

Founded: 2018

The Catch 22 Dynasty League

Presented by
FFDynasty260.com



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Article 1

Commissioners Address

Section 1: Who am I?

For those of you who don't know me, my name is Jared (@ThatGuyFromJerz). I'm a long-time fantasy player and currently commission or help commission 4 other leagues. The main league I run is my home league which includes 50-man rosters, IDP, taxi squads, unlimited I.R. and an 8-round draft so I would like to think I have some experience running a league of this magnitude. I am a 6-year Air Force Veteran at which point I spent most of my time stationed at Edwards Air Force Base in California however I was also deployed twice to the middle east. Currently I am living back at home in Jersey while attending Temple University and finishing my degree in Sport Management. I am also a writer at FFD260.com as well as FakePigSkin.com with occasional guest spots on other sites. Later this year I'll be hosting a Dynasty pod presented by FFD260 at which point I'd love to have some of you on the show to talk about your experiences. If you all have any questions at all regarding myself, please feel free to DM me on twitter or reach out to me through e-mail and I'll be happy to answer any questions you may have.

Section 2: What is this league?

This very well may be the largest most in-depth league many of you are in. FFD260 asked me to commission a league that's unlike many others out there, so I made it my mission to try and include as many facets that I can. The story of the "Catch 22" is simple, we will have 22 starting spots which includes 11 on each side of the ball (I'll go more into the starting lineups later). Also, we will feature a massive bench and a taxi squad that will be implemented NEXT year to coincide with the 2019 draft. I also wanted to run a league with multiple conferences to add to the competitive nature. This league will have two 12 team conferences with a 12-week regular season (details farther down.) The league will be hosted on myfantasyleague.com and I am asking for an entry fee of \$50. The \$1,200 total pot is broken down later in the by laws, but I'd like to include the small amount of extra money left over to win something on PristineAuction.com to award the winner every year. I hope to cover everything in the following sections, but if I miss something then please reach out to me and I will be more than happy to include it.

Article 2

Memberships

Section 1: Obligations & Fee's

- I am asking for \$50/ team for this league.
 - o This is enough money to keep owners invested while not breaking the bank.
- As of right now, I am not asking for future fee's to be involved for future trade rights, however it is something that I will implement next year.
- Your obligation is simple. Be active. I created this league to be active and non-stop throughout the year and I expect you all to uphold that.

Section 2: Communication

- Not everyone in this league has a twitter account, nor will I force everyone to make one just for me.
- Our primary form of communication will be an app called "Mazey".
 - o This app is similar to GroupMe, however it features one key aspect that GroupMe does not, sub-chats.
 - o These Sub-chats will allow each division to talk amongst each other, while all 24 of us being in the master chat will allow a wider reach.

Article 3

Prizes and Payouts

Section 1: Distribution

- Total Prize Pool: \$1,100 (\$100 taken out for MFL and Pristine Auction Prize)
 - o Champion - \$600
 - o 2nd Place - \$200
 - o 3rd Place - \$50
 - o Division Champs - \$100/each

- Highest Total Points - \$50

Section 2: Penalty for Lack of Payment

- Penalty of lack of payment by my designated deadline will result in a verbal (or text) warning giving you a week extension.
- If no payment has been made after that week extension, all actions available to your team will be suspended. This includes setting lineups, trades, waivers, etc.
 - If I have not heard from you regarding your future standing in the league while you continue not to pay, I will assume that you did not have the respect to contact me and you will be ejected from the league.

Article 4

The Startup Draft

Section 1: Basic Information

- Each Division will have its own draft and will run on independent clocks
- Since MFL has yet to perform its rollover, I will be setting up a google doc that will have each team color coded and you will be responsible for announcing your selection as well as writing it in the doc.
 - If someone forgets to write it in the doc, do it for them... We will all have access to it.
 - Below is a version that I will be using from a draft I am currently in with the FFD guys.

The screenshot shows a Google Sheets draft board titled "FFD260 Superflex draft". The board is organized into columns representing rounds (odd and even) and rows representing individual teams. Each cell contains a player's name, color-coded to match the team. The teams and their corresponding colors are: Aaron (orange), Jake (yellow), Zack (light blue), Clay (cyan), Jared (light green), Seth (green), Mark (dark green), Brandon (purple), and I Just Puked On the (red). The draft progresses through Round 1 to Round 24, with some cells containing numerical values like "1.03" or "1.07". The interface includes a toolbar with various editing tools and a search bar at the top.

- I Promise, it is not as confusing as it looks. There will be a tab for trades as well, when there is a trade accomplished, you simply change the colors of the teams involved. As you can see, “Zack” traded his 8th and 10th round picks to Mark”
- There will not be a player pool, you are responsible for knowing your players and for making your selections.
- I will post a trades Tab as well as the by-laws and roster requirements in the google doc.
- As soon as MFL converts to 2018, I will manually add each team to the league site.
- Tabs will also be created for each team. Ideally, I’d want the drafting owner to input their selection into their team tab as they select it. This will make narrowing down picks easier as the draft moves on. Selfishly, it will also make my life easier when I input each roster into MFL.

Section 2: Date & Time

- Ideally, I want the draft to start on February 20th. This will give me enough time to ensure the league is filled, collect dues and organize the draft rooms.
- This will also give owners enough time to ask me any questions and to familiarize themselves with the in-depth point system.
- Time is TBD, but I am figuring on noon EST. This will be discussed more over the coming weeks.

Section 3: Pick Limit and Format

- This will be a **50**-round startup draft to include all Offensive and Defensive players as well as 2018 draft picks (6 rounds worth, i.e. 4th round, 2nd pick = 4.2)
 - Rounds 1 – 10 (8 hours to make pick)
 - Rounds 11 – 30 (6 hours to make pick)
 - Rounds 31 – 50 (5 hours to make pick)
- If an owner does not pick within his allotted time, they will be skipped, and the following team has an opportunity to draft a player. The skipped owner may select a player as soon as he returns regardless of how far the draft has advanced.
- The draft will run from 8:00 AM est – 12:00 AM est. The timer will be turned off from 12:01 AM – 7:59 AM

Article 5

2018 Rookie Draft

Section 1: Date & Time

- Our 1st rookie draft will take place on May 26th, 2018. This gives people a chance to accomplish their league drafts that start right after the NFL draft and to give everyone a month to plan.
- This draft will only consist of 6 rounds.
- All offense and defense will be available to be selected at any time.
- Each division will once again have their own draft.
- 2019 Rookie picks will be available to draft, but nothing past that point.
 - o I want to allow for owners to be comfortable with the league and future dues paid before I open trading up for multiple years in the future.

Section 2: Future Draft Considerations

- Starting in 2019 and beyond, all rookie drafts will be 8 rounds.
- We will do this in coordination with implementing a taxi squad to allow for proper roster management.

Article 6

Roster's

Section 1: 2018 Roster Limits

- The goal here was to make rosters customizable without getting extreme.
- Below I have noted each position group, followed by the minimum and maximum allowed on your roster at any given time.
 - o QB (2 – 5)
 - o RB (3 – 8)
 - o WR (3 – 8)
 - o TE (2 – 5)
 - o DT (2 – 5)
 - o DE (3 – 7)
 - o LB (3 – 8)
 - o CB (2 – 5)
 - o S (3 – 7)

Section 2: Starting Roster

(22 Spots, 11 players on each side)

- QB
- RB
- RB

- WR
- WR
- WR
- TE
- Flex
- Flex
- Flex
- Superflex
- DT
- DE
- DE
- LB
- LB
- LB
- CB
- S
- S
- DB
- Defensive Flex

- Below is a list of available positions and how many players at each respected position you are able to start.

*Starting positions do not reflect flex and superflex positions

- **QB** (1 – 4)
- **RB** (2 – 7)
- **WR** (3 – 7)
- **TE** (1 – 4)
- **DT** (1 – 3)
- **DE** (2 – 5)
- **LB** (3 – 7)
- **CB** (1 – 4)
- **S** (2 – 5)

Section 3: Future Considerations & Taxi Squad

- Starting next year after the 2019 rookie draft, I will be implanting a 6-person taxi squad.
 - o This is going to be done to expand rosters in relation to our first rookie draft
 - o Any and all positions will be allowed on the taxi squad.
 - o Any and all players are also allowed on the taxi squad, HOWEVER... Once a player is removed from the taxi squad, they will not be able to be placed back on the taxi squad.
- We will also have an 8 man I.R. spot.

- Only players who are ruled out, placed on the NFL I.R. or are suspended will be eligible for this designation.

Article 7

Scoring

This is going to be a unique scoring system and hopefully one that you all have never experienced. I will be using a version of “No Player Left Behind” that Tom Kislbury (Dynasty League Football) has implemented for his World War league. I hope that this scoring system allows for an incredibly interesting and diverse draft, not just for our startup, but for rookie classes down the line.

Section 1: Base Scoring System

- The first set of scoring rules are the baseline that we will use. Below that are position specific sets to establish even playing ground among the positions. I italicized and underlined the key differences for each individual position group as it comes to score changes.

QB, RB, WR & LB

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2
- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 6
- Receiving Yards: .1 for every 1

- Receptions: 1
- Receiving 2 pointers: 2
- Punt Return TD's: 6
- Punt Return Yards: .05 for every 1
- Kickoff Return TD's: 6
- Kickoff Return Yards: .05 for every 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6
- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 2
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 2
- Assists: 1
- Sacked a QB: 3.5 for every .5
- Tackles for a loss: 2
- Safeties: 6

Section 2: Tight Ends

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2
- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 7
- Receiving Yards: .125 for every 1
- Receptions: 1.5
- Receiving 2 pointers: 2
- Punt Return TD's: 6
- Kickoff Return TD's: 6
- Kickoff Return Yards - .05 for every: 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6

- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 2
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 2
- Assists: 1
- Sacked a QB: 3.5 for every .5
- Tackles for a loss: 2
- Safeties: 6

Section 3: Defensive Tackles

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2
- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 6
- Receiving Yards: .1 for every 1
- Receptions: 1
- Receiving 2 pointers: 2
- Punt Return TD's: 6
- Kickoff Return TD's: 6
- Kickoff Return Yards - .05 for every: 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6
- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 2
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 3.5

- Assists: 1.75
- Sacked a QB: 3 for every .5
- Tackles for a loss: 3
- Safeties: 6

Section 4: Defensive Ends

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2
- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 6
- Receiving Yards: .1 for every 1
- Receptions: 1
- Receiving 2 pointers: 2
- Punt Return TD's: 6
- Kickoff Return TD's: 6
- Kickoff Return Yards - .05 for every: 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6
- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 2
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 3
- Assists: 1.5
- Sacked a QB: 3 for every .5
- Tackles for a loss: 2.25
- Safeties: 6

Section 5: Cornerbacks

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2

- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 6
- Receiving Yards: .1 for every 1
- Receptions: 1
- Receiving 2 pointers: 2
- Punt Return TD's: 6
- Punt Return Yards: .05 for every 1
- Kickoff Return TD's: 6
- Kickoff Return Yards: .05 for every 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6
- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 3
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 2.5
- Assists: 1.25
- Sacked a QB: 3 for every .5
- Tackles for a loss: 2.25
- Safeties: 6

Section 6: Safety

- Passing TD's: 6 points
- Passing Yards: .05 for every 1
- Interceptions thrown: -3
- Passing 2 pointers: 2
- Rushing TD's: 6
- Rushing Yards: .1 for every 1
- Rush Attempts: .25 each
- Rushing 2 pointers: 2
- Receiving TD's: 6
- Receiving Yards: .1 for every 1
- Receptions: 1
- Receiving 2 pointers: 2
- Punt Return TD's: 6

- Punt Return Yards: .05 for every 1
- Kickoff Return TD's: 6
- Kickoff Return Yards: .05 for every 1
- Fumbles lost to opponent: -3
- Defensive Recovery Fumble TD's: 6
- Fumble Recovery from opponent: 4
- Offensive fumble recovery TD's: 6
- Forced Fumbles: 6
- Interceptions returned for a TD: 6
- Interceptions: 6
- Passes Defensed: 2.5
- Block Field Goal TD's: 6
- Block Punt TD's: 6
- Block Punts: 4
- Block Field Goals: 4
- Blocked Extra Points: 4
- Tackles: 2.25
- Assists: 1.25
- Sacked a QB: 3 for every .5
- Tackles for a loss: 2.25
- Safeties: 6

Article 8

Schedule

Section 1: Regular Season

- The Regular season will run from weeks 1-12
- The schedule will be completely randomized and will include opponents from both divisions
- The top 5 teams from each conference will secure a spot in the playoffs.
- The highest scoring team will secure the final spot (if that team does not fall within the top 5, if they do, it will simply go to the 6th best team)

Section 2: Playoffs

- Weeks 13-15 will run as a 6-team playoff bracket for each conference
- Week 16 will hold the championship game between each conference post-season champion.

Article 9

Trading

Section 1: General Information

- Trading during the startup draft is allowed & highly encouraged.
 - o Draft picks available to trade during the startup will only consist of startup picks (players and 2018 rookie picks) and 2019 draft picks

- As of right now, MFL does not allow cross conference trading. I plan to keep it that way regardless since there will be 2 copies of each player.
- There will not be a veto process
 - o If the owners of the league feel there is collusion, they may bring the matter to me and I will ask 3rd party experienced dynasty owners if they agree. If it is ruled collusion, the trade will simply be nullified. I don't foresee this happening.