

# THE LORD OF THE RINGS DYNASTY LEAGUE

## Constitution

### **League Entry Fees –**

The following fee will be collected yearly to finance the league on MyFantasyLeague.com along with prize money. All the fees will be taken using LeagueSafe. Players are responsible for paying their own fees and paying in time.

Entry fee per team: \$20

This comes to a total of \$240. League hosting costs \$69.95 per year, so remaining prize money is \$170.05. All remaining money will be put into the prize pool.

### **Prize Pay-out Structure –**

The league will award cash prizes to the winner of league, along with the runner-up and 3<sup>rd</sup> place bracket winner. The rest of the prize money is divided evenly between either the forces of good teams, or the forces of evil, depending on which team has gained the most power over the season\*.

- 1<sup>st</sup> place prize: \$60.05
- 2<sup>nd</sup> place prize: \$30
- 3<sup>rd</sup> place prize: \$20
- Each team in the most powerful side: \$10

\*see gaining power section down below

### **Late payments –**

All payments must be paid in full before the start of each new offseason (or startup draft for first season). Players cannot make any player moves (trades or waiver pick-ups) before paying their fees. The commissioner has no discretion for providing a grace period and neither does the league.

### **Playoff Configuration –**

The league will implement a 4-team playoff system for the top 4 teams. This is called The Battle of the Pelennor Fields. The top 4 teams will be the top team in each division. If 2 teams tie for the top with record, it will go down to H2H results, then by total points scored. These will start on week 15, with the final being played on week 16. This will also include a 3<sup>rd</sup> place playoff game. The winner of the playoffs will be the year's champion, and gain the title 'Ringbearer'.

The league will also feature a loser's bracket for the remaining teams, starting week 14. This will feature all teams that don't make it into the playoffs, and allow them to gain more power. This is

called the Battle for Erebor. The winner of the Battle for Erebor will claim the title 'Arkenstone bearer'.

### **Gaining Power in Middle Earth –**

During the season teams will be fighting to gain as much power for their team and 'side' as they can. This will implement a multiple of things at the end of the season. The ways a team gain power are as follows:

2 Power each time a team beats another team from the opposite side (ie, A good team beats an evil team, Gondor beats Mordor).

2 points for the team that owns a player who wins the following awards (Off Rookie OTY, DEF Rookie OTY, Def Player OTY, Off Player OTY and MVP).

2 points to 'The Ringbearer'

3 points to 'The Arkenstone Bearer'.

### **Uses for power –**

**Cash Prize:** At the end of the season all power is added up, and each team in the side with the most power receives a cash prize. If there is a draw in power, the side with the ringbearer wins.

**Draft pick:** The second use of power is used to determine the division with the most power. The most powerful division has the chance to win first round pick (pick 1.13). If a division is tied for most power, it will be decided first if the ringbearer is in either division, followed by the Arkenstone bearer, followed by the team that got furthest in the Battle for Pelennor Fields.

Once the most powerful division has been decided, a lottery is run to determine which teams gets the extra draft pick. Each team gets on raffle ticket for each power they gained throughout the season, and then a ticket is chosen at random. This is known as the Power Lottery.

**Determining ties in draft order:** Finally, power is also used to help determine ties when it comes to rookie draft order. If 2 teams have the same record, the team with the most power will win the tie, and receive the more valuable pick.

### **Draft order –**

Each year, the draft positions for each team will be determined based on final records, with the worst record receiving the earlier pick. There is also an additional 1<sup>st</sup> round pick (pick 13) which is given to the winner of the Power Lottery.

### **Trades -**

Once a trader has been accepted it is immediately processed. Trades then can no longer be reversed unless both teams agree, or there is clear collusion occurring. Trade proposals are valid for 7 days.

Teams are allowed to trade future picks, up to 2 years in advance.

There is a trade deadline from 1<sup>st</sup> December to 5<sup>th</sup> January, during the final weeks of this leagues season.

Players are not allowed to 'loan' or borrow players from other teams, if a team is seen doing so, they will be deducted both power, and banned from trading for the remaining and following season.

Trades are not completed until they are accepted and processed on the league site. Verbal agreements must still be put through the site before they are considered completed.

#### **Waivers –**

Waivers will be run using a blind bid system. Each team will start with \$100million (plus half of their remaining budget from the start up draft year 1).

Minimum bids start at 1 million. If there is a tie for the player, the team that bid first wins the player.

Waivers are processed on Wednesdays at 5:00am ET.

Waivers run until 1<sup>st</sup> December when teams can no longer pick up any new players.

#### **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 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 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.

At the end of the season players are allowed and are given time to suggest new rules to be added or rules to be changed to allow the league to run better and become more enjoyable. A poll will be set up for each new rule proposed, and rules must have at least a 75% agreement in order to change/add them.

#### **Rosters and Start Line ups -**

Each team has a maximum roster limit of 55 players, with an additional 10 spot taxi squad and 10 spot Injury reserve. There is no minimum squad limit, and limit to each position.

This is a Superflex IDP league, with Start line-ups are as follows:

Offence: Start 10 players

QB 1-2

RB 2-4

WR 2-5

TE 1-3

Defence: Start 12 players

DT: 2

DE: 2

LB: 4

DB: 4

If a team cannot field a valid line up for a week, they are deducted 1 power from their final total. The aim of having the big start line-up is to result in teams have weak and strong areas of their team, and increase variety in the way owners build their teams.

### **Start-up draft –**

The leagues start up draft will be run as an email auction draft. Each team will start with \$500 million, and each team will nominate 1 player each round. The minimum opening bid for a player is \$500k, with minimum increments of \$500k. Each player auction will end 1 day after the highest bid has changed.

Teams are allowed to use Proxy Bids, allowing players to set a maximum value they are willing spend on any given player. This is to increase the overall speed of the draft.

A team doesn't have to have a completed roster by the end of the draft, however, players must be able to field a valid line up for the start of the season. They can use their waiver budget to gain the rest of their players.

Half of each teams remaining budget at the end of the auction is added to their first seasons waiver budget.

### **Scoring –**

Scoring has been created to allow balance across all positions. The scoring is as follows:

#### Offence

Passing TD: 6

Passing Yds: 0.04 for every 1 yd

Pass Completion: 0.1 for every 1

Interceptions: -2

Rushing and Receiving TD: 6

Rush Yds: 1 every 10 yds

Receive Yds: 1 every 10yds

Receptions: 1 each for WR, TE and QB. 0.5 each for RB

Fumbles: -2

Punt and Kick return TD's: 6

Punt/ Kick return yds: 0.05 every 1 yd

#### Defence

Fumble recoveries: 5

Forced fumble: 6

Interceptions caught: 5

Pass defended: 3

Tackles: 2 for DT+DE, 1.5 for LB and DB

Tackle Assists: 1 for DT, 0.75 for DE, LB and DB

Sacks: 5

Tackle for Loss: 4 for DT+DE, 3 for LB and DB

Safeties: 6

Defensive TD: 6