



HALL OF FAME DYNASTY LEAGUE

Constitution



JANUARY 1, 2021

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League Officers

To ensure the intricacies of the Hall of Fame Dynasty League are executed, there will be a team of three (3) League Officers, collectively known as “The Shield”.

One League Commissioner will be responsible for overall day-to-day operations, resolve disputes and general oversight.

Two Conference Presidents (CPs): American Football Conference President (AFCP) and National Football Conference President (NFCP) will be responsible for issues/questions that arise within their respective Conferences. The CPs will also be part of a “Competition Committee” that will review rules and present proposed changes. Other duties may include making roster moves, managing drafts and auctions, reviewing rosters and recommending potential rule violations.

The Shield are available, if you have any questions or are in need of assistance. If your question pertains to a feature provided by our hosting provider, please utilize their support resources before contacting the Shield.

For league-specific issues, please contact your CP first. If the CP is unavailable or unable to help, contact the League Commissioner. If you cannot contact the League Commissioner or CPs, and your issue is time-sensitive (for instance, if you are requesting a roster modification because you do not have access to the Internet), please use the league message board to make your request. In this way, we can verify the time of your request and make your roster change retroactively if necessary.

Responsibilities include, but not limited to:

- Voting on any league issues (note: no drastic changes will ever take place during the season, unless it is to close off a detrimental loophole that could jeopardize the long-term health of the league in a serious enough way).
- Assisting with processing transactions and trades, in a reasonable time frame. Note: trades that are implemented for the same week’s game must be on the Transactions List, at least 12 hours, prior to kick off to be 100% guaranteed for that week’s lineup.
- Fully discuss any potential problem areas as they arise, and deal with any issues clearly, concisely and consistently.
- Discuss the league and its function, and determine what, if any, modifications ought to be made for future years.
- Answer any questions, or make any clarifications needed by any league member. Feel free to come to us with any concerns you may have.

Most things will be decided on by the League, notwithstanding, there might be issues that the Shield considers significant enough that a vote, among Shield members, will decide the

outcome. The majority will rule among the Shield and the resolution will be, immediately, communicated on the league message board, so that all league members are fully up to speed.

League Commissioner

David Simms
hof.ne.clams@davidsimms.net
AFC Team: New England Clams
NFC Team: Arizona Angry Birds

Conference Presidents

If you have issues, please contact your Conference President (AFCP and NFCP) first. If the Conference President cannot resolve the issue or is unavailable, contact the League Commissioner.

AFCP

Joe Bowen
joeb1229@gmail.com
AFC Team: LA Super Chargers

NFCP

Jon Bannon
jmbannon@gmail.com
NFC Team: America's Team

League Treasurer

See League Entry & Other Fees.

Team Owners

All Team Owners are expected to: always act in good faith; to remain in good standing; and be a participating member of this league.

Each team is expected and required to submit a full starting lineup each week, with no players on bye or injured. (known exceptions are game time decisions). Remember, we use Possible Points to determine draft position, removing the incentive to tank by sitting your best players as a non-playoff team.

Each time a team does not submit an acceptable lineup, its rookie draft position will be moved down one spot in the order, across all 7 rounds, for the next season. If the team owner leaves, the new owner will not have this penalty applied. This rule is meant to be policed by the league. The Shield will do their best to be vigilant, but support from league mates to make sure all rosters are legal going into gameday is appreciated. This is also part of being an owner in good standing in the league.

If an owner does not set their lineup for the 1st time, on top of the above draft position move back clause, they will also have a \$5 cap penalty levied against them for the following season. If it happens a 2nd time, they will have an additional \$10 cap penalty levied against them for the following season, along with their draft spot being bumped back one additional spot. If it happens a 3rd time, the Shield will conduct a review taking into account all the facts, and decide whether the owner is fit to remain in the league. If not, that owner will be expelled WITHOUT A REFUND ON ANY FUNDS PAID TO DATE, and the Shield will set the best possible lineup for that team the rest of the way, finding a replacement owner immediately if possible, or during the upcoming offseason. If it is determined to be "bad luck" etc., the Shield may deem the owner to be competent enough retain his ownership rights, and will add an additional \$15 cap penalty for their 3rd violation, which is to be levied against the team for the following season. Not setting your lineup significantly affects your fellow league mates; do not be that guy!

The Shield reserves the right to insert a player they deem is purposely or maliciously being left out of the starting lineup, if they see fit. The owner in question will be asked about the decision to exclude him, and will have their say.

Team owners are expected to vote on all League Polls. If a team does not vote, that vote will count as abstained, and will not count either way.

Team owners are expected to respond to all trade offers within 72 hours.

Team owners are expected to remain active and participate all year around. Please post when you are going to be away (vacation, work travel, etc.).

Team owners are expected to conduct themselves in a professional manner that would not harm others or the league.

Bragging and/or “trash talking” is an expected and interesting part of the game, but should be handled in an adult manner. The Shield will draw the line between comments made in fun or inflammatory comments that could harm the league. Violation of this could result in loss of Chat and/or Message board privileges.

It is expected that all team owners have reviewed read and understand all the rules and the Shield will only oversee.

Failure to comply with the personal conduct policies of this league are at the League Commissioner’s sole discretion, and remedy is theirs to grant.

League Entry & Other Fees

The following fees will be collected yearly to finance league operations and prizes.

Entry Fee: \$50.00 total per team, per year.

The current league hosting fee is \$140.00 per year.

No refunds will be given without league vote and approval, and unless the team requesting to leave is in good standing by league standards (i.e., Top draft picks are in place for future years as an example).

To be eligible to trade future draft picks you must pay an additional \$25 to LeagueSafe to show commitment to the future year you are looking to trade picks for. If you would like to trade picks 2 years out, \$50 would be required at the time of deposit.

All payments must be paid into LeagueSafe by the first Monday after the NFL Super Bowl for the new season. This gives the league time to fill any vacancies and not risk having the new owner miss any important off-season activities.

If you are paying for future years, please wait until that future year’s LeagueSafe is open. This will ensure that the bookkeeping is accurate from year to year.

LeagueSafe will be locked once league Rollover takes place, and you will be required to pay a late fee, charged by LeagueSafe, if you do not meet the deadline, unless prior arrangements with the League Commissioner has been agreed on.

Late Payments

Any team that has not paid their entry fee by the time the first playoff game is played, will be expelled immediately. The Shield has no discretion for providing a grace period and neither does the league. The League Commissioner will take over managing the delinquent team for the purposes of the championship/loser brackets.

Prize Payout Structure

The total prize payout for each season will be \$1460.00 (\$50.00 times 32 teams for \$1600.00, minus League Hosting Fee of \$140.00).

Our league awards cash prizes to the teams which reach the League Championship Playoff (LCP) bracket and the League Championship game. We also award a cash prize to the team that wins the Toilet Bowl Playoff (TBP) bracket.

- Toilet Bowl Chumpion: \$50.00 (3.42%)
- Each LCP team: \$50.00, 12 teams (41.10%)
- Conference Championship Runner-up: \$50.00, 2 teams (6.85%)
- League Championship Runner-up: \$150.00 (10.27%)
- League Champion: \$560.00 (38.36%)

The dollar amounts above shall be considered the actual payout amounts pending verification of payment from all owners. In addition to the total cash payout for each prize, the exact percentage of the total prize pot is indicated and will be considered if all entry fees are not collected.

Playoff Configuration

The league will implement an LCP bracket system to determine the League Champion. Twelve (12) teams, six (6) from each Conference, will play each other with the winner of each Conference meeting for the League Championship.

Conference CCP participants will include the four (4) Division champions plus two (2) Wildcard teams. Division Champions will be determined by winning percentage, division record, head-to-head record, then points amongst division teams. Wildcard teams will be determined based by

winning percentage, division record, head-to-head record, then points amongst non-division winning conference teams.

This league will also implement a TBP bracket system to determine the Toilet Bowl Chumpion. Sixteen (16) teams, eight (8) from each Conference, will play each other with the winner of each Conference meeting for the Toilet Bowl Chumpionship.

Conference TBP participants will include the top eight (8), non-CCP teams, determined by Possible Points (PP).

The CCP and TBP start on week 13, of the [NFL regular season](#), and lasts 3 weeks.

It is the duty of the league to bring to the attention of the Shield any errors, by the Shield, in the selection of waiver process, draft times, calendar dates, etc. These errors must be brought privately to the Shield first. If the issue is deemed severe enough the League Commissioner will bring the issue to the attention of the entire league. The reason for this is to avoid any unnecessary in-fighting, strife or other problems, from arising.

League Key Dates

LeagueSafe for Future Year Opens – First Monday after NFL Super Bowl

Rollover: First Monday after NFL Super Bowl (Pending League Site)

Franchise Fee for Current Year: March 1st

Free Agent Designations: Rollover to March 10th

Free Agent Claims Auction: March 15th to April 1st

Free Agent Right of Refusal: April 2nd to April 4th

Soft Cap: April 6th to August 15th

Unrestricted Free Agent Auction 1 – April 15th to May 1st

Hall of Fame Dynasty League Rookie Draft – May 15th to June 1st

Unrestricted Free Agent Auction 2 – June 15th to July 1st

Blind Bid/FCFS Waivers open as of July 2nd as per weekly schedule

HOFDL Game Schedule Release: August 1st

Player Contracts (Claimed/Matched RFA and ISFA Contacts will have already been registered):

11:59pm of August 15th

Hard Cap: August 16th to April 4th

Trading: April 19th to 1:00pm ET Sunday of Week 12.

Taxi claims: 1 week prior to the NFL season kickoff to 1:00pm ET Sunday of Week 12

Rosters Expansion: One week after HOFDL Championship Game

Payout Voting: One week after HOFDL Championship Game to January 1st

Interpretation and Execution of the Rules & Regulations

It is the duty and responsibility of each owner to understand the rules. If there are any ambiguities that an owner wants clarified, it is that owner's responsibility to contact the Shield for clarification before the beginning of the season or any offseason activities, as necessary.

Only the League Commissioner may make rulings which supersede any of the rules outlined in this document. This power is to be reserved for highly unusual events, in which the rules either do not address or fail to adequately address such an issue, during the season, that might otherwise threaten the long-term health of the league. The rulings the League Commissioner makes can, and should, be voted on, following the conclusion of the season, in order to codify rules which will address these unusual situations. However, during the season, the rulings of the League Commissioner will be followed by all owners of the league and will be treated as temporary rules until the League's rule change period.

Let it be known that the League Commissioner reserve the right to amend or adjust a transaction if they feel it fell outside of the intentions of the rules. Unfortunately, the League Commissioner is not required to be a lawyer, and thus, may have left a small loophole open for exploitation. This will not be tolerated, and will fixed immediately upon detection. Owners are strongly advised to consult one of the Shield if they feel there is a loophole in the rule, as it is better to ask first to avoid the disappointment of having your transaction reversed after the fact.

Roster Management

Each team will have an active roster of a minimum of 35 players and a maximum of 53 players.

Each team will have a taxi Squad that allows for 10 players.

Roster Oversight

If an owner has a roster spot open (either due to bye week or simple oversight), but has a backup player (not on bye, or OUT) available on their bench, then the League Commissioner

must insert the available player in the open roster slot. If two eligible bench players exist then the player with the highest average projected point output for that week should be inserted.

The League Commissioner will not make a substitution for a player who is OUT, regardless of when they were declared out, UNLESS the roster is illegal, in which case substitutions must be made. Team owners can have one open roster slot on their team during any given week, if they make it known to the league that they are purposefully leaving that roster spot open. If one roster slot is open then the team owner will receive 0 points for that single position.

No team owner may have more than one open slot on their roster during a given week. If more than one position is left open on a roster, and there are no viable substitutes to fill in for those players, then the owner's team will receive 0 pts. for the entire week and a loss.

Salary Cap

A soft cap will be instituted for the league from the period directly following the Hall of Fame Dynasty League Championship, to one week prior to the start of the following NFL season. This added flexibility will allow owners to use their draft picks, re-sign their players, and make taxi demotions, in order to get their team cap below the required amount by one week prior to the start of the NFL season. Teams will NOT be allowed to demote to their taxi during the draft or auctions throughout the offseason. The soft cap is in place to eliminate the need for a team to carry out either of these actions. The League will shut down, with no transactions permitted for the time period immediately following the Hall of Fame Dynasty League Championship to site rollover to the following season. At that time, teams will check in on the new site, and the Shield will post the off-season activity schedule.

IMPORTANT If you do not meet the minimum of 35 players by one week prior to the beginning of the NFL season, you will be given a \$10 Salary cap penalty for the current season and the following season. You will then have one week to meet the minimum at which time the League Commissioner will add players to your team to meet the minimum, with each player added at a \$1 salary.

Each team will start with a \$200 salary cap. That will increase by 5% each season at league rollover following the NFL Super Bowl.

There will be a hard cap during the regular season only.

Players salary will be what the player was won at auction or based on the rookie salary scale listed in rookie draft section below.

Each player under contract for the following season, will have their salary increased by 10% each season at league rollover following the NFL Super Bowl.

Each Player will automatically be given a 1year contract if the winning or drafting team does not post on the provided message board thread by the imposed deadline.

Team owners can assign a 1-to-5-year contract for any player won at auction or drafted that season before August 15th each year. If contracts on newly acquired players in the offseason are not entered by the deadline, an automatic 1-year contract will be applied on behalf of the owner by the Shield.

Each player's contract will be reduced by 1year at league rollover following the NFL Super Bowl.

Teams will be requested (or the system will do so automatically) to drop all players with 0-year contracts following league rollover except those players that are tagged as restricted free agents (RFA).

Players cut prior to their contract years getting to 0 years will receive a cap penalty of 18% of salary times contract years remaining. Please note: This will NOT include the additional 10% per season that is normally required when the player is under contract. Therefore, you pay: $18\% \times \text{contract value in year cut} \times \text{years remaining}$ (including the year in which the player is being cut) in the first season, and you would repeat this calculation for the next season as well. Our Hosting Service will automatically calculate this penalty on your behalf both seasons, and it will appear under your "Salary Adjustments" in each of the two seasons.

You will have one option when cutting a player with 2 or more years remaining on his contract:

1) The penalty will be spread over a period of 2 consecutive seasons, with the half of the penalty coming in the current season, and the second half coming in the following season. This will be the method used for ALL cuts taking place at any time during the season. We are no longer allowing teams to absorb the full penalty from the cut within the current season.

Ex. I cut Brady who has 3 years remaining in the 2017 off season (let's say Aug. 28th). He is currently on a 3 year, \$15 deal, having played out 1-year on his original 4-year deal. So; to cut him in the off season, I must spread the hit over the next 2 seasons (2017 & 2018), splitting the entire penalty equally over both. So, the calculation would be; $\$15 \times 18\% \times 3 \text{ years} = \8.10 for EACH of 2017 & 2018.

After this point, drops will be turned off, and any player dropped between week 12 @ 1 PM EST and week 13 @ 1 PM EST, will be locked and unable to be picked up for the remainder of the season by any team. This is to prevent some big-name players hitting the waiver wire if a team is trying to spread the drop penalty out into the current season, which would mean playoff

teams could stack up with dropped players for their playoff run. The Shield will post about these deadlines on the league msg board when they are approaching, so that everyone understands the timelines.

There will be a ONE (1) week grace period following the trade deadline to drop any players for that year, where by an owner can take 50% of the drop penalty for that season. The deadline for such drops will be Week 13 @ 1 PM EST. After this point, drops will be turned off, and any player dropped between week 12 1 PM Est and week 31 1 PM Est, will be locked.

These players will be opened back up again for the UFA auction in the following off season.

If a player retires, he may be dropped and penalty removed but, the team then gives up all rights to the player. Please post evidence by way of a link, outlining his retirement, on the msg board requesting the free drop.

Any player dropped cannot be reacquired by that team for a lower salary that season. This means by way of waivers. Trades for players previously cut are permitted, and can be accepted at the then current market price of the player.

There will be NO contract year cap for each team, meaning you are free to load your players up with as many years as you would like. But a quick word of warning; recall that each player's contract will increase by 10% each season, and the league cap will only increase by 5% each season, thus you risk having a short fall if you extend long term contracts to all your players.

Rookie Pay Scale

Drafted rookies will receive a salary based on the follow scale:

| | | Rounds | | | | | | |
|----------|---|--------|--------|--------|--------|--------|--------|--------|
| | | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Position | 1 | \$9.10 | \$6.50 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 2 | \$8.97 | \$6.37 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 3 | \$8.84 | \$6.24 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 4 | \$8.71 | \$6.11 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 5 | \$8.58 | \$5.98 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 6 | \$8.45 | \$5.85 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 7 | \$8.32 | \$5.72 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 8 | \$8.19 | \$5.59 | \$3.90 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| | 9 | \$8.06 | \$5.46 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |

| | | | | | | | |
|-----------|--------|--------|--------|--------|--------|--------|--------|
| 10 | \$7.93 | \$5.33 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 11 | \$7.80 | \$5.20 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 12 | \$7.67 | \$5.07 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 13 | \$7.54 | \$4.94 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 14 | \$7.41 | \$4.81 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 15 | \$7.28 | \$4.68 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |
| 16 | \$7.15 | \$4.55 | \$3.25 | \$2.60 | \$1.30 | \$0.65 | \$0.65 |

The Rookie Salary scale will be reviewed and adjusted by the Shield if/when warranted, based on inflation issues as we get further down the road since our salary cap increases each season. The Shield will look to make increases every 3-5 years, and will conduct a review each season to ensure rookie contracts are not becoming too cheap vs the rest of the league finances.

Face of the Franchise

When we look at the NFL, you can assign a face to each franchise, such as Saquan Barkley with the Giants, Aaron Donald with the Rams, or Patrick Mahomes with Chiefs.

We are going to have a Face of Our Franchise (FoF) in Hall of Fame Dynasty League.

The Face of the Franchise is one player that each team can name and keep on their roster for as long as they wish. The FoF when named must also be assigned a 3-to-5-year contract.

This player's salary will be locked at the time he is named the FoF with no increases in salary if he remains the FoF. This means he will be spared the usual 10% year over year salary increase if he is under contract.

For example; you win Khalil Mack at auction for \$5 and you name him your FoF during the offseason, his salary will never go up and he will keep his \$5 salary if you keep him as your FoF.

You can only have 1 FoF at any given time on your roster, and you can only name a FoF between season rollover and August 15th each offseason.

You cannot name a FoF 2 years in a row. What is meant by this is, if you name Michael Thomas your FoF for the 2019 season first thing at rollover, then draft DK Metcalf, you cannot trade or drop Thomas while naming Metcalf your FoF for the current 2019 season. You would have to wait for next year (2020 offseason) to name Metcalf (or anyone else) your FoF.

NOTE: It is not a bad idea in this sense to wait until as close as possible to the August 15th deadline to name your FoF in case you make some roster moves between rollover and the deadline.

When this player's contract gets to down to 1 year remaining (offseason of his final year), the team can then choose to let the contract expire by seasons end by not doing anything, or, can assign a new contract term of 3-5 years in the offseason of his final year. No additional increase in salary will be applied if the FoF is re-signed a year ahead of his contract expiring. NOTE: It is TOO LATE to extend your FoF once we hit the offseason following his final year under contract, as his deal has reached 0 years and he would either become an UFA, or, could be an RFA and would lose his FoF status immediately.

You can change the Face of the Franchise in 3 ways:

1. Allowing his contract to expire (no penalty);
2. Dropping him at any time during his contract term with more than 1-year remaining and taking the drop penalty;
3. Trading him to another team.

In the case of a trade to another team, if the receiving team does not have a FoF, they can state via a post to message boards, that they intend to keep him as an FoF, which includes his salary staying locked at the time of the trade. The team trading him will no longer have a FoF player for the remainder of that season until rollover takes place. They could go and trade of course for another FoF player from another team as well, but there is no other way to assign a FoF player during that season.

*Note: If a team acquires a 2nd FoF player, they can either drop their current FoF and take any drop penalty required, leaving the incoming player as their new FoF player. OR. They can strip the incoming player of their FoF designation, meaning that player will have his salary increased just like a normal player the following season, or will be RFA eligible if on the final year of their deal under the standard RFA rules for any player.

**Note: When stripping an incoming player with a FOF tag, you must post your decision within 48 hours of acquiring that player to the msg board, or message the Shield directly. This is only applicable for a team without a current FoF. If they do not post within 48 hours, then the player will remain as a FOF player. Likely is only an issue in the offseason leading up to the Aug. 15th deadline, where you may want to tag someone else with the FOF designation.

No player picked up via Blind Bids or waivers can be the Face of the Franchise. You must win the player in the offseason UFA auction, via trade from another team who has designated the

player being traded as their own FoF by assuming the trading teams FoF designation or by drafting him in the rookie draft.

Please note; regular drop penalties apply to all FoF players with more than 1-year remaining on their current contract.

1) Face of the Franchise (FoF) Player Tag – Let's clarify a few things for this tag:

- It is designed as a means of holding a great player's salary in place from the first day you assign the FoF designation.

- It is NOT designed to extend an impending FA with 0 years remaining on their deal. RFA handles these players already, and each team has 3 RFA tags from which to work from. We do want UFAs in our league, not a dynasty "keeper" league.

- TRADING a FoF:

When acquiring a FoF while currently having someone already named as such for your franchise – if this takes place in season (after Aug. 15th), then you have 2 choices; 1) cut your current FoF player and take the required drop penalty (pls see the contracts section for those details), OR 2) you can strip the incoming player of his former FoF tag, maintaining your current FoF player, and the newly acquired player will become just like any other player. This includes having his salary increase at next rollover.

When acquiring a FoF while currently NOT having someone already named as such for your franchise – Simply put here, you would ALWAYS make the incoming FoF player your new FoF by since there is no downside to having a FoF rostered.

- Extending a FoF player's contract when he is down to 1 year remaining – this will need to be a 3-5 year extension given in the offseason BEFORE the player's contract reaches 0 years. For ex. If Todd Gurley is entering his final season in 2019 (1 year remaining on his deal), and is currently your FoF or is who you want to name as your FoF, then you would have from rollover in Feb. of 2019 to Aug 15th of 2019, to extend his contract via a msg board post addressed to the Shield. A FoF can NOT be extended or assigned AFTER Aug. 15th, so please keep in mind your plans for your FoF when they are entering their final season.

Taxi Squad

The taxi squad will have 10 spots.

Taxi claims will become active each season after the rookie draft, and will cease at the trade deadline in week 13 @ Sunday 1 PM EST.

Taxi claims are made using the rookie pay scale (see section 12.0). All figures are rounded up to the nearest pick. I.e., if you bid \$1.10 on a player, you would be offering a 4th round pick (which carries a \$2.00 price tag). If you bid \$0.90, then you would be bidding a 5th round pick (which carries a \$1.00 price tag). If you bid on a minimum player for say \$0.60, then you would be bidding a 5th round pick (which carries a \$1.00 price tag). You will note that there is no 6th or 7th round compensation claims available since those picks all carry a rookie pay scale of the league minimum (\$0.50), and bids must always increase from the current player salary. It is always rounded in favor of the team potentially losing the player.

Only rookies can be placed on the taxi squad, however they can remain there for up to 3 years.

Players on the taxi squad salary will only count 10% against the salary cap.

Players dropped from the taxi squad will receive the full cap penalty.

Rookies can be placed on the taxi squad at any time after the draft has fully concluded, if they have not played for your fantasy team and accumulated any points on the active roster for you during their rookie season.

Once a claim is placed on a player, he is no longer eligible for the taxi squad on ANY team. So, whether the claim is accepted or matched, the player MUST be removed from the taxi squad permanently by either team, and promoted to the active roster within 24 hours of the claim. Furthermore, 2nd or 3rd year players on another team's taxi squad if traded, cannot be retained on the new team's taxi squad, and would need to be left on the new team's active roster. Rookies would still qualify to remain on taxi via trade.

An owner who has just promoted a player from taxi resulting from a claim put against that player (not from self-promotion) OR just traded for a taxi player from another team, will have the opportunity to extend that player's contract up to the league max of 5 years, but will need to do so within 24 hours of the transaction (i.e., the promotion or the trade being processed). This will be at a cost of a 10% salary increase at the time of the extension, and must be clearly stated on the league message board within the proper timelines to be valid. The Shield will adjust the players contract immediately. Note: the contract extension option is only meant for those players that are not already at the max contract length of 5 years (i.e., year 5 of 5 would not qualify, since the original contract is already maxed out. But year 2 of 3 would qualify, and would allow you to increase the years up to 4 or 5 from 3 originally if you wanted). Furthermore, ONLY players who have had a taxi claim made against them from another team

qualify for the contract increase option. The contract can remain the same of course as well, but cannot be decreased in length.

Trading Players on Taxi: Players that are currently on the Taxi squad of one team, can be traded to another and be kept on the new team's taxi squad, AS LONG AS they are still in their rookie season. Any 2nd or 3rd year players traded from one taxi squad to a new team, will NOT be eligible to remain on taxi. This is due to our Hosting Service system restrictions. This move must take place within 24 hours of the trade being put through on the system to be valid.

Taxi Claim Deadline: 1 PM Sunday of Week 12 of the regular season. Taxi claims will re-open after the Hall of Fame Dynasty League Championship.

There will be a grace period on taxi claims for any players that remain there from prior seasons until one week prior to the start of the Hall of Fame Dynasty League regular season, which will be stated on the league calendar at league rollover. The Shield will post and let the league know when taxi claims will open again. Annually speaking, taxi claims will close from the trade deadline (week 12, 1 PM game times) until one (1) week ahead of week 1 of the regular season.

When a player is promoted, he must remain on the active roster, and is no longer eligible for Taxi demotions moving forward.

Players can be claimed from another team's taxi squad for a draft pick from the following year in the round that their proposed new salary puts the player in. The round of draft pick to be given up will be based solely on the rookie pay scale, and will be determined on the NEW player's salary, not their current salary at the time the taxi claim was made. Once a claim is placed on a player, he is no longer eligible for the taxi squad on ANY team. So, whether the claim is accepted or matched, the player MUST be removed from the taxi squad permanently by either team.

I.e., Team A owns Tyler Ervin for \$4.80 (he was taken 2.03 in the draft), and demotes him to the Taxi Squad. Team B posts their claim, proposing a bump in salary to \$5.50 (the equivalent of the 1.16). He would need to have a 1st round. pick in the following season to provide to Team A in order to make the claim. Team A has the option to take the 1st round. pick, or retain Ervin and immediately promote him to the active roster in perpetuity.

To place a claim, you must start a message board post that includes the team you are claiming the player from and the players name in the heading. You must identify in the message the player and the draft pick you are offering.

You must have the pick required or a higher pick, and be able to open a roster spot and the salary cap space necessary within a 24-hour period from the time of the owner's response to

claim the player. You also must be fully paid up for the trading of future draft picks (i.e., have paid 50% of the following year's entry) to make a claim, moving a pick to another team for a player. Teams can use any pick they have in the round for a claim, but will default to their own pick, or the highest (worst) pick in the round based on the previous seasons draft order if not specified in the claiming post.

You will be able to post a claim even if you are not currently able to make the player work under your team cap. However, if they do not fit at the time of the claim you are making, you MUST include in your claiming post any corresponding moves you would make in order to make the claim viable (i.e., fit within your team cap). For example, a post could read like this:

QB Dak Prescott (New England Clams)
Haze bids \$2 (Haze 4th round pick as compensation).
Haze to drop Player X (\$0.50) and Player Y (\$0.50) to make room for the claim, if successful.

To keep a player from being claimed you must post your intent to keep the player and promote the player at the new cost you matched. In our above Tyler Ervin example, Ervin could be kept by immediately promoting him from the Taxi squad, and giving him a new salary of \$5.50. Team A could also extend him up to 5 years. He would no longer be eligible for the Taxi Squad, meaning that each player can only be claimed off Taxi one time in their career.

Teams will have 48 hours to respond to the taxi claim, after which, if no response has been received, the claiming team will get the player, and the team losing the player will receive the pick offered in return.

NFL Designations

Players retire, and that is not in the control of a fantasy owner. Therefore, if he has filed his papers with the league office, and is publicly known to have retired, you can drop said player, post to the msg board along with a relevant link to confirm his retirement, and receive full cap relief.

For a player to be eligible for the Injured Reserve (IR) they must be designated as IR by our Hosting Service site. Any team that has an IR violation will not be allowed to submit a starting lineup or participate in the Auction, BB etc. Players designated by our Hosting Service as PUP are eligible for the IR, as are suspended players.

Players on the IR at the time of the league roll over will be dropped from your team. So, any player you wish to keep please remove them from the IR prior to the NFL Super Bowl. Please ensure you are considering these contracts when making offseason decisions, as you will need have their cap hit the books again once they are added back to the active roster.

Players on NFL NFI, DNR will receive no salary cap relief, and will be kept on your active roster.

Orphaned and Abandoned Teams

There are several reasons for a team to be orphaned and all will be handled based on the League Commissioner's discretion. The League Commissioner may allow a one-time free salary dump of up to 5 players, or cover the cost of the current season from the league possibly changing the payout. If the payout is changed the League Commissioner will post the changes on the message board. This will not be up for a league vote, as the League Commissioner alone will determine the best solution or the long-term success of the league.

Player Transactions

A transaction in fantasy football is any action that involves acquiring or getting rid of players. Making timely and strategic transactions is a crucial element of fantasy football, often representing the difference between winning and losing in a league.

All league transactions throughout the course of the fantasy football season can generally be found on the league's transaction page. The page lists every trade and Add/Drop that has occurred, allowing Team Owners to keep updated on the whereabouts of players they covet.

Rookie Draft

There will be a 7 round rookie draft each season.

The draft order for non-playoff teams will be determined by PP (Possible Points) and playoff teams will earn their spot based on the playoff bracket.

All drafted rookies will be automatically assigned a 4-year contract. Rookies drafted in the 1st Round or 2nd Round have the option to be signed to a 5-year contract. Any rookie can be signed to a contract less than 4 years.

Draft Order Determination

Each year, the draft position for each fantasy team will be determined based on LCP and Regular Season PP results from the previous year:

- 1st Pick: 1st Lowest PP of non-LCP Team
- 2nd Pick: 2nd Lowest PP of non-LCP Team
- 3rd Pick: 3rd Lowest PP of non-LCP Team
- 4th Pick: 4th Lowest PP of non-LCP Team
- 5th Pick: 5th Lowest PP of non-LCP Team
- 6th Pick: 6th Lowest PP of non-LCP Team
- 7th Pick: 7th Lowest PP of non-LCP Team
- 8th Pick: 8th Lowest PP of non-LCP Team
- 9th Pick: 9th Lowest PP of non-LCP Team
- 10th Pick: 10th Lowest PP of non-LCP Team
- 11th Pick: LCP 1st Round Runner-up (Lower PP)
- 12th Pick: LCP 1st Round Runner-up (Higher PP)
- 13th Pick: LCP 2nd Round Runner-up (Lower PP)
- 14th Pick: LCP 2nd Round Runner-up (Higher PP)
- 15th Pick: LCP Conference Runner-up
- 16th Pick: LCP Conference Champion

Player Auctions

The Auction will be held on our Hosting Service site. There will be two auctions one for each conference.

The auction will be a proxy format with a 12-hour clock since last bidder change.

There will be two total Unrestricted Free Agency (UFA) auctions for the League. One will take place before the Hall of Fame Dynasty League Rookie Draft each year (UFA Auction 1), and the second will take place following the Hall of Fame Dynasty League Rookie Draft (UFA Auction 2). During UFA Auction 2, all UFAs, including undrafted rookies will be available for nomination and bidding. There will be NO rookies available in UFA Auction 1. Each team will have \$200 in team

salary cap to bid on players for the inaugural season and their remaining salary cap for all future seasons.

Each team will have \$200 in team salary cap to bid on players for the inaugural season and their remaining salary cap for all future seasons.

Teams may not waive, drop, or demote players during the auction. Furthermore, no trades or any transactions whatsoever, including Taxi moves, will be processed during an auction. Please take note and plan accordingly as you navigate the auction.

Free Agency

Free Agent Designations: Rollover to March 10th

Free Agent Claims Auction: March 15th to April 1th

Free Agent Right of Refusal: April 2nd to April 4th

Free Agent Designations

Free Agent Designations: Rollover to March 10th

Each team will be allowed to designate 3 players, who were on their team from the previous season and currently have zero (0) years remaining on their contracts, to become Restricted Free Agents (RFAs). In addition, Players that are picked up from the FA pool (blind bid, waiver, etc.), during the regular season, hereafter called ISFA (In-Season Free Agents) can be offered a new contract.

Offers to RFAs

In order to be eligible to designate a RFA or ISFA, a team must:

- have the salary cap space for the designation;
- be paid-in-full for the current season.

There are 3 RFA designation that can be applied to any player that has 0 years on their contract:

An **Exclusive Franchise Tag (EFT)** means a team will pay that player no less than the average of the top five salaries at the player's position from the previous season, or 120 percent of the player's previous salary, whichever is greater. The player is not allowed to negotiate with other teams.

A **Nonexclusive Franchise Tag (NFT)** involves the same salary offer as an EFT, only the player can negotiate with other teams. The Designating Team has the Right of First Refusal, to match any salary given to the NFT by another Team. If the Designating Team declines to match the offer, it gets a first-round pick from the other team as compensation.

A **Transitional Franchise Tag (TFT)** is where a team offers the player a salary that is the average of the top 10 salaries at his position from the previous season. That player can negotiate with other teams. The Designating Team has the Right of First Refusal, to match any offer given to a TFT by another team. If the Designating Team decides to retain the player, it must agree to the salary offered by the other team. If the Designating Team decides not to match the offer and the player leaves, it receives 2nd Round pick from the other team as compensation.

Note: The League Site has a report called "Player Salaries and Contracts" (Reports -> Player), that will list the top salaries by position. The Shield will also post these number for your convenience.

Each team can use any combination of these tags, as long as there is only one of each tag used per team and the Team has the Salary Cap space to make the signing.

In order to designate the RFA, the team must post the player, in the appropriate channel, and in the appropriate format by the Free Agent Designation period deadline.

Example:

Top LBs from previous season's Player Salaries and Contracts report:

| | | | | | |
|----|-------------------|-----|----|------------------------|---------|
| 1 | Mack, Khalil | CHI | LB | Monsters of the Midway | \$26.10 |
| 2 | Kendricks, Eric | MIN | LB | Legion of Boom | \$23.02 |
| 3 | Jones, Chandler | ARI | LB | Alcatraz ESCAPE | \$20.93 |
| 4 | David, Lavonte | TBB | LB | Arizona Angry Birds | \$14.74 |
| 5 | Alexander, Kwon | NOS | LB | Up n Coming | \$12.51 |
| 6 | Smith, Za'Darius | GBP | LB | Motor City Maids | \$9.79 |
| 7 | Mosley, C.J. | NYJ | LB | You Like That! | \$9.53 |
| 8 | Foster, Reuben | WAS | LB | Falcons | \$8.63 |
| 9 | Bush, Devin | PIT | LB | Legion of Boom | \$7.99 |
| 10 | Edmunds, Tremaine | BUF | LB | Falcons | \$7.72 |

Player's previous season's salary:

David, Lavonte TBB LB \$4.83 1 year

Designating as EFT:

Determine cost:

120% of Salary: \$14.74 x 1.20 = \$17.69

Top 5 Salary Avg: $\$97.30 / 5 = \19.46

In the appropriate channel, the team would post:

David, Lavonte TBB LB - EFT: \$19.46

Designating as NFT:

Determine cost:

120% of Salary: $\$14.74 \times 1.20 = \17.69

Top 5 Salary Avg: $\$97.30 / 5 = \19.46

In the appropriate channel, the team would post:

David, Lavonte TBB LB - NFT: \$19.46

Designating as TFT:

Determine cost:

Top 10 Salary Avg: $\$140.96 / 10 = \14.10

In the appropriate channel, the team would post:

David, Lavonte TBB LB - TFT: \$14.10

Offers to ISFAs

In addition, you may choose to extend a contract to any number of your ISFAs, as long as you have cap space.

When you designate the ISFA to be extended, that player will, immediately, have a base salary of the previous year's salary + \$3.00 + \$0.10 times every week that player was on your roster during the Regular Season. That player can negotiate with other teams. The Designating Team has the Right of First Refusal, to match any offer given to a ISFA by another team. If the Designating Team decides to retain the player, it must agree to the salary offered by the other team. If the Designating Team decides not to match the offer and the player leaves, the Designating Team receives no compensation.

Example 1:

Dalton, Andy DAL QB picked off the FA Pool via Blind Bid in week 1 for \$5.60

Regular Season weeks on team: 13

In the appropriate channel, the team would post:

Dalton, Andy DAL QB - ISFA: $\$5.60 + \$3.00 + (\$0.10 \times 13) = \9.90

Example 2:

Warren, Michael WAS RB picked off the FA Pool via Waiver Wire in week 13 for \$0.55
Regular Season weeks on team: 1

In the appropriate channel, the team would post:

Warren, Michael WAS RB - ISFA: $\$0.55 + \$3.00 + (\$0.10 \times 1) = \3.65

You may also sign ISFAs using any of your unused RFA designations.

Free Agent Claims Auction

Free Agent Claims Auction: March 15th to April 1th

To bid on an RFA, you will take part in a non-proxy auction that the Shield will create after all RFAs and ISFAs are designated. All other players with 0 year contracts will be treated as a untendered Unrestricted Free Agent (UFA), and released into the player pool for the UFA auctions. All RFAs and ISFAs will be posted by the Shield at the beginning of the auction for the minimum amount of the Designating Team's tender.

In order to be eligible to place a bid , a team must:

- not be the Designating Team of the RFA or ISFA;
- have an open roster spot;
- have the salary cap space for the bid;
- be paid-in-full for the current season.

Normal minimum increments of \$0.10 bids will apply to the Free Agent Claims process.

In order to claim a player in the FA Claims Auction, teams must remain the high bidder for a period of 12 hours, using time stamps on the league site through the MB. Once a player has remained at the same price for 12 hours in a row, the player will be deemed "claimed". The Claiming Team will then have until the close of the auction to post their desired contract length to the message thread for that player. If nothing is posted, the claimed player will automatically be given a 1-year deal.

If a RFA or ISFA does not get claimed by another team, the RFA or ISFA will automatically be signed for the tendered amount and the Designating Team must assign contract years at this time.

Example 1:

New England Clams retains:
Martinez, Blake NYG LB - \$5.50 - 5 years

Ogbah, Emmanuel MIA DE - \$3.50 - 5 years
Jones, Chris KCC DT - \$2.80 - 5 years

New England Clams claims:

MUSIC CITY MONSTROSITY - Bosa, Joey LAC DE - 3rd (3.07 or 3.16) - \$12.60 - 5 years

INDY HORSEPOWER - Floyd, Leonard LAR LB - 3rd (3.16) - \$5.60 - 5 years

Example 2:

Arizona Angry Birds Retains:

Smith, Jaylon DAL LB - \$5.71 - 5 years

Sieler, Zach MIA DE - \$3.50 - 5 years

Shepard, Sterling NYG WR - \$8.06 - 5 years

Arizona Angry Birds Claims:

None

Free Agent Right of Refusal

Free Agent Right of Refusal: April 2nd to April 4th

After the close of the auction, the Designating Team will have 72 hours to decide whether they are matching the Claiming Team's offer, or declining and potentially getting compensation based on the type of FA.

If the Designating Team decides to retain the player, they will be permitted to re-work the players contract length (NOT the price) to a term equal to or greater than the term of which the claiming owner posts, not to exceed the league max of 5 years.

Example 1:

Music City Monstrosity declines to match New England Clams claim for TFT Floyd, Leonard LAR LB

Example 2:

Indy Horsepower matches New England Clams claim for Floyd, Leonard LAR LB - \$12.60 - 5 years

In the event one team wins 2 or more RFAs of the same tag (NFT or TFT) and both Designating Teams decide to decline the offer and take the compensation, the player with the higher salary will take the higher picks.

Example:

New England Clams claims:

MUSIC CITY MONSTROSITY - Bosa, Joey LAC DE - 3rd (3.07 or 3.16) - \$12.60 - 5 years

INDY HORSEPOWER - Floyd, Leonard LAR LB - 3rd (3.16) - \$5.60 - 5 years

New England Clams have 2 picks. If both teams decline to match, 3.07 would go to MUSIC CITY MONSTROSITY and 3.16 would go to INDY HORSEPOWER. If only one team decides to match, the pick is at the discretion of the Claiming Team.

If you claim a player and for whatever reason you do not have the required pick in the current year's draft, you will have 2 options:

1. Provide a pick in the same round, plus one in the following round, BOTH from next year's draft. (i.e. The Claiming Team claims a NFT player with a compensation of a 1st round pick, but does not have a 1st. The Claiming Team can offer a next year 1st Round and next year 2nd Round pick). This is subject to approval by the Designating Team.
2. Make an alternative arrangement with the Designating Team.

Advice: Just because the RFA compensation is not accepted by the Designating Team, consider approaching the Designating Team after the auction is up if you really want the player you were trying to claim, and consider offering the Designating Team more in the way of a trade. The pursuit of a RFA does not have to end at the conclusion of the Free Agent Claims auction.

If a compensation agreement cannot be reached, then the Claiming Team will have, potentially, committed a serious violation. As such, the Claiming Team will be considered for removal from the League, without refund, and asked for an explanation as to what happened. If it is deemed to be a reasonable and a honest mistake, a Salary Cap penalty will be issued, for roughly the illegal bid x2. The player will be claimed by the Designating Team at the tendered amount.

Warning: Make sure compensation has been lined up before submitting a claim, or do so at your own risk.

Waivers

Blind Bid Waivers: Run starting August 1st for the entire season

Will commence August 1st, once per week during the regular season, and twice per week before week 1 (the preseason). All waivers will be turned to "off" as soon as the Hall of Fame Dynasty League Championship is complete until August 1st of the following offseason.

Preseason (leading up to week 1, as of August 1st): They will open August 1st, and begin on the first Thursday of the month @ 12 PM running once per week.

Regular season: will begin the Monday of week 1 @ 8 PM and run until Thursday @ 12 PM during the regular season.

FCFS waivers: will begin @ 12 PM on Thursday during the regular season (see below for full details), and will end as of Monday at 8 PM.

Important At the end of blind bid waivers once we are 1 week from the beginning of the NFL season, each owner MUST have a legal roster. Failure to do so, will result in the penalty as described under section 7.0 Salary Cap, Contracts and Rosters.

Trades

We at the Hall of Fame Dynasty IDP League believe in personal responsibility and the right to pursue one's strategy. We deem the majority vote and one-Commissioner methods of approving trades as flawed and overrated solutions that promote conflict of interest and self-serving behavior.

The responsibility of research, vigilance and short/long-term value assessment belongs to those involved in the trade. This is a money league and all candidates are expected to be educated, well versed team owners and we respect your strategy even if we disagree with it.

If a trade is fatally flawed and/or exhibits a pattern of suspicious activity, the Shield reserves the right to question said trade, interview the participants and/or bring the matter before a league vote (where it would require a 50% or greater vote to fail). Though we hope to never encounter such a scenario, we are prepared to deal with team owners who intend to undermine league integrity, viability and sustainability.

Trade Deadline: 1 PM Sunday of Week 12 of the regular season. Trades will re-open after the Hall of Fame Dynasty League Championship.

For a trade to be during a week, it must be accepted THROUGH OUR HOSTING SERVICE prior to any player, involved in the trade, team playing that week. Players whose team has already played on a given week cannot be traded until the following week.

Once accepted through our Hosting Service, a trade cannot be withdrawn by one party due to player injury, suspension, or any other unforeseen circumstance. The only way a trade can be voided is if it is withdrawn by both parties before the trade is granted.

Teams can trade future draft picks up to two years in advance. You can trade future year's picks if the fee is paid prior to the trade being processed, as follows:

1. If trading picks one (1) season out, 50% of the League Fee is required.
2. If trading picks two (2) seasons out, 100% of the League Fee of next year and 50% of the following year, must be paid before the trade will be processed.

It is recommended that teams pay the additional \$25, before league rollover, if they wish to trade future draft picks. Teams are encouraged to stay 1 year ahead by paying \$100 in year 1 and paying their regular \$50.00 League Fee, each year thereafter. If an owner leaves, they can do so with a full refund, so long as the team is deemed to be in good standing and still has its 1st and 2nd round draft picks in the following 2 years as a minimum standard of measurement for team health.

NOTE: Once payment date is passed, LeagueSafe will charge you a late fee. **DO NOT PAY THIS FEE!** It goes directly to LeagueSafe and not the league. If you are late paying, and are getting prompted to pay a late fee, contact one of the Shield immediately to have the date extended for regular payment amount.

Once LeagueSafe is rolled over you can again pay for the next season and trade those draft picks if you choose too.

Trades will require Shield approval to be processed once accepted. The Shield will only process the trade **AFTER** all future league fees have been paid, if future draft picks are involved. Teams will have 48 hours from the time stamped date of the trade to have made their payment into LeagueSafe. After 48 hours, if the payments have not been received by the League Office, the trade will be cancelled (not processed) by the Shield and the owners will have to re-work the trade or move on.

Dispersal Draft

Each offseason, before the Free Agency period, teams will have the choice of entering a dispersal draft within their Conference if they chose to.

In order to hold a dispersal draft, there must be at least 3 teams from each Conference willing to participate.

The dispersal draft will only include: 1) Players under contract for at least the current year and beyond, 2) any players on Taxi under contract for future years.

The dispersal draft will not include: 1) Players that are becoming free agents, 2) any players that were in the FA player pool the season prior.

Players' salaries will be locked at the start of the dispersal draft, after having their 10% increase applied at rollover. Teams will be drafting the players at their posted salaries, since we cannot have a proper dispersal auction with salaries, given there are only 3 or more teams participating.

New Rule Creation

When a league dispute arises, which has not been addressed in the league constitution, a discussion will ensue on possible resolutions. Following the discussion period, the League Commissioner will create an online poll so that owners can vote on an appropriate course of action. The result of the poll will apply immediately and the resulting ruling will be appended to the existing constitution for future reference.

All poll outcomes will be determined based on a plurality and in the case of a tie the League Commissioner will use his infinite wisdom to cast the deciding vote. When possible, polls will run for 3 days unless it is closer to game day, in which case the voting time will be shortened accordingly.