

Monday Morning Tears Keeper League Rules (2019)

General Rules:

This league will be a head to head and total points competition using the Victory Point Scoring System with 4 teams advancing to the playoffs. The 4 teams advancing to the playoffs will compete in overall scoring for prize money. There will be a total of 12 owners in 2 divisions. Owners will compete head to head each week according to the league schedule. The website that will contain all of our league information and reports will be as follows: www.rtsports.com

Draft Order: TBD

Draft:

The draft will be 18 rounds and still be a “snake” format draft. The draft will be live at the Scott Marathas house on Monday, September 2nd at 5 pm or you can participate online at www.rtsports.com.

To promote a more even playing field in future years, the three teams that automatically qualified for the playoffs will draft 10th – 12th in the next year’s draft based on their finish order in the playoffs. The remaining 9 teams, including the wildcard team regardless of their finish in the playoffs, will have their draft order determined by the pick 3 lotto. The draft lotto will be done prior to the time the keepers have to be announced in the preseason.

Roster: 18 + 1 IR (we will only draft 18 total and then you can place a player on IR and add someone else to fill that regular roster spot)

	Minimum	Maximum
QB	1	no max
RB	2	no max
WR	2	no max
TE	1	no max
Flex	1	no max (RB, WR or TE)
K	1	no max
D/ST	1	no max
*IR	1	1

* Player must be on the official NFL IR or PUP list and once that players comes off they need to be put back on the regular roster or dropped prior to submitting a lineup for the next game. Suspended players do not fall under this rule unless they are also on the PUP or IR list.

Commissioner will submit an active lineup (bye week or missing starters) for an owner at kickoff or as close to kickoff as possible if that owner has dropped out and/or choosing not to submit an active lineup to sabotage the league. Commissioner discretion will be used when an owner submits a lineup of injured players. If an owner submits a lineup with a player that is a game time decision or something similar, that line up will be used. If an owner intentionally submits a line up with a player on the PUP list or is clearly out, then the owner will submit an active lineup with the best players possible.

Keepers:

Each team can designate up to 3 keeper, which will have to be done no later than 1 week before the draft the following year. Whatever round that player was drafted in, whether you drafted him or he was acquired in a

trade, you would lose that pick, minus 1 round, in the following year's draft and each draft thereafter as long as that player remains on a roster. For example, if you draft a player in the 5th round and keep him, he would then count as your 4th round pick the following year, your 3rd round pick the year after, and so on. Once a player reaches round 1, you would not lose any more than a 1st round pick for that one player. Once that player is dropped and gets redrafted, their new draft position value is updated. If you have keepers multiple keepers with the same draft round value, you could lose the pick in that round and the following round(s). For example if you have three 4th round keepers, you would lose your 4th, 5th and 6th picks.

The rosters at the end of week 17 will remain until the beginning of next season and will not be affected by the add/drops of the playoff teams.

Players acquired via free agency that are keepers will all begin with a draft position value of round 12.

* **Amended 2016:** If a player is dropped and then reacquired by the same team within 36 hours of being dropped (the player is a protected free agent for the first 24 hours) then that player's keeper status remains the same as it was prior to being dropped. If a different team acquires that player via free agency, then that player's keeper status reverts to a 12th rounder the next year.

* **Amended 2018:** If a player is dropped on Wednesday or after and then picked up by another team prior to the free agent bidding period the following Wednesday, that player keeper round draft status would remain the same. If the player is not picked up until the free agent bidding session on Wednesday or anytime thereafter, that player's draft status would revert to the 12th round as other free agents do. The commissioner by vote of the league would have the right to revoke the dropping of a stud player that is perceived to be done with malicious intent by the team owner

*Amended for 2020 – Starting in 2020, you can keep up to 4 players on your roster.

Keeper Contract:

Keepers will have a contract length of 5 seasons, if drafted prior to 2018, which is the maximum of time they can be kept by one or multiple teams before going back into the redraft pool. The 5 years starts from the year that player is drafted or added. If a player is drafted or added by a team the first year this league was started in 2014, the last year that player can be kept by a team is for the 2018 season. The amount of time left on a player's contract will be viewable on the league's website.

* **Amended 2017:** If a team manager decides not to keep a player prior to the draft and that team manager has first pick in the draft and reacquires that player as their first pick, the 5 year keeper contract would not reset in that case. There must be one team manager drafting in front of them that would have the option of passing on the dropped player in question for the 5 year contract to be reset for that team manager who did not keep the player in question.

* **Amended 2018:** Any players drafted or picked up in 2018 or after can be kept for a maximum of 3 years. Any players drafted or added prior to 2018, can be kept for 5 years.

Scoring:

Offensive scoring will be as follows:

Passing TD	4 pts
Rushing TD	6 pts

Receiving TD	6 pts
20 yards Passing	1 pt
10 yards Rushing	1 pt
10 yards Receiving	1 pt
Receptions	1 pt
2-point Conversion	2 pts (Pass, Rush, or Receiving)
Fumble	-1 pt for QB, RB, WR, TE
Interception	-2 pts
Field Goals	3 points plus .1 per yard over 30 yards
Extra Points	1 point

Defensive and special team scoring will be as follows:

Any Defensive or Special Team TD	6 pts		
Defensive Shutout	10 pts		
Defense Allows 2-10 points	5 pts		
Defense Allows 11-17 points	3 pts		
Defense Allows 18-24 points	0 pts		
Defense Allows 25-31 points	-3 pts		
Defense Allows 32+ points	-5 pts		
Interception	2 pts		
Fumble Recovery	1 pt		
Sack	1 pt		
Safety	2 pts		

- Amended for 2019 – increased the points allowed by defense by 3 points per category as stated above.

The scoring will be carried out to a tenth of a point so for instance 109 yards by a RB will be 10.9 points. This will apply to field goals as well.

League Fees:

Each owner will contribute a total of \$500 over the season, and will be required to pay \$250 up front which is due on or before the date the keepers are submitted a week before the draft. The remaining \$250 will be due at the end of the year minus and winning or transaction fees. The commissioner will be paid a flat fee of \$200 per season. Free agent pickups will be \$1 each and trades will be \$1 to each owner, all of which will be added to the pot and split between the total points and playoff winners.

Waiver Wire Bidding Procedure:

Each team will have a bankroll of \$1,000 to spend on waiver wire pickups. You will need to have your bids into the website by 7 pm Wednesdays. The maximum bid is \$1,000 and minimum is \$0 so that even if you run out of money you can still pick up players. The tiebreaker for bidding is lowest in total point standings. Any player dropped on Wednesday nights will be on hold for 24 hours so they will be available about 1 hour prior to the start of the Thursday night games. Unrestricted free agents can be picked up starting at 9 am on Thursday.

Free agents can be added to a team up until game time of the game that the player is playing in. As soon as the game starts for a particular player, that player is locked until waiver wire bidding process starts the following week.

Any players dropped after week 16 cannot be picked up during week 17 to prevent teams from picking up critical playoff players that have been dropped by the teams trying to make the wild card spot.

If an owner tries to block other owners from adding a player by adding and then subsequently dropping all or several other players at that position before the kickoff on Sunday, the commissioner will reverse all of the transactions and the owner will still be charged the normal transaction fees for those pickups. .

Trades:

The trade deadline for the season is before the start of the 14th week. There is a 48 hour trade review so a trade would need to be accepted and emailed to the league 48 hours prior to the start of the game involving any player in that trade. Each team not involved with the trade will be allowed to make their vote on the trade, and the majority rules. If there is a tie, then the commissioner makes the final decision. If the trade involves the commissioner, then the majority vote rules. No trading of current year or future year's draft picks.

You can also make trades of players before or during the current year's draft.

Any trade offer made on the website by an owner would be officially withdrawn at 1 pm on the Sunday of the week that the trade was made. This is to prevent owners from accepting trades that are still pending if a player were to get hurt after the game starts. There is no function for this on the website so the commissioner will have to monitor it manually.

Victory Point Scoring System:

Each week you will receive either 2 points for a win or 0 points for a loss in your head to head matchups. There will be no ties in head to head matchups. Totals points in bench scoring will be the first tie breaker, total starting QB points the second tie breaker and then a coin toss as the final tie breaker for weekly wins and losses. In addition to your points for the head to head matchup, the teams that place in the top 1/3rd of total scoring for the week get 2 points, the middle 3rd gets 1 point and the bottom 3rd gets 0 points. Therefore you will have the chance to get between 0 and 4 points each week.

Playoffs:

The 3 teams with the highest victory point total after week 16 will advance to the playoffs. The tiebreaker for victory points will be the total overall points first, head to head record second, and then the total QB points for the year and if there is still a tie a coin flip will be used. ~~Of the 9 teams that did not make the playoffs, the team that scores the highest amount of points in week 17 will advance to the playoffs and will be the 4th seed (wildcard).~~ The tiebreaker for week 17 will be bench points first and head to head record second and then a coin flip. There is no head to head competition in the playoffs, only overall points count. At the conclusion of the regular season, each playoff team will be allowed to keep up to 4 players and the rest will go into the free agency pool. The #1 seed will draft 1st in the 1st round and the 2nd round will be in reverse order, until all owners have filled their rosters. The roster will remain at 18 players for the playoffs with the same minimum and maximum requirements.

- Amended 2018 – Only 5 of the teams that didn't automatically make the playoffs will compete in week 17 for the wildcard spot. Those 5 teams will be the next 3 teams with the highest total points and then the 2 teams with the highest victory points.

Prize Money:

Assuming everyone pays their total league fees, there will be \$6,000 of prize money to win. \$3,040 will be paid out weekly to the teams with the 1st, 2nd, and 3rd highest starter point totals in weeks 1-16 (1st-\$100, 2nd-\$60, 3rd-\$30). The tiebreaker for weekly winner is total bench points and the next tiebreaker is starting QB points that week and finally a coin toss. There will be no cash prize for the 17th week. If there is a tie for season total points the team with the highest points against for the season will win. Week 17 will not count towards the season point totals. The pay out will be as follows:

Season Point Total	1st (40%) \$592	2nd (30%) \$444	3rd (20%) \$296	4th (10%) \$148
Playoff Point Total	1st (40%) \$592	2nd (30%) \$444	3rd (20%) \$296	4th (10%) \$148

- These final amounts will be adjusted depending the difference between the league expenses and the add/drop money added back to the pot.

The payout for regular season weekly prize money and season point total will be paid to the teams with positive balances at the end of the regular season. All playoff winnings will be paid out after the superbowl.

If there is a tie playoff points after the superbowl, the winner will be determined by the head to head record during the regular season of the person they are tied with, and then by the highest victory points for the regular season, and then by a coin toss.

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