

Hernandez's Hangmen League Rules

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Article I – Rule Changes / Amendments / Commissioner Info

For league-specific issues or questions, please contact the league commissioner. Any modifications of, or additions to, the league rules or league structure will always be communicated to all owners before going into effect. For the majority of league rule or format changes, the commissioner will put the proposed amendment up for a vote. All league members are expected to vote on the amendment in a reasonable time frame so that the commissioner may make a decision to enact or withdraw the change(s). **NOTE – requesting league owners to vote DOES NOT guarantee that the results will be the sole factor in deciding to enact a rule or policy change.** It may sometimes be done as a courtesy to allow owners to voice their opinions or concerns before the commissioner makes the final decision.

League Commissioner

Brent Ogden
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Article II - League Entry & Other Fees

The following fees will be collected yearly to finance league operations and prizes.

Entry Fee: \$160 Total Per Team.

The league entry fee is comprised of the following: \$125 toward total prize money, \$20 toward the progressive pot for the 3-year champion (see Prize Money section) and \$15 per owner toward the league hosting fees.

Article III - Prize Payout Structure

Our league awards cash prizes to the top 3 teams at the end of the 3-week playoff run. We also award a cumulative prize to the owner who has earned the most VPs over a 3-year span. After 3 years, the VPs are reset to zero, and the next cycle begins.

Payout Structure

- 1st Place: \$800
- 2nd Place: \$490
- 3rd Place: \$150
- Progressive 3-Year Champion: \$720 (\$20 x 12 owners x 3)

League entry fees MUST be received prior to the first game of the NFL regular season. If an owner does not pay their entry fees before the season begins, they will have their auction money withheld until payment has been made. Payment can be made via Venmo (preferred), Cash, Credit Card, or a signed check.

Article IV - Late Payments

As mentioned above, any owner who has not paid their league fees by the specified date, will have all auction waiver money withheld until payment is received.

Article V - Playoff Qualification

Of the 12 teams in our league, 6 will qualify for the playoffs each year. These teams will be based on total VPs earned during the season (see Standings). The 2 division winners automatically receive playoff berths, and a subsequent BYE in Week 14 (Week 1 of the playoffs). The remaining 4 playoff spots will be awarded to the three teams with the highest VP totals, regardless of division.

The remaining 6 teams, who did not qualify for the playoffs, will compete in the consolation rounds in Weeks 14-16. During these three weeks, TOTAL points scored will be accrued and result in a 3-week overall point total. **NOTE: this is total points scored by each owner's roster and NOT VPs.** The standings at the end of the consolation round based on the three-week point totals will determine the order (1-6) for the following season's Rookie/FA draft.

Article VI – Rookie / FA Draft Order

Each year, the order for the 1st round of the Rookie / FA draft will be determined by a combination of the consolation bracket results and the results of the championship bracket as follows:

Round 1 Order

#1 – Highest point total among non-playoff teams in Weeks 14-16

#2 – 2nd Highest point total among non-playoff teams in Weeks 14-16

#3 – 3rd Highest point total among non-playoff teams in Weeks 14-16

#4 – 4th Highest point total among non-playoff teams in Weeks 14-16

#5 – 5th Highest point total among non-playoff teams in Weeks 14-16

#6 – 6th Highest point total among non-playoff teams in Weeks 14-16

The remaining 6 slots in the 1st round will be the reverse order of the championship bracket results as follows:

#7 – 6th place finisher

#8 – 5th place finisher

#9 – 4th place finisher

#10 – 3rd place finisher

#11 – 2nd place finisher

#12 – League champion

Remaining rounds (Rounds 2 – 7) will be the reverse order of the final results from the previous season.

Article VII - Trades

Team owners can make trades throughout the offseason, and during the regular season up until the trade deadline (see the league calendar for deadline date and time). Trades can consist of players, auction waiver dollars, and future draft picks for the next two seasons.

The commissioner is solely responsible for approving and processing all trades. If a trade is made, one of the owners involved should send the commissioner a text message asking for the

trade to be processed. This is to ensure that the commissioner is aware of the trade and can process it in a timely manner.

There are only 2 reasons which a trade will be vetoed by the commissioner:

1. If the players involved in the trade are not of comparable value. Value must take into consideration the positions involved (QB, RB, WR, etc) and the specific needs of each team.
2. If the two teams involved in the trade are obviously trying to unfairly benefit one side and not the other (i.e. trade between spouses or relatives where one team is trying to unfairly improve the others team to gain advantage)

Article VIII – Unforeseen Issues / Rule Amendments (In-season)

When a league dispute or rule issue 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 majority and in the case of a tie the commissioner will 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.

Article IX - Incomplete Rosters

If an owner has a roster slot open (either due to bye week or simple oversight), and has not filled that spot prior to the deadline, the commissioner reserves the right to fill that spot with a comparable player at their discretion. If two eligible bench players exist, then the player with the highest average projected point output for that week will be inserted

NOTE: For the 2020 season, there will be leniency in roster submissions, due to the uncertainty around COVID-19, and its potential to wreak havoc on weekly rosters

Article X - Rosters

Roster limits will be slightly different during the offseason than during the regular season. During the offseason (after keeper selection and Rookie / FA Draft), rosters will be expanded to 50 slots to allow owners to add and drop players and make trades and accommodate their draft choices. Approximately one week after the regular season has concluded, owners must select 35 players from their rosters as “keepers” for the next season. This total includes any players that may be on the taxi squad or IR. Rosters will remain locked (with the exception of trades) until the Rookie / FA Draft.

After the roster cutdown period (usually a week or so before the regular season), each owner's roster will be reduced to 40 slots for the entire regular season. **NOTE: This does NOT include the 4 IR spots, or the 3 taxi squad spots**

Owners will be required to start 16 players each week, consisting of the following:

1 QB | 2-3 RB | 3-4 WR | 1-2 TE | 3 DT/DE | 3 LB | 2 CB/S

The 4 IR slots can be utilized for any player that is designated as IR, OUT, SUSPENDED, or DOUBTFUL and the player may remain there until that designation has been removed, at which point they must either be added back to the 40-man roster or released. Players cannot be left on IR when keepers are selected and must either be moved to the keeper roster or released. **NEW for 2020: IR slots have been increased to 10 and can also be used for players that are listed under "holdout" status (this is the status given to players who have opted out of the 2020 season due to COVID-19)**

The 3 Taxi Squad slots are intended to house rookies from that season's draft who may not make an immediate impact during the current season. These slots can **ONLY** be used for rookies, and once a player has been removed from the taxi squad and placed on the 40-man roster, they may **NOT** be placed back on the taxi squad. The players can remain on the taxi squad for the entire season but must either be added to the keeper roster in the offseason or released.

Article XI – Waivers / FA

During the offseason period (from the Rookie / FA Draft until the roster cutdown period), owners may add players via "first come, first serve" free agency. Once the rosters have been trimmed to 40, and for the entirety of the regular season and playoffs, acquisitions will be made via Blind Bid Auction Waivers. Each owner starts the season with \$300 in virtual auction dollars to be used for waiver claims. The minimum bet for any waiver claim is \$1, and if more than one owner makes a claim on a given player, the owner that bid the highest will be awarded the player and that bid will be deducted from their total. The losing owner's money will be returned to their bank. Once an owner's bank has dropped to \$0, they will no longer be able to make auction waiver claims and must wait for the FCFS period to be able to make any roster additions.

NOTE: Teams that are competing in the playoff rounds will have their banks reset to \$300 before Week 14

Article XII – Scoring / Standings

Scoring will be based on the highly customized scoring system configured by the commissioner. Our league is a PPR (point-per-reception) league, with highly customized bonus scoring. Full scoring details can be found on the league site, but a few of the highlights are below:

QB / RB / WR – bonus points for runs/receptions/pass completions of 20+/30+ yards or more, bonuses for TDs longer than 30/40/50 yards, 1 point per reception, .25 points per rush attempt

IDP – rewards for sacks, bonuses for hitting sack thresholds, INT/FR return yards, points for pass deflections, defensive touchdowns, tackles (solo and shared)

Each week, two owners will face off in a head to head matchup as determined by the schedule. Points will be accrued by each player and the team with the highest total points will be awarded the victory. **NOTE: As mentioned earlier, standings are determined by VPs, not wins and losses**

Even though teams will receive wins and losses, and these will reflect in the standings, the standings and playoff qualifiers are determined by Victory Points (VPs). This is a way for teams to be rewarded for their scoring output in addition to wins and losses, so that an inopportune matchup is not the sole factor in winning and losing. Victory points are awarded as follows:

5 VPs – win and highest point total of the week

4 VPs – win and finish in top 1/3 in total points for the week

3 VPs – win and finish in the middle 1/3 in total points for the week

2 VPs – win and finish in bottom 1/3 in total points for the week OR loss and finish in top 1/3 in total points for the week

1 VP – loss and finish in the middle 1/3 in total points for the week

0 VP – loss and finish in the bottom 1/3 in total points for the week

At the end of the regular season, the total VPs earned by each owner will be recorded, and after three years, the owner with the highest total accumulated VPs for those three years will be awarded the progressive prize money. The VPs will be reset to 0 and the cycle will begin again for the next three years, and so on.