

# Dynasty Football League



2024 League Rules & Manual



# Dynasty Football League

## Introduction

The Dynasty Football League was founded in 1998, and has been running ever since with continued growth and improvement. The Dynasty Football League is a keeper league format with three main components, a salary cap, auction draft and free agency system.

Please review the entire manual and contact the commissioner if you have any questions. All team owners are strongly encouraged to provide feedback and suggestions for rule changes as well as new rule proposals, to ensure a growing and superior league. Make sure all suggestions are submitted to the commissioner.

## DFL Champions

1998	Unowho	2011	Unowho
1999	Nov's Nasties	2012	Van Tap
2000	Red-Eye	2013	Unowho
2001	Unowho	2014	Nov's Nasties
2002	Gopeders	2015	Van Tap
2003	Red-Eye	2016	The Firm
2004	Red-Eye	2017	Red-Eye
2005	Tapper's Raptors	2018	Gopeders
2006	DC Crushers	2019	Wiseguys
2007	Tapper's Raptors	2020	Van Tap
2008	Unowho	2021	Van Tap
2009	DGCatz	2022	Nov's Nasties
2010	Nov's Nasties	2023	Van Tap

# DFL Features

## The Season

- The league will play a total points style fantasy league (most points in 18 weeks win).
- The season is a full NFL 18 week season.
- Replacement franchise's: new owner's inherit players and draft picks from owner being replaced.
- Expansion franchise's: will fill rosters in an expansion draft from a pool of players on existing teams. Then enter the rookie draft and free agent auction to finish filling rosters. Expansion franchise's will be placed onto the front of the collegiate draft and free agent auction.

## Salary Cap and Contracts

- Each franchise has a salary cap of \$200 to build there team roster.
- Each player is signed to a 3 year contract with an fourth year team option.
- A player's salary will be determined by market value, through a player salary structure and free agent auction.
- Traded players remain with the current salary and year of their contract. If a player is a free agent at the end of the season, he will still be a free agent even if traded to a new team.
- **Fourth Year:** These players are considered transitional players. If the owner wants to keep a transitional player for the optional fourth year of the contact, they must raise the player's salary by 10% (rounding up), or allow the player to become a free agent.
- **Performance Bonus:** If a player finishes in the top 10 in points, at their position, then that player earns a 50% raise in salary (rounding up). If and only if, that player's current salary is 9 or less. If the player is going into their fourth year contract, then this salary bump is added after the fourth year salary adjustment is made. If the player is becoming a franchise player, then this rules has no effect on the players salary.

## Team Rosters

- Team rosters may consist of 28 active players and 4 injured reserve players.
- Any undrafted player with prior NFL experience that has cleared waivers or is not on another team's roster is considered a free agent. Collegiate players, in following seasons, will only become free agents if they are not selected in the collegiate draft.
- The two weeks of the preseason are considered training camp, and teams may have as many players as they want as long as they are under the salary cap.

- On cut down day, each team must trim their active roster down to 28 players. Cut down day is the day before the first game of the season.
- After cut down day, teams may not go over the active roster limit of 28 players when making transactions.
- The 4 player injured reserve, does not count against the 28 player active roster. The injured reserve players still count against the salary cap

## Injured Reserve

- Franchise's may place a maximum of 4 players on injured reserve at any given time during the season, but once a player is removed from the NFL IR, he is placed back on active roster.
- Injured players not placed on IR do not occupy a spot on the team's active roster.
- Injured players placed on IR free up a spot on the active roster, but still count against the salary cap for the season. At the end of the season all players will be activated.
- Instead of placing a player on IR, a team may waive the player to free up money under the salary cap as well as a roster spot at the same time.

## Franchise Players

- Franchise's have three franchise player designation tags. These tags are used when the 4th year of a player contract expires.
- If a player is not designated as a franchise player, that player becomes a free agent and will be available in the free agent auction.
- If a franchise player is cut during the season, his franchise status will remain until the player make it through waivers. The player then he will become a free agent.
- Prior to the free agent auction each team owner must tender the salary offer to their franchise player that is equal to the average salary of the top five paid players in the league at their position from the current seasons player salary list.
- All franchise players must fit into the team's salary cap.

# DFL Drafts

## Pre-Draft

### 1. Review Contract Roster

Teams need to review their current contract roster to determine which players they want to keep (giving them a bump in their salary) and the players they want to cut (freeing up cap and roster spots).

### 2. Cut Players

The Tuesday before the drafts take place, teams will have the opportunity to cut and/or trade players from their current roster. These cuts can be done for many reasons: free cap space, free roster space, player just can't cut it on the team, and/or many other reasons.

## Draft day

### 1. Collegiate Draft

### 2. Free Agent Auction

**Note:** If applicable, draft day will start with an Expansion Draft for new franchises joining the league. After that we move on to the Collegiate Draft and finish with the Free Agent Auction.

## Collegiate Draft

The collegiate draft is for choosing rookies and/or new players entering the NFL. This draft will be a maximum of three rounds. The rookie player salary for a first round pick will be \$5. While for rounds 2 and 3 will have a salary of \$2 per pick (must fit under team's salary cap money).

- The draft order for the college entry draft will remain constant, like the NFL. The DFL champion will pick last each round, while the team that finishes last will be awarded the first pick for each round. (NO SNAKE)
- There is a two-minute time limit for all rounds of the draft. If a player is not selected in the time allocated, the draft pick is moved to the end of the collegiate draft.
- Trading is legal during the collegiate draft, but is subject to all rules regarding the salary cap and roster limitations.
- Draft picks for the collegiate draft may be traded any time during the DFL trading periods, which includes the collegiate draft, but only for two seasons in advance. Future draft choices do not count against a team's current salary cap.
- Teams may choose to forfeit their pick, if desired.
- All expansion teams will pick first.

## Free Agent Auction

The free agent auction is for team's to fill out their rosters. There will be an unlimited number of bids and/or rounds. The auction is complete when all teams are finished nominating players. Each team has one pass on their free agent draft position. The second pass will result in that team being finished in the free agent auction.

When it is time for a owner to pick, they will announces the player, team, position, and opening bid for a player (opening bid must be equal or higher than the price, using the player salary price list). When a player is picked, at his opening bid, all the other teams that might want this player, have an opportunity to bid on that player. Each team has the opportunity to raise or pass on the fore said player, in order of the prearranged draft order.

If a team passes during the bidding process, then that team will be out of the bidding for that particular player.

- The auction order for nominating players will be determined by the prior seasons finish, and will remain constant each round. (NO SNAKE)
- There is no maximum roster limit for teams during the auction, however they must work within the confines of the salary cap.
- Teams may not place a bid on a player if the bid places them over their salary cap.
- There are no restrictions on how many players a team may bid on at each position or when a team would like to nominate them, as long as all bids are within the confines of the salary cap.
- A player's position listed on leagues day-to-day MFL website will be the position the player must be drafted for. If there is a question about a player's position, then it must be brought to the attention of the commissioner. The commissioner will make the decision for the particular player's position.
- Multi-role and/or two-way offensive/defensive players can be drafted for any position (ie. R/DB, can be drafted as a R and/or DB), but can only be started in the position in which he was drafted. No player can be drafted at two offensive or two defensive positions (ie. no player can be taken as a RB and a WR, or LB and a DL).

# DFL Drafts (cont)

## Expansion Draft

If a new franchise is entering the DFL, then an expansion draft is held before the collegiate draft and free agent auction.

**Note:** The league has a maximum of 12 franchise's. When possible the league will try to find a new owner for a vacated franchise.

- The expansion draft is for players on current franchise rosters!
- The draft will be, however many rounds per the number of current teams in the league. (example: one new team with 12 current teams, then there will be 12 rounds)
- The current teams will get to protect a starting lineup (one player per position in a starting line-up). An established team is only allowed to lose 1 player per expansion team. When a player is selected, the team with the loss gets to protect another player (any position) from their roster. If there is only one new team joining the league, then each established team will only lose one player. How many picks per round is decided on how many expansion teams.
- Players taken from the current team rosters will be picked up at their current salary and contract length.
- Expansion teams have the choice of picking players off the current rosters or not. If they feel there is no talent out there, or the players would not fit in their team plans. Then they do not have to pick any players, and they can fill their rosters in the collegiate draft and free agent auction.



# DFL Rules

The following rules and restrictions apply to starting lineups, team scoring, free agents and trades. These rules are applied in all cases and in all situations. The MyFantasyLeague.com is the official statistics for scoring and player positions.

## Starting Lineups

Franchise's will have the opportunity each week to enter a starting line-up. A starting lineup will consist of 12 players. Lineups may be changed up to the start of the players game.

Offense:	1 Quarterback
	2 Running Back
	3 Receivers
	1 Kicker
Defense:	1 Defensive Linemen
	1 Linebacker
	2 Defensive Backs

- If a team owner fails to submit or change their lineup, the previous week's lineup will be used.
- If a owner starts a player during the bye week, that player will score zero points for that week.
- If a lineup is submitted using an ineligible player, that player will receive a score of ZERO.
- Controversial lineups are ruled on by the commissioner and fined, if needed.

# DFL Rules (cont)

## Waiver Wire

All players waived are subject to the waiver wire for one week. A waived player's contract remains the same when claimed off waivers and the franchise claiming the player must be able to fit the acquired player under the salary cap as well as on the active roster. If an incomplete waiver claim is made, it will not be processed.

- To claim a player off waivers, consult the weekly report.
- Franchise's will waive players on Wednesday before the 7:15 pm email deadline.
- Waiver claims will be held on Wednesday night at 7:15 pm. To get first choice of waiver wire players, your waiver claims sheet must be emailed by 7:15 pm
- If multiple franchise's claim the same player off waivers, the franchise with the worse record will get the player in all cases. Week 1, player goes to last years final standings.
- Once a franchise makes a waiver claim, it may not be revoked.
- A franchise must keep a waiver wire pick-up player for a minimum of two weeks.

Example: A franchise waives a player before week two, that player cannot be picked up by any team until the next waiver meeting Before week 3 all franchise's can claim the waived player except for the franchise who released him. The waiver meeting before week 4, the player becomes a free agent, in which any franchise can pick him up.

## Free Agency

Free agent bidding will take place on Wednesday night, from 7:15 pm until 9 pm. To get first choice of a free agent player, franchise's must have their drop and adds emailed by 7:15 pm. That means, a teams sheet is emailed to the commissioner and time stamped. Franchise's will be able to pick up free agents until 9pm.

- Free agent bidding will begin on the first day before the first game of the season and will end on week 16 of the NFL season.
- To make a bid on a free agent, you must fill out a drop and adds sheet, which will state the player, position, team, and you're bidding salary for the player using the player salary price list.
- When making multiple free agent bids, franchise's need to clearly state how a player is prioritized by the order a franchise lists them on the sheet.
- If a free agent bid is made but does not adhere to league rules, the bid will not be honored and the next highest bid will be accepted.
- All free agent transactions must be processed by the commissioner before the transaction is considered complete.

- If multiple franchise owners make a bid on the same player, the highest bid gets the player. If the bids are the same, then the team with the worse record will get the player in all cases. Week 1, player goes to last years final standings.
- Once a free agent bid is placed on a player it may not be revoked.
- Each team is allowed one bid per player. A team owner may not change their bid for a player once a bid has been turned into the commissioner.
- A franchise must keep a free agent pick-up player for a minimum of two weeks.

## Trades

All trades must be reported to the commissioner by both teams for the trade to be complete and no later than 9 pm the day before the first game of the week. To acquire a player via trade, the trade must be submitted through MFL website. The players must be legal according to the rules concerning line-up submissions.

- During the season the trading deadline is week 14.
- Teams may trade future draft choices up to two years following the current season.
- Trading is allowed during the collegiate draft, but not during the free agent auction.
- The off-season trading period starts after the Super Bowl.
- All trades are subject to approval of the commissioner. This is for ALL TEAMS.
- Any trade viewed as one-sided, questionable or unethical will be declined by the Commissioner and franchise's maybe subject to a fine.

# DFL Finances

## Franchise Fees

There is a yearly \$50 franchise fee, (\$40 for pay-outs and \$10 for league fee) per team and is payable before the draft begins.

If a franchise is unable to pay their franchise fee then an franchise has until week four to pay the fee without penalty. Starting week five, owns will be fined:

100 pts for week 5

200 points week 6

300 points week 7

400 points week 8.

If a franchise have not payed by then, the owner will be expelled from the league. The franchise and all players will be held by the league until the following season. Were the league will find a new owner for the fore said franchise or the franchise will be dissolved and the players put back into the free agent pool.

## Earnings

DFL earnings is based on the franchise fees paid into the league. Winnings are paid for each half of the NFL season (weeks 1-9 and weeks 10-18). Twelve team pay out:

1st: \$ 120

2nd: 60

3rd: 40

4th: 20

## Fines

Illegal free agent transaction 25 points

Illegal trades 25 points

Unethical ownership practices 25 points

# DFL Governance

The Dynasty Football League will be governed by the commissioner.

- The commissioner will dictate and propose rule changes to further enhance the league.
- Resolve issues and potential problem situations.
- The commissioner will decide on which new rules and/or rule changes will go into effect in the next season.
- Franchise can propose new rules and/or rule changes. All proposals must be submitted to the commissioner.
- A majority of votes is needed to pass any major rule proposals or changes. the commissioner will break all ties or absent franchise's.
- Franchise's do not have the power to change any rules during the season, only the commissioner can propose a vote on a rule change for the next season.

## Commissioner

The commissioner runs all aspects of the league, and has final say on everything.

- Runs the day-to-day operations
- Collection and payouts
- Contract rosters
- Player salary structure
- Rule enhancements for the betterment of the league

## Dynasty Franchise's

Brady Yoda	Josh Smith	Larry Legends	Chris Smith
Chief Sooner	Andrew Heitman	Nov's Nasties	Greg Novy
Diamonds & Rust	Mike Tapper	Red-Eye	Jeff Novy
The Firm	Matt Smith	Stormers	Devon Smith
Gopeders	Dwayne Campbell	Van Tap	Mark Tapper
Headbangers Ball	Michael Murdock	Wiseguys	Chris Heitman

# DFL Scoring System

## Offense

### TD's (QB, RB, R)

#### Passing, Rushing, & Receiving

0-9	yards	6 points
10-19	yards	12 points
20-29	yards	18 points
30-39	yards	24 points
40-49	yards	30 points
50-59	yards	36 points
60-69	yards	42 points
70-79	yards	48 points
80-89	yards	54 points
90 +	yards	60 points

### 2-Point Conversion

(any player)	2 points
2-point conversion consists of passing, rushing, or receiving	

### Interceptions

(any player)	- 5 points
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### Passing Yards

5 points for every 25 yards,

starting at 125 yards to unlimited

125-149	yards	5 points
150-174	yards	10 points
175-199	yards	15 points
200-224	yards	20 points
225-249	yards	25 points
250-274	yards	30 points
275-299	yards	35 points
300-324	yards	40 points
325-349	yards	45 points
350-374	yards	50 points
375-399	yards	55 points
400-424	yards	60 points
425-449	yards	65 points
450-474	yards	70 points
475-499	yards	75 points
500-524	yards	80 points
525-549	yards	85 points
550-574	yards	90 points
575-599	yards	95 points
600-624	yards	100 points
625-649	yards	105 points
650-674	yards	110 points
675-699	yards	115 points

## Rushing Yards

5 points for every 10 yards,  
starting at 40 yards to unlimited

50-59	yards	5 pts
60-69	yards	10 pts
70-79	yards	15 pts
80-89	yards	20 pts
90-99	yards	25 pts
100-109	yards	30 pts
110-119	yards	35 pts
120-129	yards	40 pts
130-139	yards	45 pts
140-149	yards	50 pts
150-159	yards	55 pts
160-169	yards	60 pts
170-179	yards	65 pts
180-189	yards	70 pts
190-199	yards	75 pts
200-209	yards	80 pts
210-219	yards	85 pts
220-229	yards	90 pts
230-239	yards	95 pts
240-249	yards	100 pts
250-259	yards	105 pts
260-269	yards	110 pts
270-279	yards	115 pts
280-289	yards	120 pts
290-299	yards	125 pts

## Receiving Yards

5 points for every 10 yards,  
starting at 40 yards to unlimited

50-59	yards	5 pts
60-69	yards	10 pts
70-79	yards	15 pts
80-89	yards	20 pts
90-99	yards	25 pts
100-109	yards	30 pts
110-119	yards	35 pts
120-129	yards	40 pts
130-139	yards	45 pts
140-149	yards	50 pts
150-159	yards	55 pts
160-169	yards	60 pts
170-179	yards	65 pts
180-189	yards	70 pts
190-199	yards	75 pts
200-209	yards	80 pts
210-219	yards	85 pts
220-229	yards	90 pts
230-239	yards	95 pts
240-249	yards	100 pts
250-259	yards	105 pts
260-269	yards	110 pts
270-279	yards	115 pts
280-289	yards	120 pts
290-299	yards	125 pts

# DFL Scoring System (cont)

## Kickers

### Field Goals

0-29	yards	5 points
30-39	yards	10 points
40-49	yards	15 points
50-54	yards	20 points
55-56	yards	25 points
57	yards	30 points
58	yards	35 points
59	yards	40 points
60+	yards	45 points

### Extra Point

5 points

## Defense

### Defensive Linemen

TD	60 pts
Interception	50 pts
Sack (for every half)	.5 pts
Forced Fumble	10 pts
Fumble Recovery	10 pts
Tackles (for every half)	.5 pts

### Linebacker

TD	50 pts
Interception	40 pts
Sack (for every half)	.5 pts
Fumble Recovery	10 pts
Forced Fumble	10 pts
Tackle (for every half)	.5 pts

### Defensive Back

TD	40 pts
Interception	30 pts
Sack (for every half)	.5 pts
Fumble Recovery	10 pts
Forced Fumble	10 pts
Tackle (for every half)	.5 pts







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Since 1998