

Newark Roto League

League Bylaws

- I. League Setup
- II. Salaries and Contracts
- III. Freeze
- IV. Amateur Draft
- V. Auction
- VI. Bye Weeks
- VII. Transactions
 - A. Amateur List Activations
 - B. Injuries
 - C. Free Agents
 - D. Waiver Claims
 - E. Trades
- VIII. Glossary

League Setup

The Newark Roto League is an auction dynasty league with a rotisserie format.

Rotisserie Categories

Any of your players can earn statistics in any of the rotisserie categories. The 10 rotisserie categories include:

- Passing touchdowns
- Passing yards
- Rushing yards
- Pass receptions
- Receiving yards
- Total points scored
- Tackles
- Assists
- Sacks
- Forced fumbles plus interceptions

Teams and Rosters

Number of teams: 14

Number of players on active roster: 22

Number of players on active offense: 11

Number of players on active defense: 11

The offense consists of:

- 2 Quarterbacks (QB)
- 3 Running backs (RB)
- 4 Wide receivers (WR)
- 1 Tight end (TE)
- 1 Kicker (K)

The defense consists of:

- 4 Defensive linemen (DL)
- 3 Linebackers (LB)
- 3 Defensive backs (DB)
- 1 Utility player (S)

The utility player can be any defensive player.

Entry Fee and Winnings

Entry fee: \$100

The pot consists of:

- (+) All entry fees
- (+) All transaction fees from the preceding offseason
- (+) All transaction fees from the season
- (-) Cost of the Web site that hosts the league

Winnings breakdown:

- Winner of each category: \$10
- 5th, 6th or 7th place: \$50
- 4th place: 10% of the remaining pot
- 3rd place: 15% of the remaining pot
- 2nd place: 25% of the remaining pot
- 1st place: 50% of the remaining pot

SALARIES AND CONTRACTS

Salary cap (from Freeze through Auction): \$26.00

Salary cap (at any other time): \$36.00

Minimum salary for any player: \$0.10

Maximum salary for any player: \$26.00 – ((\$0.10) X (the number of players required to fill your roster))

Maximum length of a player's contract: 3 years

If you have a player that is entering his third year, otherwise known as the option (OPT) year, you may sign him to a long-term contract. To do so, you must increase his salary \$0.50 for every year (including the current year) that you want to extend his contract.

FREEZE

The freeze takes place approximately three weeks before the draft. Each team must decide which players they would like to keep at their current salaries and contracts. You may release any player free of charge. You may keep a pickup that is tied to a reserved player from the previous season free of charge, but only if you release the reserved player. You may keep a pickup that is tied to a reserved player and that reserved player if you buy out another player at the same position for \$10. If you do not want to keep a long-termed player, you must buy out that player for \$20.

AMATEUR DRAFT

The amateur draft follows the freeze and precedes the draft. The league defines an amateur as any player that has not played for a professional football team. You may select any available amateur.

Each team receives two amateur draft picks every year. The previous season's standings determine draft order for the amateur draft.

The team that finishes in fifth place receives the No. 1 draft choice in both rounds; sixth place receives the No. 2 draft choice in both rounds; seventh place receives the No. 3 draft choice in both rounds, etc. The top four finishers receive the remaining draft picks in reverse order. Fourth place receives the No. 11 draft choice in both rounds; first place receives the No. 14 draft choice in both rounds, etc.

OR

The teams that finish in fifth through 14th place receive the No. 1 through No. 10 draft choices, respectively. The top four finishers receive the remaining draft picks in reverse order, with the fourth-through first-place teams receiving the No. 11 through No. 14 draft picks, respectively.

DRAFT

The draft is auction-style. Each team will bring up a player in a predetermined order. When you bring up a player, you must name the player and state the opening bid. The minimum opening bid is \$0.10. Subsequent bids can be for any amount in multiples of \$0.10. You cannot bid an amount that would cause you to violate the salary cap. (You cannot bid on a player if your bid would be greater than the space you have under the salary cap minus the combined number of other positions you need to fill times \$0.10.)

During the draft, each team has a salary cap of \$26.00. If you violate the draft's salary cap, you will forfeit, in order, (1) the highest-salaried long term you made or (2) your highest-salaried player acquired at that year's draft.

BYE WEEKS

After the draft, the Commissioner will set rosters and record the bye week of each player on your roster. You must miss one bye week for every position slot. You will not receive statistics during the bye week of the player that originally filled a position slot.

After the transaction deadline for each week, if you have an active player in the position slot of an original player that had a bye during that week, the Commissioner will replace him with a dummy.

TRANSACTIONS

All transactions occur through posts on the message board. You must post all transactions by the transaction deadline(s) for a particular week in order for them to be effective that week. The deadline is usually 12 p.m. Sunday, but the Commissioner adjusts it during weeks with games on Thursday or Saturday or when the NFL has rescheduled a game due to unforeseen circumstances or events. Once you post a transaction, you cannot void it.

After the draft, the salary cap is \$36.00. If you violate the salary cap, your team will not earn stats for that week and subsequent weeks that it is in violation of the salary cap.

OR

If you post a transaction that would cause you to violate the salary cap, the Commissioner will void the transaction.

AMATEUR ROSTER ACTIVATIONS

You may activate a player on your amateur roster at any time free of charge. If the activation occurs after the draft, you may waive the player that the activated amateur replaces free of charge. To replace a long-termed player with an activated amateur, you must buy out the long-termed player for \$15. A player on

your amateur roster is in the first year of his contract when you activate him. An offensive player on your amateur roster has a salary of \$0.50 when you activate him. A defensive player on your amateur roster has a salary of \$0.10 when you activate him.

You may reserve a player on your amateur roster during his first year as a professional free of charge. When a player on your amateur roster is entering his second year as a pro, by the draft you must decide to (1) activate him, (2) pay \$20 to reserve him for another year or (3) release him. If you pay \$20 to reserve a player on your amateur roster for an additional year, you may still activate him at any time after the draft. If you have not activated a player on your amateur roster by the freeze of the player's third year as a professional, you will lose his rights.

INJURIES

When one of your players is injured, suspended or he will otherwise be inactive for any reason, you may pick up any free agent and reserve the inactive player free of charge. In any of these instances, you have the rights to the inactive player's backup until the transaction deadline of the player's next game. A pickup is in the first year of his contract. A pickup on offense has a salary of \$2.00. A pickup on defense has a salary of \$1.00. A pickup that was a draftee at a salary greater than \$2.00 is in the same year of his contract and has the same salary as with his previous team.

You may not pick up the backup of an inactive player on another team unless that team has already picked up another free agent for the inactive player or the transaction deadline for the inactive player's next game has passed.

If you pick up a free agent for an inactive player and later in the same week want to reactivate the reserved player, you must buy out the pickup for \$10.

If you pick up a free agent for a reserved player and later in the same week the pickup is injured, suspended or will otherwise be inactive, you may waive the pickup free of charge and pick up another free agent.

If you reserved a player that did not appear on the official injury report or that appeared on the official injury report as "probable" or "questionable" and picked up a free agent, and the reserved player plays, the Commissioner will charge you \$5. If you reserved a player that appeared on the official injury report as "doubtful," "out," or "suspended" and picked up a free agent, and the reserved player plays, the Commissioner will not charge you.

If you have picked up the backup for your reserved player and the pickup is injured, suspended or otherwise will be inactive, you still have the rights to the reserved player's next backup as long as another team has not acquired him before your pickup became inactive.

After the first week that you have picked up a player for a reserved player, you may waive the inactive player for \$5 and keep the pickup.

If your reserved player plays in any week following the first week that you reserved him, there is no charge, but you must either (1) activate the reserved player and waive the pickup, (2) keep the pickup and waive the reserved player for \$5 or (3) activate the reserved player, buy out another player at the same position for \$10 and keep the pickup. If the reserved player that you waive is a long-termed player, it will cost you \$15.

If your reserved player plays, is re-injured and appears on the injury report, and you want to keep him, you must activate the reserved player and waive the pickup, and then you may pick up a different free agent.

When you post a pickup for a player that you are reserving, please post (1) the reserved player's name, (2) the reserved player's status (i.e., questionable, doubtful, suspended, etc.) and (3) the player that you are picking up.

The Commissioner automatically activates any reserved players that have played in the previous week's games. If you want to take any other action regarding your reserved player, you must post it on the message board.

FREE AGENTS

You may acquire any free agent except for a free agent that is the backup to an inactive player from another team when the owner of that inactive player has not yet picked up a free agent for him. A free agent acquisition is in the first year of his contract. A free agent acquisition on offense has a salary of \$2.00. A free agent acquisition on defense has a salary of \$1.00. A free agent that was a draftee at a salary greater than \$2.00 is in the same year of his contract and has the same salary as with his previous team.

To acquire a free agent, you must buy out a player on your team at the same position for \$10. You may buy out a long-termed player for \$20.

WAIVER CLAIMS

A waived player is on waivers for one week. You may put in a claim for any player on waivers, but you must waive a player on your roster at the same position. You may claim a player on waivers to replace a pickup that is tied to a reserved player. If you claim a player on waivers for a reserved play, you must also waive the pickup that is tied to the reserve player. Do not put in a claim for a player on waivers to replace a dummy. A player claimed on waivers is in the same year of his contract and has the same salary as with his previous team.

To claim a player on waivers, you must submit your claim by the waiver deadline. The deadline is usually 10 a.m. Saturday, but the Commissioner adjusts during weeks with games on Thursday or Saturday or when the NFL has rescheduled a game due to unforeseen circumstances or events.

The current standings determine waiver priority for any given week. The last place team has highest priority, followed by the second-to-last team, etc. When you have highest priority and receive your highest priority claim, you become the team with the lowest priority. **YOU MOVE TO THE BACK**

Before the waiver deadline, if you want to put in a claim for a player that you waived the previous week, you must not do so through the league site. As the team that waived him, you have lowest priority, which means you must submit a message to the Commissioner's mailbox stating that you want to put in a claim for that player.

If a player that was on waivers during the week is still on waivers after the waiver deadline, then he is first come, first serve until that week's transaction deadline. You may claim a player that is still on waivers by posting your claim on the message board.

TRADES

You may trade any player on your roster and amateur roster and any future amateur draft choice from the next three amateur drafts. You may not trade a pickup unless you also trade the reserved player that is tied to the pickup.

You may trade at any time during the offseason and until the trade deadline during the season. The trade deadline for each season is 11:59 p.m. on the Tuesday after the last bye week (usually Week 10).

GLOSSARY

(maybe do individual word, just copy and past defs, then clarify between buy out and waive, for ex.)

buy out/waive/release/drop – Indicates that you are waiving the player. Fees (\$5, \$10 or \$20) may apply depending upon the situation.

pick up/acquire/add – Indicates that you are picking up the player. Fees (\$5 or \$10) may apply depending upon the situation.

reserve/IR – Indicates that you are reserving an injured, suspended or otherwise inactive player. You cannot reserve pickups. No fee applies unless the reserved player was questionable, probable or otherwise was not allowed to be reserved and plays during the week that you reserved him.

Inactive – refers to any player that is injured, suspended or otherwise declared inactive by his NFL team. We consider the player inactive as soon as he is injured in a game (and then until the player does not appear on the next official injury report), suspended or declared inactive by his NFL team.

Play – the player earns fantasy statistics