

Maniak Fantasy Football Leagues CHARTER

INTRODUCTION

Welcome to the Maniak Fantasy Football Leagues. The text presented in this document, which is supreme to all others in any league, hereby governs MFFL absolutely. This document can only be changed by Maniak, Inc. Front Office executives, through any method they deem fit, although no rules may be changed during the regular season.

1. THE MFFL FRONT OFFICE

The MFFL Front Office is currently made-up of the Commissioner.

The Commissioner-

The Commissioner is the executive, governmental, judicial, and administrative branch of the league government. He/she is here to keep peace and harmony. The Commissioner makes decisions, executes decisions, carries out rules, maintains the validity of rosters, investigates any rules violations, handles all other matters pertaining to the game, etc. Matters pertaining to the game include, but are not limited to, the following:

- transactions
- rules
- decisions regarding ownership
- conflict within the league

The Commissioner is appointed for life. A new Commissioner can take office only through approval from Maniak, Inc.

In order to gain assistance for his/her administrative duties, the Commissioner may appoint/dismiss as many positions as he/she wishes.

During the season, all questionable, or otherwise unethical, transactions are subject to approval by the Commissioner as needed.

2. FRANCHISES

Establishing a Franchise-

Upon receiving a franchise, ownership will be required to establish the football club. The following is a list of those items required to fully establish a football club:

- geographic representation
- nickname

- logo
- staff.

Geographic Representation-

Each football club is required to represent a city, state or region. This is where many of the games and club operations will take place. Representation is restricted to the United States of America and Canada.

Some examples of representation are New Orleans (city), Texas (state), or New England (region).

Nickname-

Each football club is required to have a nickname. This is generally something that will define the club and give it an identity.

Some examples full of football club names are Ohio Phantoms, Atlanta Venom or Texas Stallions.

Logo-

A logo is a graphic image that is used to visually identify the club. These are generally placed on the helmets, jerseys and other team apparel. An ownership does not actually have to design the logo, just the concept. The league is available for assistance in designing the logo. The concept consists of the team colors and idea for the logo. The number of colors can range from two to four. Many logos consist of animals or lettering. (The league will provide the base while ownership provides the general idea).

Staff-

Each owner will be required to hire a staff. These are the people who run the franchise and/or are on the sidelines calling the plays and leading the club throughout a game. There is no cost to fire and hire new coaches. The following coaches are recommended/required, respectively:

- general manager
- head coach

Establishment Restrictions-

The Commissioner must approve final establishment of the football club. Profanity will not be tolerated. No two clubs:

- share identical or similar logos
- hire the same staff

Doing so may cause problems with team identities and infringe on another club's rights. Whether in whole or in part, owners cannot own more than one football club in the MFL.

Re-Establishment-

Ownership that wishes to relocate to another city, rename the football club or redesign the logo will be subject to approval by the Commissioner. Ownership that wishes to perform any of the aforementioned actions must not do so during the regular season. Furthermore, there is a fee.

Folding Franchises-

Ownership that wishes to cease operation in the MFL, must attempt to sell the franchise. The Commissioner must also approve the sale of the franchise. Should an owner fail to sell the franchise, all rights to the franchise and its operations are forfeited to the league. The franchise will then be dealt with in anyway that the Commissioner deems appropriate.

3. TRANSACTIONS

Transactions are defined as drafting, free agency and trading.

Draft-

Clubs must fill their rosters with 15 athletes in the inaugural draft. The inaugural draft is a 15 round snake draft (1,2...12 then 12,11...1, and so on). The order of the inaugural draft will be randomly selected. Also, all starting positions must be drafted in the inaugural draft. Furthermore, after the inaugural draft, a maximum of 7 players can be signed to multi-year contracts (2- or 3-year contracts).

The off-season draft will be held annually beginning from the year after the inaugural draft. It lasts 5 rounds, and its club order will be determined based on the previous year's standings (see Schedule). The draft order will be: 1, 2...12; 1, 2...12; 12, 11...1; 1, 2...12; and 12, 11...1. Players eligible for this draft are players who are entering the NFL, all free agents, and unprotected players. (An "unprotected" player is a player who is under contract with a club, but is allowed to be drafted by other clubs in the draft. Before the draft, a club is allowed to "unprotect" two players, except for their franchise player.) Once a team drafts its players, all of these players will be given values determined by the MFL.

All drafts are live and will be held on designated dates and times.

Clubs not present for drafts forfeit any/all rights to choose players. All draft picks for absentee teams will slip to the bottom of their respective rounds. If a club cannot make a draft, they may hand in a player rankings sheet, which will be followed as well as possible. *All decisions are final!*

Each team may draft as many or as little players of each position as they feel necessary.
Once a club selects a player, all decisions are final.

Free Agents-

The MFL utilizes free agency through a salary cap. The Commissioner determines the league's salary cap and regulates anything pertaining to it. Due to inflation and dead money, the

salary cap will be changed annually. All teams must stay under the salary cap throughout the regular season, or suffer strict penalties as determined by the Commissioner.

In the MFL Inaugural Draft, pre-selected NFL players from each position will have predetermined salaries, which is the constant by which their annual salaries will be calculated. These salaries must be given to the players annually by their team.

All players without predetermined salaries will have minimum salaries based on position.

When signing any player, teams have the option to give players three contract options:

- Option A- Gives players a one-year contract. These players will remain on their team for one year, at the end of which they must be released into the Free Agency pool. Players must be paid their annual salary until their contract expires. All option A annual salaries are determined by:

- (minimum/predetermined salary) X 1

- Option B- Gives players a two-year contract. These players will remain on their team for two years, at the end of which they must be released. Players must be paid their annual salary until their contract expires. All option B annual salaries are determined by:

- (minimum/predetermined salary) X 1.1

- Option C- Gives players a three-year contract. These players will remain on their team for three years, at the end of which they must be released. Players must be paid their annual salary until their contract expires. All option C annual salaries are determined by:

- (minimum/predetermined salary) X 1.2

- Franchise- A team can only use this option on one player at one time. This option gives a player a one-year contract extension after their previous contract expires, effectively keeping him on his current team. The salary for this contract will be determined as:

- the average of the top 5 salaries for that player's position

- Extension- A team may only use this option if it reaches the playoffs. Extensions are awarded as follows:

- one extension to each team that enters the playoffs

- an additional extension to each team that enters the finals

- an additional extension to the team that wins the Championship

This option gives a player an extension, effectively keeping him on a team for up to three years. The salary for this contract will be determined by:

- an official formula

Any team is allowed to release any player. However, if they do so, a portion of that player's annual salary will be collected into a pool called "dead money." "Dead money" is the figure by which the salary cap is lowered for a team.

The league's dead money constant is .25, or 25%.

Any undrafted player, released player, or player with an expired contract enters the Free Agency pool. Once a player has entered the Free Agency pool, the player's salary automatically gets set to the position minimum. If a club wants to sign a player, that club makes a bid for that player (the bid has to be equal to or higher than the position minimum). From the instant of that initial bid, a time of 48 hours will be set, and through that 48-hour period, any club may make a

higher bid. No club may withdraw their offer from a player. At the end of the 48-hour period, the club that offered the highest bid gets the player.

*Highest bid means highest annual salary.

2 @ Option A is higher than 1.5 @ Option C.

Trades-

Clubs can trade with any other club in the league until the trade deadline of Week 11. All trades have to go through the trade process, which is described below.

Here is the trade process:

- two teams informally agree on a trade
- both teams then propose the trade to the Commissioner; both teams must state that they agree to the trade, as well (this will be done through the Free Agency board, at generally the same time)
- once a trade is announced, it is irrevocable

The proposed trade will then go through a 48-hour waiting period, as follows:

- The Commissioner will determine if it is legal according to the MFL Charter (i.e. rosters do not exceed 15).

The process of trade approval is as follows:

- The Commissioner determines whether or not it should go through.

*Any league member may contact the Commissioner on behalf of or against the trade at any point. The Commissioner does not have to consent to any owners. The Commissioner will not contact league members, they must contact the Commissioner by their own will.

*Collusion is the unlawful (see Collusion).

4. ROSTER

Initially a club's roster will have 15 athletes from the draft. Clubs don't have to keep the team they drafted. They can cut existing athletes, perform trades with fellow clubs, or sign athletes from the Free Agent pool.

A team is allowed to have a maximum 15 active athletes on their roster at any given time. A team roster can never exceed this maximum. A team will not receive points for active lineup slots not filled with an athlete.

A team roster must have a minimum of 10 players. These 10 players must be able to fill in a starting lineup.

Injured Reserve-

Clubs may place a player on Injured Reserve at any given time during the season. Injured reserve players' salaries count against the salary cap, but they won't count as one of the 15 members of a roster.

Any player listed as OUT on the official NFL Injury Report may be placed on Injured Reserve. Players listed as QUESTIONABLE, DOUBTFUL or PROBABLE may not be placed on Injured Reserve.

Players de-activated for a game by their NFL team are not eligible for Injured Reserve.

Teams may place players on Injured Reserve or activate them from Injured Reserve only during the weekly transaction periods.

If a player is no longer listed as OUT on the official NFL Injury Report, the team owner has 7 days to either activate or release the player. If a player is not activated in the given period, the Commissioner, without notification, will put the player into Free Agency.

All players on Injured Reserve must be activated prior the end of the season (Week 17 transaction period) or they automatically become free agents.

Lineup-

A team can start up to 9 athletes every week. The lineup deadline is listed in the MFL Calendar. The exact deadline will be listed at the bottom of team pages. A team does not have to change their lineup every week, but their starters will remain the same until they change them.

A starting roster has spots for 9 athletes. The positions that need to be filled for a full starting lineup are listed below:

- quarterback
- running back
- wide receiver
- wide receiver
- tight end
- offensive flex (rb/wr/te)
- offensive flex (rb/wr/te)
- kicker
- defensive team

*A team does not have to start an athlete in a position if they do not want to, and that's acceptable. Yet, that team will not receive any fantasy points for any unfilled position.

Bench Athletes-

All athletes that are not in one of the 9 starting spots on your active lineup are bench athletes. You will not receive fantasy points from these athletes. You can move athletes from the bench to a starting position and back as often as you like, as long as it is done by the lineup deadline.

5. SCHEDULE

This is a head-to-head league, in which every team will play against another team every week of the season. A team will go head-to-head against another team based on a scheduling formula. Dates, time and broadcasting, however, will be determined at the Commissioner's discretion.

Regular Season-

- Each team will play six games against division opponents. Of those games, a team will play each of their three division opponents twice. Also, in divisional games, a team will play one home game and one away game against each of their division opponents.
- Each team will play one game against non-division opponents.
- Regular Season games will be played from NFL Weeks 1 - 14.

If there is a tie between two or more teams' standings at the end of a season, the tie(s) is/are broken by these tiebreakers, in the following order:

- team's total fantasy points scored in that season
- team's total TDs scored in that season
- team's total FGs scored in that season

If any further tiebreakers are necessary, the Commissioner will determine them.

Playoffs-

- All playoff games are played Week 15 and Week 16.
- Division Champions move on to playoffs (Atlantic, Central and Pacific leaders after week 14).
- One Wild Card team makes the playoffs, as well. A Wild Card team is the team with the best record from any of the remaining nine teams after Week 14.
- The four playoff teams will receive rankings of 1 through 4 based on standings (the Wild Card is automatically given a rank of 4). The playoff schedule will be made based on 4@1 and 3@2. The two losers of their respective games play consolation game against each other. The two winners of their respective games play for MFL Championship, the Maniak Bowl.
- Of the non-playoff teams, teams ranked 5-8 will play games, 6@8 and 5@7. Losers of each game will play a consolation game. The winner of each game will play in the "Run of the Mill Bowl". Entry Draft picks will be awarded based on the results of these games as follows:
 - Pick 5 goes to: winner of the "Run of the Mill Bowl."
 - Pick 6 goes to: loser of the "Run of the Mill Bowl."
 - Pick 7 goes to: winner of the consolation game.
 - Pick 8 goes to: loser of the consolation game.
- Of the non-playoff teams, teams ranked 9-12 will play games, 10@12 and 9@11. Losers of each game will play a consolation game. The winner of each game will play in the "Toilet Bowl". Entry Draft picks will be awarded based on the results of these games as follows:
 - Pick 1 goes to: winner of the "Toilet Bowl."
 - Pick 2 goes to: loser of the "Toilet Bowl."
 - Pick 3 goes to: winner of the consolation game.
 - Pick 4 goes to: loser of the consolation game.

Week 17 "Shootout"-

In Week 17, every team will face every other team in the league. The team that scores the most points will win an extra pick in the third round.

League Winners-

The MFL Champion is the winner of the Maniak Bowl. The Champion will receive their prize, which is determined by the Commissioner.

6. SCORING

There will be a head-to-head system, using 17 different stats, to decide the winner of each weekly game. This scoring system is based on head-to-head competition between teams in the league. A club will field a team of nine athletes each week against an opponent who is also fielding a team of nine athletes. The goal of each team is to score more fantasy points than their opponent for that week. If a team scores more fantasy points than their opponent, they will get a win while their opponent gets a loss. If both teams score the same amount of fantasy points, the game will be declared a tie.

The following table shows the breakdown for fantasy points awarded to athletes.

FANTASY POINT ALLOTMENT

Passing

Touchdown	= 6 Points
Interception	= -3 points
Sack	= -1 points
30 yards	= 1 point

Rushing

Touchdown	= 6 points
15 yards	= 1 point

Receiving

Touchdown	= 6 points
15 yards	= 1 point

Kick & Punt Returning

Touchdown	= 6 points
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Miscellaneous

Two-point conversion	= 2 points
Fumble	= 0 points
Fumble lost	= -3 points

Kicking

Field goal made (1-49 yard)	= 3 points
Field goal made (50+ yard)	= 4 points
Extra point made	= 1 points

Defensive Teams

Touchdown	= 6 points
Fumble recovery	= 2 points
Interception	= 2 points
Sack	= 2 points
Safety	= 2 points
Blocked Kicks	= 3 points
Shutout	= 10 points
2 - 6 points allowed	= 7 points
7 - 13 points allowed	= 4 points
14 - 20 points allowed	= 1 points
21 - 27 points allowed	= 0 points
28 - 34 points allowed	= -1 points
35+ points allowed	= -4 points

*These values are tentative and may change from season to season based on the software being used.

Athletes receive yardage points only for full 15, 30 or 50-yard increments.

For example, a running back rushes for 102 yards and catches passes for another 58 yards.

That athlete scores 9 fantasy points; 6 points for 90 yards rushing (drop the extra 12 yards) and 3 fantasy points for 45 yards receiving (drop the extra 13 yards).

Furthermore, athletes do not get penalized for negative yardage totals.

The fantasy points for each one of these stats are added together for each athlete to get the amount of fantasy points they scored. All of the active athletes on a roster's points are combined to give that team a weekly fantasy points score. If that fantasy score is more than their opponent's score for that week, then the former team wins while the latter one loses.

7. COLLUSION

Any ownership controlling more than one team in the MFL, either through multiple accounts or by agreement with another user(s), is guilty of collusion. Furthermore, collusive control of an additional team is demonstrated by any transaction or series of transactions that works to the exclusive benefit of one team and the detriment of the other.

If collusion is occurring, any owner who is aware of it must report it to the Commissioner and report the parties involved. If the Commissioner determines, at his sole discretion, that a user has colluded or is colluding, further action will be determined from there. The Commissioner reserves the right to remove owners for engaging in collusive activities anytime during or immediately after the season. Furthermore, the Commissioner can control a team if necessary, for a limited time. All decisions by the Commissioner are final.

~ Srinath Karat
~ Erfan Karim
~ Loren Adler