



MISSION

- “To present a competitive Fantasy League in a fun, friendly and competitive environment and to maintain Franchise stability throughout the years, while building friendships and rivalries over time that has significant meaning.”

LEAGUE

- The Waterboys Football League, (WFL), will consist of 10 Fantasy Teams divided into two Conferences (AFC & NFC).

ENTRY FEE

- An Entry Fee of \$60 is required to participate.
- The Entry Fee is *non-refundable* and may be adjusted to accommodate rising costs and to offset unexpected expenses.
- All payments will be made through PayPal and must be made by an announced Deadline
 - Failure to do so and the Franchise Team will be considered abandoned and the Commissioner will then recruit replacements to fill any vacancies.
 - Once payments have been made for all teams, Open trading will be turned on until the **KEEPER** deadline (see Calendar), then re-opened after Draft until Calendar ends the event before kickoff of the new season.

SEASON

- The Regular Season will consist of 14 Weekly Head-To-Head Games for each Franchise.
- Weeks 15 and 16 are reserved for the Playoffs.
- No games scheduled for week 17.

FRANCHISES

- Each year returning Owners must declare their intention to return no later than March 1st

- Failure to do so and the Franchise Team will be considered abandoned and the Commissioner will then recruit replacements to fill any vacancies.
- A Fantasy Team Owner may sell his Franchise anytime.
 - The price and details will be negotiated between the parties involved.

ROSTERS

- A Franchise's Team's Roster will be comprised of a maximum of 17 Position Players/Defenses as follows:

2	Quarterbacks	2	Tight End
4	Running Backs	2	Place Kicker
5	Wide Receivers	1	Defense
1	Flex (QB, RB, WR, TE or PK)		

STARTING LINEUPS

- Each Week a Franchise may start a maximum of 9 Players as follows:

1	Quarterback	1	Tight End
2	Running Backs	1	Place Kicker
3	Wide Receivers	1	Defense

- Owners are expected to submit Lineups every Week utilizing the Website.
 - If an Owner does not submit a Lineup for two weeks during the Season he may be required to surrender his Team to the Commissioner.

DRAFT

- The Commissioner will set the date and time of the League's Live Snake Draft.
- Each Franchise has the option to Draft or not to Draft each year.
- Teams Drafting must declare 8 "Keepers" prior to the "Draft Declaration Deadline".
- The Draft will consist of 9 Rounds.
- A Franchise's Draft Position will be based on how it finished the prior year. i.e., the number 10 Seed will pick first, then 9, 8 etc.

- The order will be reversed every other round.
- Three to five minutes will be allowed for each pick.
- Franchises may Trade like Players or an extra IR Flex Player prior to Draft if such action doesn't affect the size of the Roster in any manner and not enter the Draft.
 - Any Trade that affects Roster Limits will require the Franchise to Draft.
 - Any Trade that involves a Draft Pick will require the Franchise to Draft.
- Franchises not Drafting may choose Players utilizing FCFS once the Draft is completed.
- It is the responsibility of each Franchise Owner to "POLICE" their Rosters, not the software.
 - If an Owner completes the Draft with an illegal Roster Position Limits, that Team will....
 - A.) Violating Team will lose their first round draft pick, for next year draft.
 - B.) If the violator wins money at the end of the year, the entry fee or any winning amount will be withheld from their earnings, to secure their roster for the following year. Any winnings over the entry fee amount will be paid out in full.
 - C.) Violating team MUST DRAFT the following year period.
 - D.) If the violating team chooses not to return for the following year, it is likely in the best thing for our league anyway, so we wish that team the best of luck moving forward.
 - E.) If any money was held, it will be used to secure a new GM to run the franchise for the following calendar year.
 - Example: You are required to have 4 RB on the roster, per the MAX ROSTER LIMITS, you can have 5 RB if your flex choice was a RB and you are DONE with your FLEX player. However now you have 5RB on your roster, and you decided to use your flex again for another position like QB, you know would have 3 QB's and you just violated our by-laws rule.
 - You are allowed to pick "ONE" position "ONLY" (QB, RB, WR, TE, PK) and go over the roster limit by 1 number for that position you have chosen.
 - You are NOT in violation of this rule if you end your draft with a player or 2 short by positions, because you traded your draft picks away for players. You then would have to fulfill the roster limits via the FCFS waivers after draft.
 - If you are Drafting, Please know your team needs!

KEEPERS

- Franchises that choose to Draft must designate **8** Players that they wish to hold.
- A Declared Keeper who suffers a "*Season Ending Injury*" prior to the Draft may be substituted for a Non-Keeper Player, from your team drops list of players only.

TRADES -UPDATED 9-13-2017*****

- TRADES will start the week **#1**
- Trades that exceed roster limits are ok, as long as you get under the limits via the commish dropping extra players or you doing in via the FCFS waivers as soon as you're able to. If the trading is prior to **DRAFT**, then see the **DRAFT rule** where you will be drafting once you break roster limits-positions.
- All Trades must be approved by the Commissioner.
- Trades will be processed each week from **Wednesday to Sunday noon.**
- Trading ceases through **Week 10 check calendar for exact date.**
- Franchises are allowed to Trade Draft Picks.
- When the Trading Period is opened Draft Picks may be Traded.
 - Future Draft Picks may not be Traded.
- Franchises not drafting may trade for like Positions or a Flex Player when the Trade doesn't increase or decrease position requirements.
- If a Trade involves a Draft Spot or affects Roster Limits then a Franchise has to enter the Draft.
- **If you traded player for extra draft picks, please tell the Commish so we can make sure to skip your extra picks, as you don't want to get caught picking up players that would exceed your roster position limits and causing you to *forfeit your first round draft pick for the following year* under the by-laws section above called DRAFT.**

INJURED RESERVE ---UPDATED 7-25-2018 ****

- **7-25-2018**
- A player designated to the "**I or IR**" position, must reflect the "**I or IR**" status on our leagues website.
- A franchise owner must request the designation of a player to the **Commissioner** within **24 hours** of the player being placed on the injured reserve ("**I or IR**").
- A Team's failure to comply within **24hr period**, the Franchise will **forfeit** this opportunity to replace an Injured Player and must wait until the waiver period.
- A franchise may only use the IR rule **once per year/season period!**

- So in setting a **once per season rule** on the “**I or IR**”, we can go back to the way it was prior, and it just being a general “**IR**”, rather than the NFL mess then have now with “**I or IR**” designated to return bull shit etc, etc.
- A franchise that executes/uses the “**I or IR**” rule, must pick-up the same position type as the player in which was placed on “**I or IR**”, or otherwise noted below.
- If the Player being placed on “**I or IR**” fills a **Flex Position** on your roster (**extra position**), then he may be replaced with **ANY** other Positional Player on the market that day, regardless of position. ie QB, RB, WR, TE, PK.
- If the Injured Player is not filling a Flex Position, then he must be replaced with a Player of the same Position. i.e., RB for RB or a WR for WR.
- Also this injury is available for the IR rule only through weeks “**1-14**” **of the current season. (Not available during playoff weeks 15-16)**
- Again, any “**I or IR**” Players held on your roster after **the 24 hours drop time**. You will have to release them via the waiver system, or keep them on your roster. It is up to **you** to know your players injuries and make the decision to drop or keep, not that of the commissioner.

WAIVERS—UPDATED 12-14-2019

- Priority Waivers and FCFS waivers will start week **#1**.
- Teams will be allowed to add/drop Players during the Season’s Weeks from **Tuesday to Wednesday**.
 - Priority Waivers will be processed on **Wednesday** evenings.
 - FCFS Waivers will begin after the Priority Waiver Period Wednesday evening, and last until the 1p.m. kickoff of the 1st game of the day.
- Waiver position will be determined by a Team’s Win-Loss Percentage. i.e., Worst to First.
- Players started during early games may be waived, but their points will be utilized for that Week.
- Defenses started during early games may be waived, but their points will be utilized for that Week.
- Dropped players & Defenses are locked, until the next waiver period.
- Waivers for the playoff weeks 15 & 16, will be unlocked for all players.
- Waivers will also be active for the playoff **weeks #15 and #16** for those teams whom qualify for post season play only!
- ***NEW*** Any player or Defense picked up and dropped in the same week, will be un-locked by the commish if requested by **any team** other than the team that dropped him.

(i.e. the commish is not going to monitor all the dropped players to see if a player was dropped in the same week as he was picked up and therefore should be un-locked)

- The request to unlock a player or defense must come before that player's scheduled game time for the week. The unlocked player or defense will be added to the requesting team's roster **IF** that team states which of his current players he wishes to drop, otherwise the commish will unlock the player or defense and it will be up to the requesting team to make the drop/add move before someone else picks up the player or defense. ***END NEW***

GAME TIEBREAKERS

- There are no ties in the WFL.
- Ties will be broken by:
 - 1) Highest number of Points Scored by the Franchise's Defense of the 2 teams involved.
 - 2) Overall total points scored by each team YTD.

DEADLINES

- All Deadlines will be announced by the Commissioner allowing sufficient time for Team Owners to react.

SCORING

- Scoring and the League's Bylaws may be found at:
 - [Scoring Rules](#)
 - [League Parameters](#)

BYE WEEK SCORING (CARRY-OVER)

- Points will be carried over for **"DEFENSE"** only. You have the option to drop-swap defenses for by-weeks also to avoid low points.
- Points for Defenses traded during their Bye Weeks **will not** be Carried Over for either team involved in such trade.

PLAYOFFS

- Four Franchises will compete in the Playoffs chosen as follows:
 - One Team from each of the two Divisions i.e. Division Winners equals 2.
 - Two Non-Division Teams with the best overall Win-Loss Record.

- Most Total Points Scored will break all ties among Playoff Contenders.
- No consolation games will be scheduled.

PRIZE MONEY

- At the end of the Season all the Entry Fees will be disbursed as follows:

ITEM	IN	OUT
Entry Fees (10 x \$60)	600.00	
1 st Place		300.00
2 nd Place		100.00
3 rd & 4 th Place (\$40 Each)		80.00
Hosting Fee (MFL)		70.00
U-Pick'em Winner		50.00
Totals	600.00	600.00

* Amounts are approximate and may be adjusted to reflect actual receipts and expenses & paypal fees.

CODE OF CONDUCT AND OWNER'S AGREEMENT

- All Owners are required to act in a "Sportsman-like Manner" and adhere to the League's Mission Statement.
 - VIOLATIONS MAY LEAD TO DISCIPLINARY ACTION, INCLUDING THE EXPULSION OF THE FRANCHISE FROM THE WFL.
 - Any Owner that doesn't submit a lineup for **two (2) weeks** in a row will be looked at as an abandon team, and will be subject to disciplinary action, per the WFL By-Laws.
 - Any owner submitting a lineup with players on bye-weeks will be given a **warning**, and if it happens again in the same season, you will be **removed with 2nd warning**. This is looked at as a form of collusion of tanking the team. This will be on a player by player case basis, as we understand injuries and multiple teams on the same bye weeks.
 - Any Owner that submits a lineup with injured players, without **justified** cause, will be looked upon as collusion to purposely tanking games, and will be subject to disciplinary action, per the WFL By-Laws.
- The Commissioner reserves the right to clarify or revise the Rules with or without notice.

- The Commissioner will be the final authority on all interpretations of the rules and disputes.
- The Payment of the Entry Fee constitutes the acceptance of these Bylaws.
- 3-22-2017 REVISED WAIVERS AND TRADE RULES FOR THE 2017 SEASON
- 9-13-2017 MOVED TRADES UP A DAY IN THE WEEK
- 7-25-2018 REVISED THE IR RULE FOR SEASON ENDING INJURIES
- 3-14-2019 REVISED THE BY-LAWS FOR CARRY OVER POINTS.
- 12-14-2019 ADD/DROPPING PLAYER SAME WEEK VIA WAIVERS