



## THE RING OF FANTASY LUNATICS

League Constitution

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[www.theROFL.org](http://www.theROFL.org) / [play.theRofl.org](http://play.theRofl.org)

[www.facebook.com/The.ROFL.Fantasy.Football](https://www.facebook.com/The.ROFL.Fantasy.Football)

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The ROFL is built upon four cornerstone principles: *honesty*, *trust*, *sportsmanship*, and *competitive spirit*. The league exists so its franchise owners can plot, plan, strategize, scheme, shake hands, slap backsides, tell stories, and talk football. Real football. American football. To the victor go the many spoils: bragging rights, their name forever etched on the Albert Hercules Bundy Trophy, and some cold, hard cash. May the best man win.

## **ARTICLE 1: LAYOUT OF THE LEAGUE**

- The league consists of 12 owner-operated teams.
- Teams will compete in head-to-head match-ups beginning in Week 1 of the NFL regular season.
- Teams will play a fourteen game schedule.
- The league will consist of a single division.
- Any owner unhappy with the fairness or integrity of the league may exit the league with a money-back guarantee.

## **ARTICLE 2: THE DRAFT**

- The draft order will be determined by random lottery, held two weeks prior to Draft Day.
- The draft will be organized in a 14 round, serpentine format.
- The draft will be held in the NFL Fantasy League page at **[play.therofl.org](http://play.therofl.org)** / **[rofl.league.fantasy.NFL.com](http://rofl.league.fantasy.NFL.com)**
- Future drafts will be tentatively scheduled two weekends before Labor Day, but will make every attempt to accommodate as many owners as possible.
- If an owner cannot attend the draft, he/she has the option to set utilize the NFL.com autopick engine.

## **ARTICLE 3: PLAYOFFS AND SEASON COMPLETION**

- At the conclusion of week 14, the top 6 finishers will for the league playoffs.
- The top two seeds will be awarded first round byes.
- The #1 seed will be the regular season champion based off league standings.
- The #2 seed will be the league's top scoring team after the #1 seed. Record will not matter in seeding this position.
- Seeds 3-6 will be the remaining top four teams in the standings table.
- Roster's will be locked for all teams once they are eliminated from the playoffs.
- NFL.com provides a losers' playoff bracket, but those teams will not have access to add/drop/waivers.
- The league champion will be the team that wins the league championship game in Week 17.
- Standings tiebreaker scenarios are based on most points scored. Refer to NFL.com league rules for more details.



#### ARTICLE 4: TEAM ROSTERS

- The ROFL utilizes the following starting positions: QB, RB1, RB2, WR1, WR2, TE1, FLEX1 (RB/WR/TE), FLEX2 (WR/TE), DT.
- In addition to the starting lineup you will have 5 bench spots, and 2 IR spots.
- The ROFL will enforce following position restrictions during the season:  
**MIN:** No Requirements / **MAX:** 3QB, 2DT
- The ROFL supports a keeper league / roster carryover system. (To be explained in Article 6.)

#### ARTICLE 5: SPECIFICATIONS FOR PLAYER CARRYOVER (KEEPERS)

- The ROFL allows the carryover of (up to) two players from one season to the next. No player carryover is required.
- A player can only be carried over for an additional two seasons after he was initially acquired. Carryover clock and value do not reset on trades or free agent acquisitions.
- When a player is kept, the draft value will be 2 rounds higher from when the player was previously selected.
- Players selected for carryover into a new season must be valued as a 3rd round pick or later in the prior season. This prevents any player from being valued as earlier than a 1st round value after the 2 round adjustment is assessed.
- If a rostered player goes undrafted, he will be given the value of an 10th round pick for the following season.
- If a drafted player is dropped then later acquired through free agency (by any team), he will be assessed either the value of a 10th round pick, or retain the value of the round in which he was drafted; **whichever is higher.**
- If you lack the valued draft slot for a keeper, you will use the first available pick in a subsequent round. If two keeper players share the same round value for carryover, the player rostered last will be assigned the first available pick in a subsequent round.
- In order for a player to be eligible for carryover, he must be on the team's roster before the Sunday kickoff on the week of league's trade deadline and held through the completion of the playoffs.

#### ARTICLE 6: TRADES AND TRANSACTIONS

- Trades are permissible both before the draft until the keeper submission deadline, and after the draft through the trade deadline. No trades will take place during the draft.
- Future draft picks CAN be traded. In the event a player who trades away his picks leaves the league, the new owner will not be subject to honoring this part of the transaction. Buyer Beware.
- Transactions are unlimited and free of charge.
- All trades will be subjected to a approval by the ROFL's Trade Committee. The Trade Committee will consist of three league members appointed by the Commissioner. The Commissioner's role will be to expedite the process, act as a representative for the trading parties, and serve as a tiebreaker or substitute voter as needed. The exception to this rule is the trading of draft picks leading up to and prior to a draft. These must be approved by the commissioner because the trade system is not active until week 1.
- Grounds for vetoes should include, but are not limited to: collusion, unknown injuries, unbalanced talent, and the trading items or favors found outside of fantasy football.



- In the event you feel your trade was unfairly blocked by rival owners, you may submit an appeal to the Commissioner's Office. The appeal must be received in writing within 48 hours of the rejection. The Commissioner will then make the final decision on the fairness and sincerity of the trade based upon the evidence YOU provide. The Commissioner's ruling is final.
- At no point in the season can two teams who previously exchanged a player via trade be permitted to trade that same player back to the original owner. (No trade backs / collusion avoidance rule)
- The ROFL Trade Deadline will always occur on the Friday before Sunday kickoffs for Week 12.
- At the conclusion of the season, players are permitted to trade rostered players for keeper or draft pick considerations.
- Waivers are available for unowned players after the draft and during the season.
- Waiver claims will utilize a Free Agent Budget (FAB) system. If a team wishes to add a player off waivers, the team will then make a secret bid in an effort to sign that player. The team that submits the highest bid will be awarded the player once waivers process. The winning bid amount will then be subtracted from the winning team's remaining FAB budget.
- If two teams bid the same value on a free agent player, NFL.com Fantasy default settings determine the tiebreaker.
- The minimum value of a waiver bid on a player is \$0 FAB.
- The ROFL always believes in good sportsmanship and understands that sometimes accidents happen, especially with mobile phones. In the event you accidentally drop a player, The Commissioner can reverse the transaction if **all three conditions** below apply:
  1. You contact the commissioner within 24 hours of the mistake.
  2. The player(s) has not already been picked up by a new team by the time you contact the commissioner.
  3. That player has not played in a game by the time you contact the commissioner.

We will do our best to uphold sportsmanship and the spirit of the game, but not at the detriment of league integrity. Ultimately you are the one responsible for your transactions.

## ARTICLE 7: LEAGUE SCORING

- The final settings for League Scoring will be posted on in the NFL.com league page no later than one week before draft day. This is to allow Team Owners the ability to strategize and plan their draft appropriately. Included in this document is the proposed scoring for the upcoming season ([See Addendum A](#))

## ARTICLE 8: AWARDS

- The league champion will have his name engraved upon the "Albert Hercules Bundy" trophy and will retain possession of the trophy until a new league champion is crowned.
- Monetary awards will be given out to owners who earn the following achievements:  
League Champion, League Runner-Up, Regular Season Champion, Most Regular Season Points, and Most Points in a Single Regular Season Week. ([See Addendum B](#))
- The League Office will present special awards to league members on draft day to reward them for unique accomplishments during the previous season.



## **ARTICLE 9: BUDGET APPROPRIATIONS**

- The cost for a member to join and participate in league activities is \$80 per season.
- Money from annual fees will be applied towards the purchase of the league trophy, trophy name plates, prize money, and costs towards running the league such as software, hookers, prizes, and misc. league expenses.
- An itemized listing of all annual expenses and current league balance will be included with the League Constitution every year prior to draft day. ([See Addendum C](#)) Available for download from the league website.

## **ARTICLE 10: OFFICIAL STATEMENT ON MAINTENANCE OF THE “ALBERT HERCULES BUNDY TROPHY”**

- The annual, champion name plaque should include the following information:  
Year, Team Name, Record, and Owner Name.
- The annually cost of engraving the trophy will be supplemented by league funds.
- Unavoidable wear and tear damage repair to the trophy will be supplemented by league funds.
- If the trophy is damaged beyond repair due to negligence, the individual responsible for the damage will be responsible for replacing the trophy. If the damage is deemed unavoidable and caused by an “Act of God,” the league will help the individual as much as possible by using league funds, but not at the expense of sacrificing future known league expenses.
- If a negligent owner refuses to pay for a replacement trophy, or refuses to work with the league office to find a reasonable solution, that player is immediately eligible for league expulsion.

## **ARTICLE 11: RULES FOR THE GOVERNANCE OF THE ROFL**

- Each year, the League Office shall evaluate all league rules and scoring options. Any changes will be made official and posted on the league website no later than 1 week before draft.
- All league members are encouraged maintain open dialogue with the league office to discuss potential rule changes and problem areas within the league. If a league member would like to officially submit an amendment to any league rule or bylaw, he must submit the rule change in the form of a text document that details the rule in question, why a change is needed, and why his solution is the correct method for correcting the problem.
- No rule changes will be made in the middle of a season unless the situation is deemed an emergency by the League Office and any delay threatens the integrity of the league or season.
- League membership is constantly evaluated. If members are not thought to fully participate or remain active throughout the season, they may be replaced for another owner without notice. The goal for the ROFL is to remain an active and competitive league. If a team is not maintaining its roster or making a legitimate attempt at winning, teams schedules become unbalanced making league play unfair.

## **ARTICLE 12: LEAGUE POSITION ON EXPANSION / CONTRACTION**

- The league will remain at 12 teams indefinitely and until further notice. The League Office will review possibility of league expansion/contraction and league structure annually.
- Additionally, if enough interest is generated and/or a large enough waiting list is created, the League Office will consider the creation of a ROFL Developmental League where potential new members can join and play in a league following all of the Parent League's rules and scoring system.



### **ARTICLE 13: APPROVAL PROCESS FOR ADDING NEW MEMBERS**

- Known applicants will be placed on a waiting list on a first come, first serve basis.
- New members must attend the draft unless special circumstances arrive. Inability to attend must be communicated by new owner to the League Office. The League Office will then examine the case and determine whether or not special allowances will be granted. The purpose for this requirement is to only admit new members who truly wish to be part of this league.
- New members will participate under a 1 season probationary status. At the end of the year, a review of that player's participation will determine long term membership eligibility in the league.
- If an applicant chooses not to accept his invitation but wishes to remain on the list, he will move to the end of the list.
- New team owners will take ownership of the roster of the team owner they replaced.

### **ARTICLE 14: RULES FOR UNRULY PLAYER BEHAVIOR**

- The ROFL Definition of unruly behavior- Behavior (verbal or non verbal) that is unsportsmanlike, inappropriate, disrespectful, or vulgar to league members, league officers or the league itself. Owners' actions and conduct should represent themselves and the league in a positive and appropriate manner.
- Inappropriate conduct will be examined by the commissioner and action will be taken accordingly.
- Examples of unruly and unsportsmanlike behavior: Vulgarity/Profanity on the message boards, Player Harassment online or offline, Collusion/team abandonment, Unsportsmanlike behavior, A disinterest in participating in the League, and Team Abandonment / Inactivity.



## ADDENDUM A: LEAGUE SCORING SETTINGS

### LEAGUE SETTINGS

<b>Divisions:</b>	4
<b>Playoffs Weeks:</b>	15, 16 & 17 - 6 teams
<b>Teams:</b>	12
<b>Max Adds per Season:</b>	No Maximum
<b>Max Adds per Week:</b>	No Maximum
<b>Max Trades per Season:</b>	No Maximum
<b>Trade Review Type:</b>	Trade Committee Approval
<b>Trade Reject Time:</b>	1 day
<b>Trade Deadline:</b>	Week 12
<b>Waiver Period:</b>	1 day
<b>Waiver Type:</b>	Waiver Acquisition Budget
<b>Seasonal Budget:</b>	\$100
<b>Waiver Lock Type:</b>	Waivers on Drop and Lock
<b>Post Draft Players:</b>	Follow Waiver Rules
<b>Roster Lock Type:</b>	Game Time
<b>Start of Season:</b>	Week 1
<b>Keeper Settings:</b>	2 Players
<b>Use Fractional Pts:</b>	Yes
<b>Use Negative Pts:</b>	Yes

### STARTING ROSTER POSITIONS & ROSTER LIMITS

<b>Quarterback:</b>	1 (Max 3)
<b>Running Back:</b>	2
<b>Wide Receiver:</b>	2
<b>Tight End:</b>	1
<b>Flex (RB/WR/TE):</b>	1
<b>Flex (WR/TE):</b>	1
<b>Defensive Team:</b>	1 (Max 2)
<b>Bench:</b>	6
<b>Reserve (IR):</b>	2



## SCORING SETTINGS

### PASSING

Passing Completions:	0.1 points
Passing Incompletions:	-0.1 points
Passing Yards:	1 point / 25 yards
Passing Touchdowns:	4 points
Interceptions Thrown:	-2 points
300-399 Passing Yards Bonus:	4 points
400+ Passing Yards Bonus:	8 points
40+ Passing Yard TD Bonus:	4 point
50+ Passing Yards TD Bonus:	4 point

### RUSHING

Rushing Attempts:	0.2 points
Rushing Yards:	1 point / 10 yards
Rushing Touchdowns:	6 points
100-199 Rushing Yards Bonus:	4 points
200+ Rushing Yards Bonus:	8 points
40+ Rushing Yard TD Bonus:	4 point
50+ Rushing Yard TD Bonus:	4 point

### RECEIVING

Receptions:	1 point
Receiving Yards:	1 point / 10 yards
Receiving Touchdowns:	6 points
100-199 Receiving Yards Bonus:	4 points
200+ Receiving Yards Bonus:	8 points
40+ Receiving Yard TD Bonus:	4 point
50+ Receiving Yard TD Bonus:	4 point





## SPECIAL TEAMS (PLAYERS)

Kickoff and Punt Return Yards: .....	1 point / 10 yards
Kickoff and Punt Return Touchdowns: .....	6 points
Fumble Recovered for TD: .....	6 points
Fumbles Lost: .....	-2 points
2-Point Conversions: .....	2 points

## KICKING

PAT Made: .....	1 point
PAT Missed: .....	-2 point
FG Made 0-19: .....	3 points
FG Made 20-29: .....	3 points
FG Made 30-39: .....	3 points
FG Made 40-49: .....	4 points
FG Made 50+: .....	5 points

## DEFENSE / SPECIAL TEAMS

Sacks: .....	1 point
Interceptions: .....	2 points
Fumbles Recovered: .....	2 points
Safeties: .....	2 points
Touchdowns: .....	6 points
Kickoff and Punt Return Touchdowns: .....	6 points
Points Allowed 0: .....	10 points
Points Allowed 1-6: .....	7 points
Points Allowed 7-13: .....	4 points
Points Allowed 14-20: .....	1 point
Points Allowed 21-27: .....	0 points
Points Allowed 28-34: .....	-1 point
Points Allowed 35+: .....	-4 points
100-199 Yards Allowed: .....	8 points
200-299 Yards Allowed: .....	6 points
300-399 Yards Allowed: .....	3.5 points
400-449 Yards Allowed: .....	1 points
450-499 Yards Allowed: .....	-1 points
500+ Yards Allowed: .....	-3 points



## ADDENDUM B: LEAGUE AWARDS

Annual Financial Awards	Total
League Champion.....	\$400
League Runner-Up.....	\$100
Regular Season Champion (Number 1 Seed in Playoffs).....	\$85
Most Regular Season Points.....	\$85
Weekly Prizes.....	\$350

\* In the event of a tie, the owners will evenly split the awarded money.

## ADDENDUM C: LEAGUE FINANCIAL STATEMENT

### Annual Expense Report

Description	Amount	Cost Per	Total
League Dues	12	\$85	\$1020
League Monetary Awards	1	-\$1020	-\$1020
Trophy Name Plate	1	-\$16	-\$16
Domain Renewal	1	-\$17	-\$17
Hosting	12	-\$7	-\$84
		Balance	-\$117