



LEAGUE CONSTITUTION

10-Team Superflex Dynasty League

Established 2026

Platform: Sleeper
Commissioner: Chris

This constitution establishes the official rules and guidelines for the Big Dynasty Energy fantasy football league. All managers agree to abide by these rules upon joining the league.

WELCOME TO BIG DYNASTY ENERGY

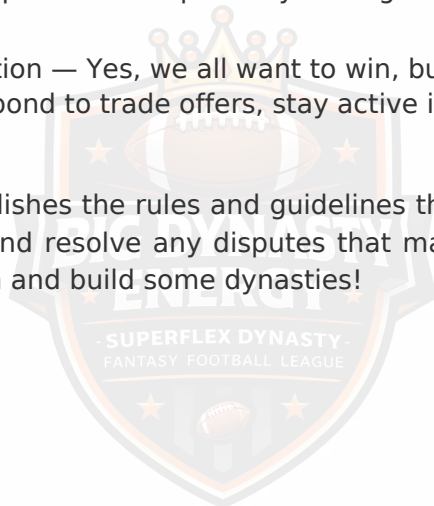
Big Dynasty Energy is first and foremost a for-fun league amongst friends. While we play for a small prize pool, the true spirit of this league is about building lasting friendships, engaging in friendly competition, and sharing our love of football together.

This league was designed with a few core principles in mind:

- Year-Round Engagement — Dynasty format means fantasy football doesn't end in January. Whether it's analyzing rookie prospects, making trades, or debating player values, there's always something to talk about.
- Friendly Trading — Our roster construction (11 starters, 12 bench) was specifically designed to encourage trading. We want managers wheeling and dealing, not hoarding players on their bench.
- No Trade Deadline — Rebuilding? Contending? It doesn't matter what time of year it is — the trade market is always open. This keeps every manager engaged regardless of their team's current status.
- Community Over Competition — Yes, we all want to win, but not at the expense of the fun. Be a good league mate, respond to trade offers, stay active in chat, and remember that we're all friends here.

The following constitution establishes the rules and guidelines that will govern our league. These rules exist to ensure fair play and resolve any disputes that may arise — but at the end of the day, the goal is simple: have fun and build some dynasties!

— *Chris, Commissioner*



QUICK REFERENCE GUIDE

TL;DR — The Essential Settings

LEAGUE BASICS

Setting	Value	Notes
League Name	Big Dynasty Energy	
Format	Superflex Dynasty	Keep your roster year-to-year
Teams	10	
Platform	Sleeper	
Scoring	Half PPR	0.5 points per reception
Buy-In	\$50/year	⚠️ OVERRIDE (voted \$100)

ROSTER CONSTRUCTION

Starters	11	⚠️ OVERRIDE (voted 10) — Encourages tr
Lineup	1QB, 2RB, 3WR, 1TE, 3FLEX, 1SE	Superflex can start QB
Bench	12	⚠️ OVERRIDE (voted 14) — Tighter rosters
Taxi Squad	3	Rookies only, poaching allowed
IR Spots	3	
QB Limit	4 max	Cannot roster more than 4 QBs
Total Roster	29	11 + 12 + 3 + 3

DRAFTS

Draft	Format	Type	When
Veteran Startup	Snake	Slow (8hr/pick)	April 28, 2026
Rookie (Year 1)	Linear	Live (~2 hrs)	Late May 2026
Rookie (Future)	Linear	Live	Potential Points order

YEAR 1 ROOKIE DRAFT ORDER

Determined by NFL Playoff Bracket Challenge — Submit bracket at myplayoffpicks.com before Saturday, January 10, 2026 at 4:30 PM ET. Winner chooses draft slot first!

KEY RULES

Rule	Setting
Trade Deadline	None — Year-round trading!
Trade Review	Commissioner review (veto for collusion only)
FAAB Budget	\$1000/year, \$0 bids allowed
Playoffs	6 teams, Week 16 championship
Rookie Draft Order	Potential Points (anti-tanking)
Kickers/DST	No

SCORING HIGHLIGHTS

Category	Points
Passing TD	4 pts
Passing Yards	0.04/yard (1 pt per 25 yds)
Interception	-2 pts
Rush/Rec TD	6 pts
Rush/Rec Yards	0.1/yard (1 pt per 10 yds)
Reception	0.5 pts (Half PPR)

PAYOUTS (\$500 PRIZE POOL)

Place	Percentage	Payout
1st (Champion)	70%	\$350
2nd	20%	\$100
3rd	10%	\$50

⚠️ COMMISSIONER OVERRIDES SUMMARY

Setting	Voted	Override	Reason
Starters	10	11	Creates demand, encourages trading
Bench	14	12	Tighter rosters force decisions
Rookie Format	Snake	Linear	Dynasty best practice
Buy-In	\$100	\$50	Keeps league accessible

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ARTICLE I: LEAGUE OVERVIEW

1.1 League Information

Setting	Value
League Name	Big Dynasty Energy
Format	Superflex Dynasty
Teams	10
Platform	Sleeper
Scoring	Half PPR (0.5 points per reception)
Established	2026

1.2 Superflex Explained

This is a Superflex league, meaning one flex position can start a quarterback. This makes quarterbacks significantly more valuable than in standard leagues. Managers should plan to roster multiple starting-caliber QBs.

1.3 Dynasty Format

Unlike redraft leagues, dynasty leagues allow managers to keep their entire roster year-over-year. Only rookies and free agents are drafted each year after the initial startup draft. Building for both the present and future is essential to long-term success.

ARTICLE II: ROSTER CONSTRUCTION

2.1 Starting Lineup (11 Starters)

Position	Slots	Eligible Players
QB	1	Quarterbacks
RB	2	Running Backs
WR	3	Wide Receivers
TE	1	Tight Ends
FLEX	3	RB / WR / TE
Superflex (SF)	1	QB / RB / WR / TE

Note: The 11-starter format was a commissioner override (voted 10) to encourage more trading activity.

2.2 Bench & Reserve Spots

Roster Type	Spots	Notes
Bench	12	Commissioner override (voted 14)
Taxi Squad	3	Rookies only — see Article VII
IR (Injured Reserve)	3	Players with IR/Out designation only
TOTAL ROSTER	29	11 starters + 12 bench + 3 taxi + 3 IR

2.3 Quarterback Roster Limit

Teams may roster a maximum of 4 quarterbacks at any time. This includes all QBs on the active roster, bench, and taxi squad. IR spots do not count toward this limit.

Note: This limit encourages trading excess QBs rather than hoarding.

2.4 IR Eligibility

Only players designated as IR (Injured Reserve), Out, or PUP (Physically Unable to Perform) by their NFL team are eligible for IR spots. Players with Questionable or Doubtful designations are NOT eligible.

- Managers must move ineligible players off IR before making any roster moves
- Failure to maintain a legal roster may result in commissioner intervention

ARTICLE III: SCORING SYSTEM

3.1 Passing

Action	Points
Passing Yard	0.04 (1 point per 25 yards)
Passing Touchdown	4 points
Interception	-2 points
2-Point Conversion (Pass)	2 points

3.2 Rushing

Action	Points
Rushing Yard	0.1 (1 point per 10 yards)
Rushing Touchdown	6 points
2-Point Conversion (Rush)	2 points

3.3 Receiving

Action	Points
Reception	0.5 points (Half PPR)
Receiving Yard	0.1 (1 point per 10 yards)
Receiving Touchdown	6 points
2-Point Conversion (Rec)	2 points

3.4 Miscellaneous

Action	Points
Fumble Lost	-2 points
Offensive Fumble Recovery TD	6 points

3.5 Positions NOT Used

- Kickers — Not included (reduces randomness)
- Team Defense/Special Teams (DST) — Not included

ARTICLE IV: DRAFT RULES

4.1 Startup Draft (Year 1 Only)

The inaugural startup draft will include all NFL players EXCEPT the incoming rookie class. This allows for separate valuation of veterans and rookies.

- Format: Snake draft (order reverses each round)
- Draft Type: Slow draft — 8 hours per pick
- Draft Order: Randomized (see Section 4.6)
- Start Date: April 28, 2026 (exact time TBD based on 1st pick availability)
- Rounds: Enough to fill starting lineups + bench (approximately 23 rounds)
- Player Pool: Veterans only (excludes 2026 rookie class)

Note: Slow draft allows managers to make picks on their own schedule over days/weeks. The 8-hour timer pauses overnight if configured. Estimated completion: 2.5-3 weeks.

4.2 Annual Rookie Draft

After the startup year, an annual rookie draft will be held each year following the NFL Draft.

- Timing: Post-NFL Draft — Year 1 will be scheduled as startup draft nears completion (est. mid-late May 2026)
- Format: Linear draft (NFL-style) — same order every round
- Draft Type: Live draft — all managers online together (~2 hours)
- Rounds: 5 rounds
- Eligible Players: Incoming NFL rookies and previously undrafted players
- Year 1 Draft Order: Randomized (see Section 4.6)
- Future Years Draft Order: Determined by Potential Points (Max PF) — see Section 4.4

Note: Linear format means the team with pick 1.01 also gets 2.01, 3.01, etc. This mirrors the NFL Draft and gives weaker teams a better chance to rebuild. Live draft date/time will be coordinated in Sleeper chat as startup draft winds down.

4.3 Rookie Draft Pick Trading

Rookie draft picks may be traded up to 3 years in advance. For example, during the 2026 season, picks from 2026, 2027, 2028, and 2029 rookie drafts may be traded.

Note: Picks cannot be traded more than 3 years out to maintain league stability.

4.4 Rookie Draft Order — Potential Points

To prevent tanking, rookie draft order is determined by Potential Points (Max PF), not win-loss record.

- Potential Points = The maximum points your roster COULD have scored if you set the optimal lineup each week
- Teams with the LOWEST potential points pick first
- This prevents managers from intentionally benching good players to lose
- Non-playoff teams are ordered by Potential Points (lowest to highest)

- Playoff teams are ordered by playoff finish (worst to best)

4.5 Missed Draft Picks

If a manager misses their pick during a slow draft:

- The pick timer will expire after 8 hours
- The platform will auto-draft the highest-ranked available player
- Managers are encouraged to set a draft queue to avoid unwanted auto-picks
- Repeated missed picks (3+) may result in commissioner intervention

4.6 Year 1 Rookie Draft Order — NFL Playoff Bracket Challenge

For the inaugural 2026 season, the Year 1 Rookie Draft order will be determined by an NFL Playoff Bracket Challenge.

How It Works:

- Each manager submits a playoff bracket via myplayoffpicks.com
- Deadline: All brackets must be submitted to the Commissioner before kickoff of the first 2025 Wild Card game — Saturday, January 10, 2026 at 4:30 PM ET (Rams at Panthers)
- Brackets are scored based on correct picks throughout the playoffs
- The manager with the best bracket score gets to choose their draft position first
- Second place chooses second, and so on
- This is NOT automatically 1.01 — winners may strategically choose later picks

Selection Order:

- 1st place bracket → Chooses draft slot first
- 2nd place bracket → Chooses draft slot second
- ...and so on until all 10 managers have selected

Note: The Veteran Startup Draft order was randomized separately (see below). Future rookie drafts will use Potential Points to determine order.

Veteran Startup Draft Order (Randomized):

Pick	Manager
1	Chris
2	Tim
3	Abby
4	Mike
5	Dave
6	Kyle
7	Kanita
8	AJ

9	Ethan
10	Randy



ARTICLE V: TRADING RULES

5.1 Trade Deadline

There is NO trade deadline. Trading is permitted year-round, including during the playoffs and offseason. This encourages rebuilding teams to remain active sellers and contending teams to make moves at any time.

5.2 Trade Review Process

All trades are subject to Commissioner Review:

- Trades will be reviewed and processed within 24 hours
- The commissioner will only veto trades in cases of obvious collusion
- Unbalanced trades are NOT grounds for veto — managers are free to make their own valuations
- There is no league vote on trades

5.3 What Can Be Traded

- Players on active roster, bench, or taxi squad
- Rookie draft picks (up to 3 years out)
- FAAB dollars (if applicable)

5.4 What CANNOT Be Traded

- Players on IR (must be moved to active roster first)
- Draft picks more than 3 years in the future
- Conditional picks or player options

5.5 Collusion

Collusion is strictly prohibited. Examples include:

- Trading away good players for nothing to help another team
- Coordinating lineups or roster moves with another manager
- Lending players to another team
- Any agreement outside the platform that affects competition

Penalty: Managers found guilty of collusion may be removed from the league without refund.

5.6 Trade Disputes

If a manager believes a trade is collusion, they may bring it to the commissioner's attention within 48 hours of the trade being processed. The commissioner will investigate and make a final ruling.

ARTICLE VI: WAIVERS & FREE AGENCY (FAAB)

6.1 FAAB System

Free agent acquisition is managed through FAAB (Free Agent Acquisition Budget), a blind auction system.

- Annual Budget: \$1000 FAAB
- Minimum Bid: \$0 (zero-dollar bids allowed)
- Budget resets at the start of each league year
- FAAB does NOT carry over year-to-year

6.2 Waiver Processing

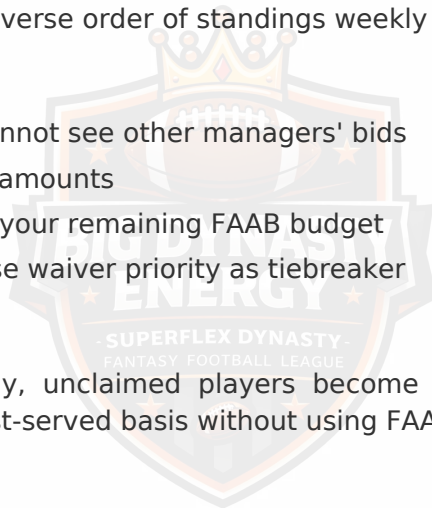
- Processing Day: Waivers process daily
- Tiebreaker: If multiple managers bid the same amount, waiver priority determines the winner
- Waiver priority resets to inverse order of standings weekly

6.3 Bidding Rules

- All bids are blind — you cannot see other managers' bids
- Bids must be whole dollar amounts
- You cannot bid more than your remaining FAAB budget
- \$0 bids are allowed and use waiver priority as tiebreaker

6.4 Free Agents

After waivers process each day, unclaimed players become free agents and can be added immediately on a first-come, first-served basis without using FAAB.



ARTICLE VII: TAXI SQUAD RULES

7.1 Overview

The taxi squad is a protected development roster for rookie players. It allows managers to stash young players without taking up active bench spots.

- Taxi Squad Size: 3 spots
- Eligibility: First-year NFL players (rookies) only

7.2 Taxi Squad Eligibility

- Only players in their first NFL season are eligible for the taxi squad
- Once a player completes their rookie season, they must be promoted to the active roster or released
- Players on taxi squad do NOT count toward the 4 QB roster limit

7.3 Promoting Players

Managers may promote a player from their taxi squad to their active roster at any time, provided they have an open roster spot.

Note: Promotions are permanent — a promoted player cannot be returned to the taxi squad.

7.4 Taxi Squad Poaching

Poaching is ENABLED. Other managers may attempt to claim players from your taxi squad.

Poaching Process:

- Any manager may submit a claim on a taxi squad player
- The owning manager has 24 hours to respond
- The owner may either: (a) Promote the player to their active roster, or (b) Allow the player to be claimed
- If the owner does not respond within 24 hours, the player is automatically awarded to the claiming team
- The claiming team must have an open roster spot to complete the claim

Note: Poaching creates strategic urgency — protect your breakout rookies by promoting them before others can claim them.

7.5 End-of-Season Taxi Rules

At the end of each NFL season, all taxi squad players who have completed their rookie season must be either:

- Promoted to the active roster
- Released to waivers

Failure to comply will result in commissioner-enforced moves.

ARTICLE VIII: SCHEDULE & PLAYOFFS

8.1 Regular Season

- Length: 14 weeks (NFL Weeks 1-14)
- Matchups: Head-to-head weekly matchups
- Schedule is generated by Sleeper platform

8.2 Playoff Structure

- Playoff Teams: 6 teams qualify
- Seeding: Based on regular season record
- Byes: Top 2 seeds receive first-round byes
- Matchup Length: 1 week per round

Round	Week	Matchups
Wild Card	Week 15	#3 vs #6, #4 vs #5
Semifinals	Week 16	#1 vs lowest seed, #2 vs other winner
Championship	Week 17	Semifinal winners

Note: Championship is Week 16 to avoid Week 17 when NFL teams may rest starters.

8.3 Playoff Seeding Tiebreakers

If two or more teams have the same record, seeding is determined by:

1. Total Points For (higher is better)
2. Head-to-head record
3. Total Points Against (lower is better)

8.4 Non-Playoff Team Engagement

Teams that do not make the playoffs will participate in a Max Points Contest during playoff weeks.

- Non-playoff teams compete for highest potential points
- This determines rookie draft order among non-playoff teams
- Keeps all managers engaged through the end of the season

ARTICLE IX: FINANCIAL RULES

9.1 Annual Buy-In

Buy-In: \$50 per year (Commissioner Override)

- Buy-in is due before the startup draft begins
- Returning managers must pay before the rookie draft each year

Note: Buy-in was overridden from \$100 (plurality vote with 4 votes) to \$50 to keep the league accessible to all managers.

9.2 Payment Method

Payment should be made via Venmo, PayPal, or other method specified by the commissioner. League fees will be held by the commissioner.

9.3 Payment Deadline

- Startup Draft: Full payment due before draft begins
- Subsequent Years: Payment due 1 week before rookie draft
- Managers who have not paid may be locked out of drafting

9.4 Payout Structure

Payouts are distributed as follows (Top Heavy):

Finish	Percentage	Payout (\$50 buy-in × 10 teams = \$500)
1st Place (Champion)	70%	\$350
2nd Place	20%	\$100
3rd Place	10%	\$50

9.5 Refund Policy

- No refunds once the startup draft has begun
- If a manager leaves mid-season, their buy-in is forfeited to the prize pool
- Replacement managers are not required to pay for the current season if taking over an orphan team

ARTICLE X: ORPHAN TEAMS & REPLACEMENT MANAGERS

10.1 Definition

An orphan team is a team whose manager has left the league, either voluntarily or through removal.

10.2 Manager Responsibility to Find Replacement

Exiting managers are required to find their own replacement. If you need to leave the league, it is YOUR responsibility to recruit a new manager to take over your team.

- Notify the commissioner as soon as you know you need to leave
- Provide at least 2 weeks notice when possible
- Actively recruit a replacement from your network
- The replacement must be approved by the commissioner

Note: This policy ensures league continuity and reduces burden on remaining managers.

10.3 Replacement Manager Buy-In Requirement

An additional buy-in is required when a manager is replaced. Either the exiting manager OR the replacement manager must pay an extra season's buy-in as a commitment fee.

- Option A: Exiting manager pays the extra buy-in before leaving (ensures smooth transition)
- Option B: Replacement manager pays double for their first season (current year + commitment fee)
- The extra buy-in is added to the following season's prize pool
- This policy applies to all manager changes, voluntary or otherwise

Note: This requirement ensures replacement managers are committed to the league long-term and compensates the league for the disruption of manager turnover.

10.4 Manager Departure Mid-Season

If a manager leaves during the season and has not yet found a replacement:

- The commissioner will manage the team temporarily
- The team will be set with the highest-projected lineup each week
- No trades will be made on behalf of the orphan team
- The commissioner and league will assist in seeking a replacement manager

10.5 Manager Departure Mid-Draft

If a manager leaves during a draft:

- The draft will continue with auto-pick enabled for the orphan team
- Best available player based on Sleeper rankings will be selected
- A replacement manager will inherit the team as-is

10.6 Finding Replacement Managers

If the exiting manager cannot find a replacement, managers will be sourced in the following priority:

- 1. Referrals from existing managers
- 2. Friends/family of the commissioner
- 3. Public recruitment

10.7 Replacement Manager Terms

- New managers inherit the team as-is (roster, draft picks, FAAB)
- All trades made by the previous manager are honored
- New managers must pay the replacement buy-in (see Section 10.3)
- Full regular buy-in required in subsequent seasons

10.8 Failure to Find Replacement

If no replacement can be found within a reasonable timeframe:

- The orphan team will be managed by the commissioner
- If necessary, the league may consider contraction (with majority vote)



ARTICLE XI: TANKING & CONDUCT POLICY

11.1 Anti-Tanking Measures

To promote competitive integrity, the following anti-tanking measures are in place:

- Potential Points Draft Order: Rookie draft order based on max possible points, not record
- Max Points Contest: Non-playoff teams compete for best potential points during playoffs
- These measures remove incentive to intentionally lose

11.2 Roster Manipulation

Managers are expected to set competitive lineups each week. The following are prohibited:

- Starting players on bye weeks when healthy alternatives exist
- Benching clear starters to intentionally lose
- Dropping valuable players to waivers without a clear roster need

Note: Rebuilding teams are allowed to trade away good players for picks — this is NOT tanking.

11.3 Manager Conduct

All managers are expected to:

- Treat other managers with respect
- Respond to trade offers within a reasonable timeframe
- Participate actively in league discussions
- Pay dues on time
- Set lineups weekly

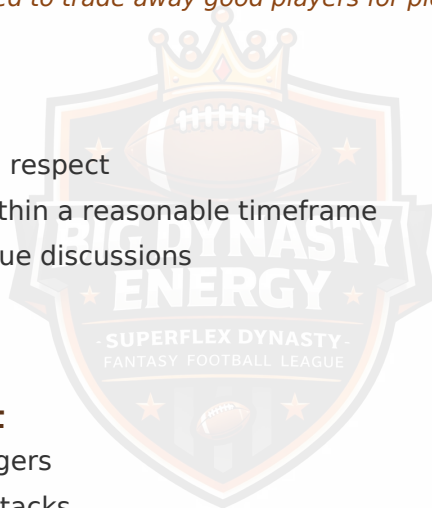
11.4 Prohibited Conduct

- Collusion with other managers
- Harassment or personal attacks
- Sharing league information with non-members
- Manipulating lineups for another manager's benefit

11.5 Penalties

Violations may result in:

- Warning from commissioner
- Loss of draft picks
- FAAB penalties
- Removal from league without refund



ARTICLE XII: COMMISSIONER POWERS

12.1 Commissioner Role

The commissioner is responsible for maintaining the integrity and smooth operation of the league.

12.2 Commissioner Powers

The commissioner has authority to:

- Approve or veto trades (only for collusion)
- Resolve disputes between managers
- Manage orphan teams until replacements are found
- Enforce rules and penalties as outlined in this constitution
- Make emergency roster corrections when necessary
- Hold and distribute league funds

12.3 Commissioner Limitations

The commissioner may NOT:

- Veto trades simply because they appear unbalanced
- Make rule changes mid-season without majority approval
- Give themselves preferential treatment
- Access other managers' private information

12.4 Commissioner as Manager

The commissioner participates as a regular manager in the league. Any disputes involving the commissioner's team will be resolved by a vote of uninvolved managers.

12.5 Commissioner Succession

If the commissioner can no longer fulfill their duties:

- A new commissioner will be elected by majority vote
- League funds will transfer to the new commissioner
- All commissioner powers transfer immediately

ARTICLE XIII: RULE CHANGES & AMENDMENTS

13.1 Proposing Changes

Any manager may propose a rule change at any time by presenting it to the commissioner and league.

13.2 Voting Requirements

- Standard Rule Changes: Require majority vote (6 of 10 managers)
- Major Changes: Require supermajority (7 of 10 managers)

Major changes include: scoring changes, roster size changes, playoff format, buy-in amount

13.3 Timing of Changes

- Rule changes may only take effect at the START of the next league year
- No rule changes may be implemented mid-season
- Emergency corrections (platform errors, etc.) may be made immediately by commissioner

13.4 Constitutional Amendments

This constitution may be amended with a supermajority vote (7 of 10). Amendments take effect at the start of the next league year.



ARTICLE XIV: DISPUTE RESOLUTION

14.1 Informal Resolution

Managers are encouraged to resolve disputes directly with each other first. Most issues can be resolved through civil discussion.

14.2 Commissioner Mediation

If managers cannot resolve a dispute, either party may bring it to the commissioner for mediation. The commissioner will:

- Hear both sides
- Review relevant evidence
- Make a ruling within 48 hours

14.3 Appeal Process

If a manager disagrees with a commissioner ruling, they may appeal to a league vote:

- Appeals must be submitted within 24 hours of the ruling
- A majority vote (6 of 10) can overturn a commissioner ruling
- The commissioner's team cannot vote on disputes involving their own team

14.4 Final Decisions

Once a dispute is resolved (either by commissioner ruling or league vote), the decision is final. Repeated appeals on the same issue will not be entertained.

14.5 Platform Issues

If there are technical issues with the Sleeper platform (scoring errors, lineup glitches, etc.), the commissioner will work with Sleeper support to resolve them. Commissioner has final say on manual corrections.



ACKNOWLEDGMENT

By joining the Big Dynasty Energy league, all managers acknowledge that they have read, understood, and agree to abide by the rules set forth in this constitution.

This constitution was ratified on the commencement of the 2026 season and remains in effect until amended by league vote.

Chris Wolff, Commissioner
Big Dynasty Energy



★ **BIG DYNASTY ENERGY** ★
Let's build some dynasties!