

We the Members of the Quest for the Vigilante Cup, in Order to form a more perfect Fantasy Football League, establish Fairness and Integrity, insure Stability, provide for the common Strength, promote the general Happiness, and secure the Blessings of the Fantasy Gods to ourselves and our Posterity, do ordain and establish this Constitution for our League.

ARTICLE I OVERVIEW

SECTION 1

- 1.1 - THE QUEST FOR THE VIGILANTE CUP WAS ESTABLISHED AS, AND REMAINS, A KEEPER LEAGUE, MEANING IT SHALL LIVE ON FROM ONE SEASON TO THE NEXT IN PERPETUITY.
- 1.2 - AS A SANCTIONED ESPN LEAGUE, THE QUEST FOR THE VIGILANTE CUP WILL ADHERE TO AND RESPECT ALL OF ESPN'S RULES AND DECISIONS.
- 1.3 - WE ARE A DEMOCRACY. ALL RULES, SETTINGS, AND ACTIONS PERTAINING TO THE LEAGUE, EITHER VESTED IN THIS CONSTITUTION OR NOT, SHALL BE SUBJECT TO THE APPROVAL OF A MAJORITY OF LEAGUE MEMBERS.
- 1.4 - ANY AND ALL CHANGES TO THE LEAGUE OR AMENDMENTS TO THIS CONSTITUTION SHALL NOT BE MADE DURING THE REGULAR SEASON OR PLAYOFFS, UNLESS BY UNANIMOUS CONSENT OF ALL LEAGUE MEMBERS. NEW BUSINESS SHOULD BE CONDUCTED ONLY DURING THE OFFSEASON.
- 1.5 - THE COMMISSIONER, AND SUBSEQUENTLY BY AUTHORITY OF A MAJORITY OF LEAGUE MEMBERS, SHALL HAVE THE POWER, WHEN CIRCUMSTANCES REQUIRE, TO MAKE ALL DECISIONS WHICH SHALL BE DEEMED NECESSARY AND PROPER TO THE CONTINUED SUCCESS AND POSTERITY OF THE LEAGUE.

SECTION 2 (OUTLINE)

- 2.1 - THE LEAGUE SHALL CONSIST OF EIGHT [8] TEAMS, EACH RUN BY A SEPARATE, INDEPENDENT OWNER. THE TEAMS WILL BE DIVIDED INTO TWO [2] DIVISIONS, EACH CONSISTING OF FOUR [4] TEAMS.
- 2.2 - TEAMS SHALL FILL THEIR ROSTERS WITH NFL PLAYERS, VIA THE DRAFT AND SUBSEQUENTLY THROUGH VARIOUS TRANSACTIONS.
- 2.3 - DURING THE FIRST FOURTEEN [14] WEEKS OF THE NFL REGULAR SEASON, EACH TEAM WILL FACE AN OPPONENT EACH WEEK IN A HEAD-TO-HEAD MATCHUP.
- 2.4 - THE NFL PLAYERS ON A TEAM'S ROSTER WILL ACCRUE A CERTAIN NUMBER OF POINTS EACH WEEK, IN CORRELATION TO THEIR PERFORMANCE IN THAT WEEK'S NFL GAME.
- 2.5 - THE TEAM THAT SCORES THE MOST POINTS IN THE HEAD-TO-HEAD MATCHUP SHALL BE DECLARED THE WINNER.
- 2.6 - AT THE CONCLUSION OF THE FOURTEEN [14] WEEK REGULAR SEASON, THE SIX [6] TEAMS WITH THE MOST WINS, OR THROUGH VARIOUS TIEBREAKERS, SHALL MOVE ON TO THE PLAYOFFS.
- 2.7 - THE PLAYOFFS SHALL OCCUR DURING THE FINAL THREE [3] WEEKS OF THE NFL REGULAR SEASON, CONCLUDING IN A CHAMPIONSHIP MATCHUP BETWEEN THE FINAL TWO [2] TEAMS.
- 2.8 - THE WINNER OF THE CHAMPIONSHIP, CANONICALLY KNOWN AS THE VIGILANTE BOWL, SHALL BE NAMED THAT SEASON'S CHAMPION AND BE AWARDED THE VIGILANTE CUP.

SECTION 3 (MEMBERSHIP)

- 3.1 - ALL MEMBERS SHALL HAVE AN EQUAL VOTE AND VOICE IN ALL LEAGUE MATTERS AND DECISIONS.
- 3.2 - LEAGUE MEMBERSHIP IS A PRIVILEGE, NOT A RIGHT, AND SHOULD BE TREATED AS SUCH.
- 3.3 - MEMBERS CAUGHT CHEATING, COLLUDING, MATCHUP-FIXING, OR IN VIOLATION OF ANY OTHER LEAGUE RULES SHALL BE AT THE MERCY OF A LEAGUE VOTE, AND MAY FACE SEVERE PENALTIES AND/OR EXPULSION.
- 3.4 - PROSPECTIVE NEW MEMBERS, EITHER TAKING OVER AN EXISTING TEAM OR FOR FUTURE EXPANSION TEAMS, SHALL BE SUBJECT TO APPROVAL OF A MAJORITY OF LEAGUE MEMBERS.
- 3.5 - NEW MEMBERS TAKING OVER A TEAM FROM AN EXITING MEMBER SHALL HAVE THE RIGHT OF FIRST REFUSAL TO TRANSFER PLAYERS FROM SAID TEAM.
- 3.6 - IN THE EVENT THAT A MEMBER IS SUDDENLY UNABLE OR UNWILLING TO CARRY OUT THEIR ROLE IN THE LEAGUE DURING THE SEASON, AN EMERGENCY LEAGUE MEETING SHALL BE CALLED WITH THE PURPOSE OF DETERMINING THE COURSE OF ACTION. THE COMMISSIONER SHALL HAVE THE POWER TO TAKE OWNERSHIP OF AN ABANDONED TEAM UNTIL A TIME THAT A SUITABLE REPLACEMENT OR SOLUTION IS AVAILABLE.

SECTION 4 (LEAGUE OFFICERS)

- 4.1 - FOR THE PURPOSES OF MAINTAINING AND OVERSEEING OPERATIONS OF THE LEAGUE AND WIELDING LEAGUE MANAGER POWERS, A MEMBER SHALL BE APPOINTED TO THE OFFICE OF COMMISSIONER.
- 4.2 - THE COMMISSIONER MAY, AT HIS DISCRETION, APPOINT ONE OR MORE VICE COMMISSIONERS, A TREASURER, AND ANY OTHER LEAGUE OFFICERS TO ASSIST WITH MANAGERIAL TASKS.
- 4.3 - THE COMMISSIONER SHALL HAVE THE AUTHORITY TO RESOLVE MINOR DISPUTES, WHERE NOT EGREGIOUS ENOUGH TO BRING TO THE ATTENTION OF A LEAGUE VOTE.
- 4.4 - THE COMMISSIONER SHALL CALL, AT LEAST ONCE PER SEASON, A LEAGUE MEETING TO OPEN THE FLOOR TO NEW BUSINESS AND DELIVER AN ADDRESS ON THE STATE OF THE LEAGUE.
- 4.5 - THE COMMISSIONER SHALL PUT INTO PLACE A SUCCESSION PLAN, IN THE EVENT HE BECOMES UNABLE OR UNWILLING TO FULFILL HIS DUTIES, TO ENSURE A STEADY AND UNINTERRUPTED TRANSFER OF POWER.

SECTION 5 (LEAGUE DUES AND PAYOUT)

- 5.1 - THE ENTRY FEE TO FIELD A TEAM SHALL BE IN THE AMOUNT OF \$20 PER SEASON, DUE UPON THE DAY OF THE DRAFT, TO BE PAID IN FULL TO THE LEAGUE TREASURER, OR IN THE ABSENCE OF A TREASURER, TO THE COMMISSIONER.
- 5.2 - THE PRIZE POOL OF ENTRY FEES, TOTALING \$160, SHALL BE APPROPRIATED IN THE FOLLOWING WAY:
 - \$100 PAID TO THE LEAGUE CHAMPION
 - \$20 PAID TO THE RUNNER-UP
 - \$40 ALLOCATED FOR DRAFT DAY FESTIVITIES
- 5.3 - UNPAID ENTRY FEES SHALL BE PUNISHABLE AT THE DISCRETION OF A LEAGUE MAJORITY VOTE, AND VIOLATIONS MAY INCLUDE FORFEITING EARNED PRIZE MONEY AND/OR EXPULSION FOR REPEAT OFFENDERS.

ARTICLE II
ROSTERS AND TRANSACTIONS

SECTION 1

- 1.1 - ROSTERS SHALL CONSIST OF NFL PLAYERS, ACQUIRED FROM THE DRAFT, AS KEEPERS, AND SUBSEQUENTLY THROUGH FREE AGENCY, THE WAIVER WIRE, AND TRADES.
- 1.2 - A TEAM HAS THE RIGHT TO ADD AND/OR DROP ANY PLAYER FROM THEIR ROSTER, AT ANY TIME, FOR ANY REASON, SO LONG AS SAID TRANSACTION DOES NOT VIOLATE POSITION LIMITS OR OTHER ROSTER RULES. AS SUCH, WE SHALL NOT OBSERVE ESPN'S UNDROPPABLE PLAYERS LIST.
- 1.3 - ALL NFL PLAYERS NOT CURRENTLY ON THE ROSTER OF ANOTHER TEAM ARE ELIGIBLE TO BE PICKED UP AS FREE AGENTS.
- 1.4 - DURING THE REGULAR SEASON, A FREE AGENT PLAYER WILL BE LOCKED FROM THE START OF THEIR NFL GAME UNTIL THE FOLLOWING WEDNESDAY. DURING THIS PERIOD, SAID PLAYER MAY NOT BE ADDED TO OR DROPPED FROM A ROSTER.
- 1.5 - THERE SHALL BE NO LIMIT TO THE NUMBER OF ACQUISITIONS THAT A TEAM MAY MAKE DURING A SEASON.

SECTION 2 (STARTLING LINEUP)

- 2.1 - EACH TEAM SHALL CONSIST OF TWENTY [20] ROSTER SPOTS AND ONE [1] I.R. SPOT. THOSE 20 SPOTS WILL BE SPLIT AMONGST FIFTEEN [15] STARTERS AND FIVE [5] BENCH SPOTS.
- 2.2 - THE FIFTEEN [15] STARTING PLAYERS SHALL CONSIST OF:
 - TWO [2] QUARTERBACKS
 - TWO [2] RUNNING BACKS
 - THREE [3] WIDE RECEIVERS
 - ONE [1] TIGHT END
 - ONE [1] RB/WR
 - ONE [1] WR/TE
 - ONE [1] FLEX SPOT (RB/WR/TE)
 - ONE [1] KICKER
 - ONE [1] INDIVIDUAL DEFENSIVE PLAYER
 - ONE [1] TEAM DEFENSE/ST
 - ONE [1] TEAM HEAD COACH
- 2.3 - ONLY ELIGIBLE POSITIONAL PLAYERS THAT QUALIFY FOR A SPECIFIC STARTING ROSTER SPOT MAY LEGALLY OCCUPY IT.
- 2.4 - THE I.R. SPOT MAY ONLY BE LEGALLY OCCUPIED BY PLAYERS WHO HAVE BEEN OFFICIALLY DESIGNATED AS INACTIVE.
- 2.5 - A TEAM'S STARTING LINEUP MUST BE SET EVERY WEEK, AS INJURIES AND BYE WEEKS CAN CAUSE VACANT ROSTER SPOTS.
- 2.5 - FAILURE BY A TEAM TO SET THEIR STARTING LINEUP FOR MULTIPLE WEEKS SHALL BE PUNISHABLE BY LEAGUE SANCTIONS, AND REPEATED VIOLATIONS MAY RESULT IN SEVERE PENALTIES AND/OR EXPULSION.

SECTION 3 (POSITION LIMITS)

- 3.1 - TO PROMOTE FAIRNESS AND PARITY, LIMITS ON THE NUMBER OF CERTAIN POSITIONAL PLAYERS A TEAM MAY POSSESS ON THEIR ROSTER SHALL BE IMPOSED.
- 3.2 - AT NO TIME MAY A TEAM POSSESS MORE THAN:
 - THREE [3] QUARTERBACKS
 - FIVE [5] RUNNING BACKS
 - SEVEN [7] WIDE RECEIVERS
 - TWO [2] TEAM DEFENSE/ST
 - ONE [1] TEAM HEAD COACH
 - ONE [1] INDIVIDUAL DEFENSIVE PLAYER OF THE SAME POSITION
- 3.3 - A PLAYER LEGALLY OCCUPYING THE I.R. SPOT SHALL NOT BE COUNTED AGAINST SAID POSITION LIMITS.

SECTION 4 (WAIVER WIRE)

- 4.1 - ONCE A FREE AGENT PLAYER HAS BEEN LOCKED FOR THEIR WEEKLY NFL GAME OR DROPPED FROM A TEAM'S ROSTER, THEY WILL BE ON WAIVERS, AND CANNOT BE ADDED UNTIL SAID WAIVER PERIOD IS OVER.
- 4.2 - AFTER THE WEEKLY REGULAR SEASON MATCHUP HAS BEEN FINALIZED ON TUESDAY MORNING, FREE AGENT PLAYERS WILL BE ELIGIBLE TO PICK UP FROM THE WAIVER WIRE THE FOLLOWING DAY.
- 4.3 - PLAYERS DROPPED TO FREE AGENCY SHALL HAVE A TWENTY-FOUR [24] HOUR WAIVER PERIOD BEFORE BEING ELIGIBLE TO BE ADDED BY ANOTHER TEAM.
- 4.4 - TO ADD A PLAYER FROM THE WAIVER WIRE, A TEAM MUST SUBMIT A WAIVER FOR SAID PLAYER. THIS WAIVER MUST NOT CONFLICT WITH ANY POSITION LIMITS OR ROSTER RULES OR IT WILL NOT BE PROCESSED.
- 4.5 - IF MORE THAN ONE TEAM ATTEMPTS TO ADD THE SAME PLAYER, THE WAIVER ORDER SHALL DETERMINE TO WHOM THE PLAYER GOES.
- 4.6 - THE WAIVER ORDER CHANGES WEEKLY, AND WILL BE THE REVERSE ORDER OF THE CURRENT REGULAR SEASON STANDINGS. ONCE A WAIVER ACQUISITION IS COMPLETED, THAT TEAM MOVES TO LAST IN THE ORDER.
- 4.7 - TEAMS MAY NOT TRADE THEIR PLACE IN THE WAIVER ORDER TO ANOTHER TEAM.
- 4.8 - TO PREVENT FREE AGENT BLOCKING AND CYCLING, PLAYERS ADDED AND DROPPED THE SAME DAY WILL NOT BE ASSIGNED TO WAIVERS, BUT WILL RETURN TO THE FREE AGENT POOL.

SECTION 5 (TRADES)

- 5.1 - ONE OR MORE TEAMS MAY FREELY TRADE PLAYERS AND ASSETS AMONGST THEMSELVES, SO LONG AS SUCH TRADES DO NOT CONFLICT WITH ROSTER RULES.
- 5.2 - THERE SHALL BE NO OFFICIAL SYSTEM IN PLACE TO VETO TRADES, BUT LOPSIDED DEALS DEEMED AS POSSIBLE COLLUSION BY THE COMMISSIONER MAY BE BROUGHT TO THE ATTENTION OF AND SUBJECT TO REVIEW BY THE LEAGUE.
- 5.3 - ONCE A TRADE IS FINALIZED, IT MAY NOT BE REVERSED OR NULLIFIED BY THE PARTIES INVOLVED FOR AT LEAST A PERIOD OF FOUR [4] WEEKS AFTER COMPLETION.
- 5.4 - THERE SHALL BE A TRADE DEADLINE IN PLACE BEGINNING ONE [1] WEEK BEFORE THE START OF THE PLAYOFFS. IT SHALL TAKE EFFECT AT 12PM ON THE THURSDAY OF WEEK 14, INITIATING A PERIOD IN WHICH NO DEALS MAY BE MADE UNTIL THE CONCLUSION OF THE CHAMPIONSHIP.

ARTICLE III
SCORING AND SETTINGS

SECTION 1

- 1.1 - ONLY PLAYERS IN THE STARTING LINEUP AT THE TIME THAT ROSTERS LOCK SHALL ACCRUE POINTS IN A WEEKLY MATCHUP.
- 1.2 - PLAYERS ON A TEAM'S BENCH DO NOT COUNT TOWARD AND HAVE NO EFFECT ON A TEAM'S POINT TOTAL.
- 1.3 - DURING THE REGULAR SEASON, ONE [1] ADDITIONAL BONUS POINT SHALL BE AWARDED TO WHICHEVER TEAM IS CONSIDERED THE HOME TEAM.
- 1.4 - SCORING FOR A MATCHUP SHALL ALWAYS BEGIN AT ZERO [0] POINTS FOR EITHER TEAM, NOT INCLUDING THE ONE [1] ADDITIONAL BONUS POINT AWARDED TO THE HOME TEAM.
- 1.5 - IF THERE IS A DISCREPANCY OR ERROR IN A STARTING LINEUP ONCE A PLAYER OR PLAYERS HAVE LOCKED, A REQUEST MAY BE MADE TO THE COMMISSIONER, WHO HAS THE DISCRETION TO ALTER THE ROSTER. IF THE COMMISSIONER IS UNAVAILABLE, A WRITTEN, TIME-STAMPED APPEAL MAY BE MADE TO ANOTHER LEAGUE OFFICER OR ON THE LEAGUE MESSAGE BOARD.
- 1.6 - THE FINAL SAY IN ALL SCORING MATTERS SHALL BE TRUSTED TO ESPN, AND SUBSEQUENTLY TO OFFICIAL NFL RECORD KEEPING. THIS INCLUDES OVERNIGHT AND LATE WEEK SCORE ADJUSTMENTS, REGARDLESS OF HOW WEEKLY MATCHUPS MAY BE EFFECTED.

SECTION 2 (INDIVIDUAL SCORING)

- 2.1 - THE LEAGUE SHALL ADHERE TO A NON-PPR, "UNIVERSAL" SCORING SYSTEM, WHEREIN ALL-PURPOSE YARDS, BE IT PASSING, RUSHING, RECEIVING, OR SPECIAL TEAMS RETURNS, COUNT EQUALLY AT A RATE OF 0.1 POINT PER YARD GAINED.
- 2.2 - INDIVIDUAL DEFENSIVE PLAYERS, HOWEVER, ARE NOT AWARDED POINTS PER YARD ON INTERCEPTION AND FUMBLE RETURNS.
- 2.3 - TOUCHDOWNS SHALL COUNT AS SIX [6] POINTS REGARDLESS OF HOW THEY ARE SCORED, BE IT PASSING, RUSHING, RECEIVING, DEFENSIVE RETURNS, OR SPECIAL TEAMS RETURNS.
- 2.4 - 2-POINT CONVERSIONS SHALL SIMILARLY COUNT AS TWO [2] POINTS REGARDLESS OF HOW THEY ARE SCORED.
- 2.5 - PLAYERS SHALL BE AWARDED ONE [1] BONUS POINT FOR EACH TOUCHDOWN PASS, RUSH, OR RECEPTION EXCEEDING A DISTANCE OF FIFTY [50] YARDS.
- 2.6 - PLAYERS SHALL BE AWARDED FIVE [5] BONUS POINTS FOR A GAME IN WHICH THEY EXCEED EITHER FOUR HUNDRED [400] PASSING YARDS, TWO HUNDRED [200] RUSHING YARDS, OR TWO HUNDRED [200] RECEIVING YARDS.
- 2.7 - PLAYERS SHALL BE PENALIZED TWO [2] POINTS FOR EACH INTERCEPTION THROWN, TWO [2] POINTS FOR EACH FUMBLE LOST, AND ONE [1] POINT FOR EACH TIME THEY ARE SACKED.
- 2.8 - KICKERS, LIKE ALL OFFENSIVE PLAYERS, ADHERE TO THE SAME SCORING SYSTEM. BUT THEY SHALL ALSO BE AWARDED:
 - ONE [1] POINT FOR EACH SUCCESSFUL PAT
 - THREE [3] POINTS FOR EACH SUCCESSFUL FIELD GOAL
 - ONE [1] ADDITIONAL POINT FOR A SUCCESSFUL FIELD GOAL OF A DISTANCE OF FORTY [40] YARDS OR GREATER, AND INCREASING INCREMENTALLY BY ONE [1] ADDITIONAL POINT FOR EVERY ADDITIONAL TEN [10] YARDS OF DISTANCE
- 2.9 - INDIVIDUAL DEFENSIVE PLAYERS SHALL ALSO ADHERE TO THE SAME SCORING SYSTEM. BUT THEY SHALL ALSO BE AWARDED:
 - ONE [1] POINT FOR EACH TOTAL TACKLE
 - ONE [1] POINT FOR EACH STUFF
 - TWO [2] POINTS FOR EACH SACK
 - TWO [2] POINTS FOR EACH FORCED FUMBLE
 - FOUR [4] POINTS FOR EACH RECOVERED FUMBLE
 - FOUR [4] POINTS FOR EACH INTERCEPTION
 - FIVE [5] POINTS FOR EACH SAFETY
 - FIVE [5] POINTS FOR EACH BLOCKED PUNT, PAT, OR FIELD GOAL

SECTION 3 (TEAM DEFENSE/ST)

3.1 - TEAM DEFENSE/ST SHALL BE AWARDED

- ONE [1] POINT FOR EACH SACK
- ONE [1] POINT FOR EACH FORCED FUMBLE
- TWO [2] POINTS FOR EACH RECOVERED FUMBLE
- TWO [2] POINTS FOR EACH INTERCEPTION
- THREE [3] POINTS FOR EACH SAFETY
- THREE [3] POINTS FOR EACH BLOCKED PUNT, PAT, OR FIELD GOAL
- FOUR [4] POINTS FOR EACH 2-POINT CONVERSION RETURN
- SIX [6] POINTS FOR ANY DEFENSIVE OR SPECIAL TEAMS TOUCHDOWN

3.2 - ADDITIONALLY, TEAM DEFENSE/ST SHALL GAIN OR LOSE POINTS ON TWO [2] SEPARATE SLIDING SCALES, ONE [1] FOR POINTS ALLOWED, AND ONE [1] FOR YARDS ALLOWED.

3.3 - TEAM DEFENSE/ST SHALL BE AWARDED:

- TEN [10] POINTS FOR 0 POINTS ALLOWED
- FIVE [5] POINTS FOR 1-6 POINTS ALLOWED
- THREE [3] POINTS FOR 7-13 POINTS ALLOWED
- TWO [2] POINTS FOR 14-17 POINTS ALLOWED
- ONE [1] POINT FOR 18-21 POINTS ALLOWED

TEAM DEFENSE/ST SHALL BE PENALIZED:

- TWO [2] POINTS FOR 35-45 POINTS ALLOWED
- FIVE [5] POINTS FOR 46 OR MORE POINTS ALLOWED

3.4 - TEAM DEFENSE/ST SHALL BE AWARDED:

- FIVE [5] POINTS FOR FEWER THAN 100 YARDS ALLOWED
- THREE [3] POINTS FOR 100-199 YARDS ALLOWED
- ONE [1] POINT FOR 200-299 YARDS ALLOWED

TEAM DEFENSE/ST SHALL BE PENALIZED:

- ONE [1] POINT FOR 400-499 YARDS ALLOWED
- THREE [3] POINTS FOR 500 OR MORE YARDS ALLOWED

3.5 - TEAM DEFENSE/ST ARE NOT PENALIZED FOR POINTS ALLOWED OR YARDS ALLOWED WHEN THEIR TEAM OFFENSE IS ON THE FIELD.

SECTION 4 (TEAM HEAD COACH)

4.1 - TEAM HEAD COACH IS AN OPTIONAL POSITION THAT GAINS OR LOSES POINTS SOLELY ON WHETHER SAID TEAM WINS OR LOSES THAT WEEK'S NFL GAME, AND THE MARGIN BY WHICH THE GAME WAS WON OR LOST.

4.2 - TEAM HEAD COACH SHALL BE AWARDED TEN [10] POINTS FOR A VICTORY OR PENALIZED TEN [10] POINTS FOR A DEFEAT. A TIE RESULTS IN ZERO [0] POINTS GAINED OR LOST.

4.3 - TEAM HEAD COACH SHALL BE AWARDED:

- FIVE [5] ADDITIONAL POINTS FOR A MARGIN OF VICTORY OF 25 OR MORE POINTS
- FOUR [4] ADDITIONAL POINTS FOR A 20-24 POINT MARGIN OF VICTORY
- THREE [3] ADDITIONAL POINTS FOR A 15-19 POINT MARGIN OF VICTORY
- TWO [2] ADDITIONAL POINTS FOR A 10-14 POINT MARGIN OF VICTORY
- ONE [1] ADDITIONAL POINT FOR A 5-9 POINT MARGIN OF VICTORY

4.4 - CONVERSELY, TEAM HEAD COACH SHALL BE PENALIZED:

- ONE [1] ADDITIONAL POINT FOR A 5-9 POINT MARGIN OF DEFEAT
- TWO [2] ADDITIONAL POINTS FOR A 10-14 POINT MARGIN OF DEFEAT
- THREE [3] ADDITIONAL POINTS FOR A 15-19 POINT MARGIN OF DEFEAT
- FOUR [4] ADDITIONAL POINTS FOR A 20-24 POINT MARGIN OF DEFEAT
- FIVE [5] ADDITIONAL POINTS FOR A MARGIN OF DEFEAT OF 25 OR MORE POINTS

ARTICLE IV
SCHEDULE AND STANDINGS

SECTION 1

- 1.1 - THE REGULAR SEASON SHALL OCCUR FOR A PERIOD OF FOURTEEN [14] WEEKS, FROM WEEK 1 THROUGH WEEK 14 OF THE NFL REGULAR SEASON.
- 1.2 - DURING THIS PERIOD, ONCE PER WEEK, EACH TEAM WILL PLAY EACH OF THE OTHER SEVEN [7] TEAMS TWICE, ONCE AS THE HOME TEAM AND ONCE AS THE AWAY TEAM.
- 1.3 - A WEEKLY MATCHUP SHALL CONSIST OF A HEAD-TO-HEAD CONTEST BETWEEN THE STARTING LINEUPS OF TWO [2] TEAMS, WITH THE TEAM THAT SCORES THE MOST TOTAL POINTS BEING THE WINNER.
- 1.4 - THERE ARE NO TIEBREAKERS FOR WEEKLY MATCHUPS IN THE REGULAR SEASON. IF OPPONENTS IN A HEAD-TO-HEAD MATCHUP FINISH WITH SAME POINT TOTAL, THEIR MATCHUP SHALL BE CONSIDERED A TIE.
- 1.5 - THE HEAD-TO-HEAD OPPONENTS SHALL HAVE EQUAL ROSTER SIZE AND NUMBER OF STARTING LINEUP PLAYERS, BUT TEAMS HAVE THE RIGHT TO NOT FILL THEIR ENTIRE LINEUP.

SECTION 2 (STANDINGS)

- 2.1 - REGULAR SEASON STANDINGS SHALL BE BASED ON THE NUMBER OF WEEKLY WINS A TEAM ACHIEVES, RANKING FROM HIGHEST TO LOWEST, MOST WINS TO FEWEST WINS.
- 2.2 - IN THE EVENT THAT TWO [2] OR MORE TEAMS SHARE THE SAME NUMBER OF WINS, THE TIEBREAKER SHALL BE DECIDED BY MOST TOTAL POINTS SCORED FOR.
- 2.3 - IN THE EVENT THAT TWO [2] OR MORE TEAMS SHARE THE SAME NUMBER OF WINS AND TOTAL POINTS SCORED, THE TIEBREAKERS SHALL BE, IN ORDER FROM HIGHEST TO LOWEST, AS FOLLOWS:
 - 1. HEAD-TO-HEAD RECORD
 - 2. BEST DIVISION RECORD
 - 3. MOST TROPHY STARS
 - 4. MOST MIKE DITKA TROPHIES WON
 - 5. FEWEST SCOTT NORWOOD'S REVENGES WON
 - 6. COIN FLIP
- 2.4 - FOR THE PURPOSES OF DETERMINING PLAYOFF BERTHS AND MATCHUPS, THE TEAMS SHALL BE SEEDED FROM ONE [1] TO EIGHT [8], REFRESHED ON A WEEKLY BASIS, WITH THE ORDER DECIDED, FROM HIGHEST TO LOWEST, BY THE REGULAR SEASON STANDINGS.
- 2.5 - THE LEADERS OF EACH OF THE TWO [2] DIVISIONS SHALL ALWAYS BE RANKED AS THE TOP TWO [2] SEEDED TEAMS.

SECTION 3 (PLAYOFFS)

- 3.1 - THE PLAYOFFS SHALL OCCUR FOR A PERIOD OF THREE [3] WEEKS, FROM WEEK 15 THROUGH WEEK 17 OF THE NFL REGULAR SEASON.
- 3.2 - THE TOP SIX [6] TEAMS, BY MEANS OF BEST RECORD OR SUBSEQUENTLY THROUGH VARIOUS TIEBREAKERS, SHALL MAKE THE PLAYOFFS.
- 3.3 - THE PLAYOFFS SHALL CONSIST OF A BRACKET-STYLE TOURNAMENT FORMAT, MADE UP OF SINGLE-ELIMINATION MATCHUPS, WITH EACH ROUND TAKING PLACE OVER A PERIOD OF ONE [1] WEEK.
- 3.4 - THE WINNERS OF EACH OF THE TWO [2] DIVISIONS SHALL BE AWARDED A BYE WEEK FOR THE FIRST ROUND OF THE PLAYOFFS, WHICH SHALL TAKE PLACE WEEK 15.
- 3.5 - UNLIKE THE REGULAR SEASON, THERE SHALL BE NO ONE [1] ADDITIONAL BONUS POINT AWARDED TO THE HOME TEAM. BOTH TEAMS SHALL ALWAYS BEGIN AT ZERO [0] POINTS.
- 3.6 - IN THE EVENT OF A TIE DURING THE PLAYOFFS, THE TIEBREAKER SHALL AUTOMATICALLY BE GIVEN TO THE HIGHER SEEDED TEAM. FOR SCORING PURPOSES, THAT TEAM WILL BE AWARDED ONE [1] ADDITIONAL BONUS POINT.

SECTION 4 (PLAYOFF BRACKET)

- 4.1 - THE FIRST ROUND OF THE PLAYOFFS, OCCURRING DURING WEEK 15, SHALL CONSIST OF TWO [2] MATCHUPS. THE 3RD SEEDED TEAM SHALL FACE OFF AGAINST THE 6TH SEEDED TEAM, AND THE 4TH SEEDED TEAM SHALL FACE OFF AGAINST THE 5TH SEEDED TEAM.
- 4.2 - THE SECOND ROUND OF THE PLAYOFFS, OCCURRING DURING WEEK 16, SHALL CONSIST OF TWO [2] MATCHUPS. THE 1ST SEEDED TEAM SHALL FACE OFF AGAINST THE PREVIOUS WEEK'S WINNER OF THE 4TH/5TH SEEDED MATCHUP, AND THE 2ND SEEDED TEAM SHALL FACE OFF AGAINST THE PREVIOUS WEEK'S WINNER OF THE 3RD/6TH SEEDED MATCHUP.
- 4.3 - THE THIRD ROUND OF THE PLAYOFFS, OR THE CHAMPIONSHIP MATCHUP, SHALL OCCUR DURING WEEK 17 AND CONSIST OF ONE [1] MATCHUP BETWEEN THE TWO [2] WINNERS OF THE PREVIOUS WEEK'S MATCHUPS.
- 4.4 - THE WINNER OF THE CHAMPIONSHIP MATCHUP SHALL BE NAMED THAT SEASON'S CHAMPION, BE AWARDED THE VIGILANTE CUP ALONG WITH ITS GUARDIAN DUTIES FOR A PERIOD OF ONE [1] YEAR UNTIL THE NEXT SEASON'S CHAMPIONSHIP, AND RECEIVE THE AGREED UPON MONETARY PRIZE.

SECTION 5 (TROPHIES)

- 5.1 - THROUGH THE ESPN WEBSITE, THE COMMISSIONER SHALL BE RESPONSIBLE FOR CREATING AND AWARDING VARIOUS YEARLY AND WEEKLY TROPHIES TO LEAGUE MEMBERS.
- 5.2 - AWARDED TROPHIES SHALL COME WITH A VALUE OF A CORRESPONDING NUMBER OF TROPHY STARS, EITHER POSITIVE OR NEGATIVE. TROPHY STARS ARE PURELY FOR ENTERTAINMENT PURPOSES, HOWEVER, AND SHALL HAVE NO BEARING ON MATCHUPS OR STANDINGS, EXCEPT FOR WHEN UTILIZED IN CERTAIN TIEBREAKER SCENARIOS.
- 5.3 - THE TROPHIES, LISTED HERE BY THEIR CANONICAL NAMES, SHALL INCLUDE BUT ARE NOT LIMITED TO:
- YEARLY:
- VIGILANTE CUP (CHAMPIONSHIP TROPHY, AND SHOULD BE WORTH THE MAXIMUM NUMBER OF POSITIVE TROPHY STARS)
 - MARV LEVY CUP (RUNNER-UP OF THE CHAMPIONSHIP)
 - PRESIDENT'S TROPHY (BEST REGULAR SEASON RECORD)
 - VICE PRESIDENT'S TROPHY (MOST REGULAR SEASON POINTS SCORED)
 - THE CUTLER (WORST REGULAR SEASON RECORD, AND SHOULD BE WORTH THE MAXIMUM NUMBER OF NEGATIVE TROPHY STARS)
- WEEKLY:
- MIKE DITKA TROPHY (HIGHEST WEEKLY MATCHUP SCORE)
 - FRANK REICH TROPHY (GREATEST WEEKLY UPSET OR CLUTCH VICTORY)
 - SCOTT NORWOOD'S REVENGE (LOWEST WEEKLY MATCHUP SCORE)
- 5.4 - ONLY ONE [1] OF EACH TROPHY SHALL BE AWARDED PER SPECIFIED TIME PERIOD, UNLESS A TIE OR OTHER EXTENUATING CIRCUMSTANCES OCCUR.
- 5.5 - THOSE TROPHIES WHICH ARE SUBJECTIVE, AND NOT BASED ON CONCRETE WINS AND POINTS, SHALL BE AWARDED IN GOOD FAITH AT THE DISCRETION AND OPINION OF THE COMMISSIONER.

ARTICLE V
DRAFT AND KEEPERS

SECTION 1

- 1.1 - THE DRAFT SHALL CONSIST OF TWENTY [20] ROUNDS, WITH EACH TEAM MAKING ONE [1] PICK PER ROUND. EVERY OTHER ROUND SHALL ALTERNATE ORDER FROM FIRST PICK TO LAST PICK.
- 1.2 - DRAFT PICKS ARE LIMITED TO ONLY NFL PLAYERS.
- 1.3 - A PLAYER MAY ONLY BE DRAFTED BY A SINGLE TEAM. ONCE THAT PLAYER IS PICKED, HE IS UNAVAILABLE TO ANY OTHER TEAMS.
- 1.4 - TEAMS MUST ADHERE TO POSITION LIMITS DURING THE DRAFT. ANY PICK IN VIOLATION OF THIS OR OTHER ROSTER RULES WILL BE NULLIFIED.
- 1.5 - TEAMS MAY TRADE DRAFT PICKS IN EXCHANGE FOR OTHER PICKS, PLAYERS, AND/OR ASSETS, SO LONG AS BOTH TEAMS COMPLETE THE DRAFT WITH THE CORRECT NUMBER OF PICKS.
- 1.6 - THE DRAFT SHALL TAKE PLACE PRIOR TO, BUT NO MORE THAN ONE [1] MONTH BEFORE, THE START OF THE NFL REGULAR SEASON.
- 1.7 - THE DRAFT SHALL BE HELD AT A PLACE AND TIME MADE AVAILABLE FOR AS MANY OF THE LEAGUE MEMBERS AS POSSIBLE TO ATTEND. AMPLE WRITTEN NOTICE MUST BE MADE TO ALL MEMBERS IN ADVANCE OF THE SCHEDULED EVENT.
- 1.8 - MEMBERS UNAVAILABLE TO ATTEND THE DRAFT SHALL HAVE THEIR TEAMS AUTO-PICKED, BY HIGHEST RANKING PLAYERS, ACCORDING TO ESPN'S MOST CURRENT AVAILABLE DRAFT ORDER, TAKEN FIRST FOR EACH SUBSEQUENT PICK, AND ABIDING BY POSITION LIMITS. SPECIFIC PLAYER PREFERENCES EXPRESSED BY AN ABSENT MEMBER, EITHER PRIOR TO OR DURING THE DRAFT, MAY BE TAKEN INTO CONSIDERATION.

SECTION 2 (KEEPERS)

- 2.1 - BEING A KEEPER LEAGUE, EACH TEAM SHALL BE ALLOWED TO KEEP UP TO FOUR [4] OF THE PLAYERS ON THEIR ROSTER FROM ONE SEASON TO THE NEXT.
- 2.2 - THESE PLAYERS SHALL TAKE THE PLACE OF THAT TEAM'S FIRST FOUR [4] OR FEWER DRAFT PICKS, UNLESS OTHER DRAFT ROUND PENALTIES APPLY.
- 2.3 - ROOKIE PLAYERS AND THOSE PLAYERS ACQUIRED AFTER THE OFFSEASON HAS ENDED ARE NOT PERMITTED AS KEEPERS.
- 2.4 - THERE SHALL BE NO LIMITS ON WHICH PLAYERS MAY BE KEPT, EXCEPT FOR THOSE THAT VIOLATE POSITION LIMITS OR OTHER ROSTER RULES.
- 2.5 - THERE SHALL BE NO LIMIT TO HOW MANY SEASONS A PLAYER IS KEPT BY A SINGLE TEAM.
- 2.6 - A KEEPER DEADLINE SHALL BE IMPOSED FORTY-EIGHT [48] HOURS BEFORE THE SCHEDULED DRAFT, AT WHICH POINT ALL KEEPERS WILL BE LOCKED.

SECTION 3 (DRAFT ROUND PENALTIES)

- 3.1 - A PLAYER THAT WAS KEPT THE PREVIOUS SEASON SHALL BE COUNTED AS ONE [1] OF A TEAM'S FIRST FOUR [4] DRAFT PICKS FOR THE CURRENT SEASON, BEGINNING IN THE FIRST ROUND AND CONTINUING INTO THE FOURTH ROUND.
- 3.2 - A PLAYER THAT WAS DRAFTED THE PREVIOUS SEASON SHALL BE COUNTED AS A DRAFT PICK ONE [1] ROUND EARLIER IN THE CURRENT DRAFT THAN THE ROUND THEY WERE DRAFTED IN.
- 3.3 - A PLAYER THAT WAS DRAFTED THE PREVIOUS SEASON, BUT DROPPED TO FREE AGENCY AND SUBSEQUENTLY PICKED UP BY ANOTHER TEAM, SHALL BE COUNTED AS A DRAFT PICK ONE [1] ROUND LATER IN THE CURRENT DRAFT THAN THE ROUND THEY WERE DRAFTED IN.
- 3.4 - A PLAYER THAT WAS UNRAFTED THE PREVIOUS SEASON SHALL BE COUNTED ONLY AS A LATE-ROUND PICK, DEPENDING ON SAID PLAYER'S POSITION, AND WILL BE AS FOLLOWS:
 - * 18TH ROUND FOR QUARTERBACKS
 - * 19TH ROUND FOR RUNNING BACKS AND WIDE RECEIVERS
 - * 20TH ROUND FOR ALL OTHER PLAYERS
- 3.5 - PLAYERS ACQUIRED BY TRADE SHALL REMAIN LOCKED INTO THE ROUND WHERE THEIR ORIGINAL TEAM HAD DRAFTED THEM.
- 3.6 - IF A CONFLICT ARISES IN WHICH TWO [2] OR MORE KEEPERS SHARE THE SAME DRAFT ROUND PENALTY, SAID PENALTY SHOULD ALWAYS BE ROUNDED UP TO THE EARLIER ROUND.

SECTION 4 (DRAFT LOTTERY)

- 4.1 - THE ORDER BY WHICH EACH TEAM WILL PICK IN THE DRAFT, FROM FIRST TO LAST, SHALL BE DETERMINED BY A DRAFT LOTTERY.
- 4.2 - THE ODDS THAT A TEAM HAS OF WINNING THE FIRST OVERALL PICK, AND SUBSEQUENTLY HIGHER PICKS, INCREASES THE LOWER SAID TEAM FINISHED THE PREVIOUS SEASON. CONVERSELY, THE HIGHER A TEAM FINISHED THE PREVIOUS SEASON MEANS THEIR ODDS OF WINNING THE FIRST OVERALL PICK WILL DECREASE. THE LAST PLACE TEAM FROM THE PREVIOUS SEASON SHALL HAVE THE BEST ODDS IN THE CURRENT SEASON'S DRAFT LOTTERY, AND THE LEAGUE CHAMPION SHALL HAVE THE WORST ODDS.
- 4.3 - AS AGREED UPON BY THE LEAGUE, EACH TEAM'S CHANCES OF WINNING THE DRAFT LOTTERY SHALL BE:
- * 25.0% FOR 8TH PLACE
 - * 20.0% FOR 7TH PLACE
 - * 12.5% FOR EACH OF THE TWO [2] TEAMS ELIMINATED IN WEEK 15
 - * 10.0% FOR EACH OF THE TWO [2] TEAMS ELIMINATED IN WEEK 16
 - * 5.0% FOR THE RUNNER-UP OF THE CHAMPIONSHIP
 - * 2.5% FOR THE LEAGUE CHAMPION
- 4.4 - THERE SHALL BE AN ADDITIONAL 2.5% CHANCE AT-LARGE THAT MAY BE AWARDED, BY CONTEST OR OTHER MEANS AT THE DISCRETION OF THE COMMISSIONER, TO A TEAM TO INCREASE THEIR ODDS OF WINNING THE DRAFT LOTTERY.
- 4.5 - AN OPEN AND WITNESSED CONTEST OR LOTTERY OF SOME KIND, AT THE DISCRETION OF THE LEAGUE, SHALL THEN BE HELD, BASED ON THESE ODDS, TO DETERMINE THE COMPLETE ORDER OF THE DRAFT FROM FIRST PICK TO LAST PICK.
- 4.6 - THE DRAFT LOTTERY SHALL TAKE PLACE PRIOR TO, BUT NO SOONER THAN THREE [3] MONTHS BEFORE, THE DAY OF THE DRAFT.
- 4.7 - ONCE FINALIZED, THE RESULTS OF THE DRAFT LOTTERY ARE LEGAL AND BINDING.



RATIFIED BY UNANIMOUS CONSENT OF THE MEMBERS
PRESENT, THIS TWENTY-EIGHTH DAY OF APRIL IN THE YEAR
OF OUR LORD TWO THOUSAND AND NINETEEN. IN WITNESS
WHEREOF WE HAVE HEREUNTO SUBSCRIBED OUR NAMES:

NICHOLAS VISANO, COMMISSIONER

ANDREW VISANO

JEFFREY KEGLER, VICE COMMISSIONER

DANIEL KEGLER

JONATHAN PEARSON, VICE COMMISSIONER

GARRETT BEESING

ROBERT SCHMIDT

KRIS MACK