

CCFL Charter 2025 Season

Commissioners	Matthew Newton/Kevin McLaughlin
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Team Name	Conf/Division
TDE	AFC East
9-1-Won	AFC East
RPO - Run Power Only	AFC East
Gibby's Gridiron Gang	AFC West
PCP	AFC West
FORMER Toilet Bowl Champs	AFC West
Atlanta Colts	NFC East
YaboiLucky	NFC East
Fragile italian for 49ers	NFC East
Cummanders	NFC West
SulsDaddy	NFC West
BigSig82	NFC West



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Charter Changes or Addendums

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Article I — League Overview

1.1 Franchise Agreement: CCFL is operating under a “Franchise” and “Dynasty” system.

1.2 Owner Responsibility: It is up to the individual owners to know and abide by the rules. Pleading ignorance is not a valid argument. The rules are divided into sectional components for the purpose of obtaining clear and detailed information when the time arises. Full memorization isn't necessary.

1.3 League Commissioner: It is the commissioner's responsibility to keep the league organized and running smoothly, but he is only human and sometimes mistakes are made, especially when numbers are involved. It's up to everyone in the league to recognize mistakes and make them known to the commissioner ASAP. Any mistake that goes unnoticed is the fault of everyone in the league, not just one person.

1.4 Divisions: The league will be divided into 12 teams with 4 divisions.

1.5 Ownership Length: Team ownership begins January 1st and ends December 31st. All new owners (inaugural & replacement) are required to pay for their new teams by the due date.

1.6 Charter Revisions: The rules may be changed during the regular season with the consent of the commissioner and the consent of 70% of all owners who vote.

1.7 League Dissolve: In the event that the league comes to an end, and the owners agree to dissolve the league, the remainder of funds will be redistributed in full to all owners immediately.

1.8 Unfillable Teams: If the league is unable to be filled due to the strength of opposing teams, the league will either give away ownership of a team for free with the purchase of a second year, or hold a complete restart of the league, complete with inaugural veteran & rookie drafts. An emergency 3rd option can be voted upon if the event arises. Order will be determined by the previous years finish.

Article II - Roster

2.1 Draft Order: The draft order each year will be a linear draft in reverse order of the previous year's regular season standings.

2.2 Draft Day Trades: If a trade is being made during the draft, one or both parties can alert the commissioner to pause the draft to allow for extra time to negotiate the trade.

2.3 Free Agent Bidding: Bidding will commence the first Monday-Thursday of September and repeat every week there-after through week 15 of the NFL regular season. Each team shall have \$500 dollars to work with throughout the year. The amount will reset every first Monday of August of every year thereafter.

2.4 Positional Breakdown:

18 Total Players

Starters – 10 Total

- · QB
- · RB
- · RB
- · WR
- · WR
- · WR
- · TE
- · FLEX (W/R/T)
- · FLEX (W/R/T)
- · SUPERFLEX (W/R/T/Q)

8 Bench Slots

3 Injured Reserve Slots

3 Taxi Slots

2.6 Positional Maximums: Only 3 QBs are allowed per roster at any given time.

2.5 Trading: Trading of players and draft picks (up to 2 drafts away) are allowed. Trades will process immediately and be subject to review for 2 days. Tradable assets include players, draft picks, and FAAB \$.

2.5.1 Trade Collusion: If any owner is suspected of accepting bribes/offering bribes to enhance their/another owners team via trade, trading any assets other than fantasy players, draft picks, FAAB \$, or otherwise found guilty of engaging in any form of collusion*, all parties involved in the trade will be susceptible to punishment. The punishments will go as followed:

- First Offense – Immediate reduction of FAAB budget to 80%
- Second Offense – Immediate freeze on all transaction types for the next 18 weeks of regular season and playoff fantasy football games, including trades and waiver wire bids.
- Third Offense – A league meeting of all members not involved in any of the improper trades/activity in question will take place to discuss next steps.

All trades that are found guilty of collusion*, will be reversed/denied. If the trade had affected the outcome of previous games, the results of those games will be revised.

*Collusion includes the organizing of veto votes against an acceptable trade.

The commissioner will err on the side of letting owners manage their teams the way they see fit. Any collusion will need to be clear. The commissioner reserves the right to step in and at the very least assess the thinking of any team involved in a heavily lop-sided trade.

2.5.2 Lending Players Prohibition: Any player traded from a team may not be re-acquired via trade within 6 weeks of the original trade. Any teams involved in the behavior will be subject to be aforementioned collusion punishments.

2.5.3 Trade Deadline: The trade deadline will be set for the start of week 12 of the NFL season.

2.5.4 Veto/Trade Process: A total of 5 veto votes are required to veto a trade. Vetoes are only appropriate in instances of collusion or an egregious mismatch of value. Not liking a trade does not warrant a veto.

Article III - Drafting

3.1 Draft Day: There will be a yearly draft. This draft is a supplemental draft, starting Saturday of Labor Day weekend. All draft picks for up to 2 drafts away are allowed to be traded.

3.2 Draft Order: The draft order each year will be a linear draft in reverse order of the previous year's regular season standings.

3.3 Dispersal draft: There will be a dispersal draft for all new owners for each and every season. All new owners will be randomly assigned a draft slot, based on the total number of new owners in CCFL. The dispersal draft will be 26 rounds.

Article IV – Scoring

4.1 Scoring System: The league scoring system breakdown is listed on the Sleeper fantasy app (for the most part, it follows typical PPR scoring). The scoring system will never change without a majority league vote.

4.2 Offensive Scoring Breakdown:

- Passing TDs: 6 points
- Passing Yards: 0.04 per yard
- Interception: -2 points
- All non-passing TDs: 6 points
- QB Sacked: -1 Points
- 40+ Yard Pass TD Bonus: 1 Points
- 50+ Yard Pass TD Bonus: 2 Points
- 40+ Yard Rush TD Bonus: 1 Points
- 50+ Yard Rush TD Bonus: 2 Points
- Rushing & Receiving yards: 0.1 points per yard
- Receptions: 1 points per reception
- Fumble: -1 Points
- Fumble lost to opponent: -2 points
- Passing/Rushing/Receiving 2 points conversions: 2 points

Article V - Penalties

5.1 Penalties: Poor sportsmanship or breaching of rules can, at the discretion of the commissioner, be punished by any of the following, *or any other punishment deemed appropriate*: salary cap fine; prospective point penalty; retrospective point penalty; forced player release; removal of draft pick(s) in the future draft(s); being ejected from the league.

For more minor offenses, suspended penalties may be brought in with the threat that a repeat (or different) offense will activate the penalty.

5.2 League Kick: If an owner does anything detrimental to the overall positive health of the league (Rudeness & Various Misconduct), said owner may be kicked from the league at the Commissioners discretion. A refund may or may not be given, depending on the ability to find a replacement.

5.3 League Tanking Policy: No team may intentionally leave starting roster spots empty. Any evidence of intentionally leaving roster spots empty in order to improve your draft position may be subject punishment, including but not limited to the forfeiture of draft selections.

Article VI — Schedule & Postseason

6.1 Schedule: In a 17 week season, each team will play divisional opponents twice (4 games) and every other team in the league once (9 games)

6.2 Playoffs: The format of the draft is 3 weeks long with the highest seeded teams from the league being granted a bye first week (Week 14). Playoff rounds will be one week per round. Championship game will be a two week round.

6.3 Tie-Breakers: The following is the tie-breaker for ties when it comes to playoff seeding: Overall Record, Head-To-Head, Points For, Potential Points. The following is used for divisional tie-breakers: Overall Record, Head-To-Head, Divisional Record, Points For, Potential Points.

6.4 Toilet Bowl: The lower bracket teams play to avoid battling for last place (Shit King). The LOSING team from each round gets flushed to the next round.

Article VII — League Finances

7.1 League Dues: League dues are \$100. \$1080 of dues will fund the yearly payout listed in section 7.3. A \$120 is to fund championship ring manufacturing and trophy shipping/engraving fees.

7.2 Entrance Fee: Each owner is responsible for a yearly total of \$100. All new owners must pay for their first 2 years in advance (\$200), and 1 year in advance after that. Any owner who does not pay by the specified due date will be replaced the following January. The original owners are only required to pay the initial fee of \$100 prior to the 2024 draft start date.

7.3 Payouts: The total yearly payout will be as following:

1st Place – \$550

2nd Place - \$200

3rd Place - \$75

Highest Weekly Scorer (Prior to Playoffs) - \$15

Article VIII — Replacing Managers

8.1 Removing Managers: Short of continuously failing to set up a valid lineup, or confirmed collusion, no manager can be removed against their will. Participation, through the league chat, trade offers, and the waiver wire, is strongly encouraged but not generally ground for removal.

8.2 Replacing Managers: When a manager needs to be replaced, the commissioners will try to find a suitable candidate with some connection to at least a portion of the existing managers. Priority will be placed on managers who are eager to take on a dynasty commitment and will be very active within the league.

8.3 Replacement Incentive: In the event that a manager chooses to quit the league or is removed by a commissioner, an incoming manager is offered a 50% reduction on their second year buy-in

8.4 New Ownership: There will be a dispersal draft for all new owners for each season. All new owners will be randomly assigned a draft slot, based on the total number of new owners in CCFL. The dispersal draft will be rounds, used to draft 18 players and 1 set of draft picks for the following season.

TLDR Rules & Calendar

- New Owners will be considered following the 2024 season.
- Trading Opens When All Owners Have Paid And Logged In Successfully
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- August - \$100 Entrance Fee.
- August (Labor Day weekend, Saturday) – DRAFT DAY
- Regular Season (Weeks 1-13)
- Playoffs & Consolation (Weeks 14-17)
- Repeat

Addendum i – October 2022

Initial Draft

Section 1 – Initial Draft

1.1 Auction Format: Initial Draft will be conducted using the auction draft format. Every season following the 2023 draft will utilize the linear draft format.

1.2 Funds: Each owner will be given \$250 draft salary cap for the draft to fill a 20-man roster.

1.3 Phase Durations: Nomination phase will be 30 seconds per owner to start player auction. Offering phase will be 60 seconds that resets upon new higher offer made for player nominated.