and the owner does not have a corresponding player (e.g., 37 or 38 when not having a complete IR squad), then another number is drawn until five players are lost.
- b. Trades

- i. Off-Season trading opens on February 1st and continues until 20-man cuts are due (see below, **Part c**).
 - ii. Off-season trading ends Midnight the day 20-man cuts are due.
 - iii. The Trade Veto process remains the same.
 - iv. Off-Season trades can be submitted any time of the week, and will be executed within 48 hours of both owners confirming the trade.
 - v. Only picks for the next league draft are eligible to be traded.
 - 1. i.e. From Jan. to Aug. of 2021, only draft picks in the Aug. 2021 draft can be traded.
- c. 20-man Cuts
 - i. Each year, exactly one week before the draft, each team must cut down to 20 players. **NOTE: If cuts are not made by the deadline, the players will be ranked in order (highest to lowest based on points scored from the previous year) and the top 20 will be kept regardless position and the rest cut.**
 - 1. **Any cut players not time stamped in the transactions log prior to 11:59:59pm the day of the due date will constitute a fail and the punishment will be imposed.**
 - ii. A team can be comprised of any combination of offensive and defensive players the owner chooses.
 - iii. All cut players join the pool for the August AAFC Draft.
 - iv. After 20-man cuts, all trades are on a moratorium for one week until the day of the Draft. This gives everyone 1 week of no roster movement to prepare for the most important day of the League year.
- d. AAFC Annual Draft
 - i. Trades are allowed on draft day and are executed immediately in the presence of the league.
 - 1. Future picks are eligible to be traded as of this day (i.e. at the 2017 August draft, 2018 picks are eligible as trade ammunition).
 - ii. The draft will be 15 rounds long.
 - 1. We would like to keep this as close to a max of 2.5 min a pick as possible to keep things moving.
 - iii. Draft order is determined by order of finish the previous season.
 - 1. The following tie breaking criteria are used to determine draft order
 - a. Overall Record
 - b. Total Points Scored
 - c. Head-to-Head Record
 - d. Division Record
 - e. Coin Flip

- iv. The draft will be NFL style, lowest finisher to champion in each round.
- v. There is no limit to the number of draft picks a team may hold, but a team cannot use a pick if it does not have a roster spot for the player.
- vi. You may put a player on your taxi squad during the draft if you have remaining picks you otherwise could not use because of a full roster. **For example:** You trade in the off season for an extra 2nd round pick. This means by round 14 you would be done as your roster would be full. By placing a player on IR (taxi squad) you would be able to make your 15th round selection
 - 1. 38 total roster spots: 20 keepers, 15 draft picks, and 3 Taxi Squad (IR) spots.
 - 2. You should have a valid starting lineup for week one after the draft. If you cannot start a valid lineup (*this means a body to fill each position. It does not mean your kicker got hit by a bus after the draft and won't be playing*) as a result of your own stupidity in drafting (and cannot pull off a trade on draft day to fix the problem) then the Commissioner will add a player to your team so a line up can be entered. Once the lineup is entered, the player will be removed and you will be able to roll with a man down. *Now that Waiver exists prior to Week 1 and you can trade players prior to Week 1, this should not be an issue.*
This goes for in season as well. **PLAN AHEAD**

VIII. Divisions, Play-offs and Winnings

- a. Divisions
 - i. There will be two divisions, each containing 5 teams.
 - ii. Each team shall play its divisional opponents twice
- b. Play-offs
 - i. Six (6) teams will qualify for the play-offs.
 - ii. Tie Breakers for playoffs teams are as follows:
 - 1. Overall Record
 - 2. Divisional Record
 - 3. Head-to-Head Record
 - 4. Total Points Scored
 - 5. Coin Flip
 - iii. Three (3) teams from each division will make the playoffs.
 - iv. The two division winners receive a 1st round bye.
 - v. Play-off match-ups shall be divisional opponents in each round before the championship.
 - vi. Championship Round

1. Winners of Divisional championships will play for the James Hammer Trophy in the annual AAFC Hammer Bowl.
 2. Losers play in the Better Luck Next Year Bowl for 3rd and 4th place if desired.
- vii. Prize Structure (as voted in 2021 season)
1. Each Division Winner gets \$100
 2. Places:
 - a. AAFC Bowl Champion - \$550
 - b. Runner up - \$150
 - c. Wildcard Winners (2) - \$50 each
 - d. For a total of \$1,000 in the prize pool

IX. League Meetings

- a. One mandatory league meeting, the AAFC draft, shall be held per league year. If an owner cannot attend, they should arrange a competent proxy, fully prepared to represent their interests.
 1. The James Hammer Trophy is presented to the previous year's champion
 2. Any outstanding dues will be collected at this meeting
 3. This meeting shall be on the 3rd Sunday of every August per **Article II Draft**.

X. Rule Changes

- i. All rule changes should be properly thought out, composed in writing and submitted to the league in a private post or through text to the commissioners (this means both) to be reviewed a minimum of one week prior to the Draft (second week of August).
 1. This facilitates discussion and allows for any changes to the proposal that might be appropriate
- ii. **Properly submitted rule change proposals** may be voted on at the draft and (if changes are voted in) take effect for the following season within logical discretion.
- iii. Owners, or a representative, must be present at the meeting to vote.
- iv. There must be a quorum (minimum) of 8 owners present to vote on a rule change.
- v. Adopting a rule change requires 6 'yes' votes out of the owners present.
- vi. If necessary, the Commissioner may hold emergency rules or league issues votes via the league's poll feature.
- vii. Rules Change Veto
 1. **For extreme cases only**, when either of the commissioners deems a rule change to not be in the best

interests of the league as a whole, despite the majority vote.

2. The rule will be tabled, examined and reconsidered at a later date.