

# **KNUCKLEHEADS KEEPER LEAGUE (KKL) CONSTITUTION**

## **1. League Overview**

Welcome to the Knuckleheads Keeper League (KKL). This is a 12-team league that was formed in 1999 by a group of owners who all lived in Denver, Colorado. Since then, the league has evolved into a group of owners from all over the country and has been a keeper league for over 10 years. When I thought about myself and our original group of friends in the league, knuckleheads came to mind and the name has stuck with us ever since. Every year, I look forward to Sunday afternoons lying on my couch watching my favorite team win or lose (mostly lose). My wife has learned that finding something to do away from home is a better alternative than listening to me yell at the TV for 3 hours.

This league is considered a money league, and all owners are expected to pay their league fee before the draft begins. This league is designed to be a competition between owners, but it is not a cut-throat league where anything goes. The rules described below are designed to act as a guideline for overall league play, and any disputes will be handled by the Commissioner with input from all league owners. Please remember that the overall goal of this league is to have fun and enjoy the game of football. If you have any question or concerns, please do not hesitate to ask.

### **1.1. Commissioner**

Commissioner: Corey Thoesen – (571) 216-8338 (mobile), [cthoesen@gmail.com](mailto:cthoesen@gmail.com) (email)

The commissioner will be responsible for disseminating information on all disputes that are not expressly covered by this constitution. Ultimately though, this league has always been run as the majority rules and will continue to do so. From time to time, this constitution will be updated as rules are changed and it's the responsibility of the commissioner to make the updates.

### **1.2. Best Interest Clause**

Should circumstances, issues, or problems arise for which a remedy is not stated in the Rules, the Commissioner reserves the right to take whatever actions he deems necessary in the best interest of the league. He may consult with some or all other owners and/or possibly take a vote.

### **1.3. Living Constitution**

It is important to note that this is a living, breathing constitution that will change and evolve over the lifetime of this league. Changes will happen between seasons as often as needed and will be effective from that point moving forward. If you have suggestions for changes, please submit them to the commissioner and to the league for vote.

## 2. League Finances

The league fee for Knuckleheads will be charged to each team owner, payable to the commissioner on or before the night of the draft. If a team owner does not have the appropriate entry fee, the commissioner may make other arrangements for payment before the season starts at their discretion.

### 2.1. League Fee

The Knuckleheads league fee will be \$150 from each owner. This fee is due on or before the draft. This league currently does not charge transaction fees.

League fees are easily submitted as follows:

- To my PayPal account: [cthoesen@gmail.com](mailto:cthoesen@gmail.com)
- To my Venmo account: @CoreyThoesen or [cthoesen@gmail.com](mailto:cthoesen@gmail.com)
- By check payable to Corey Thoesen
  - My address is 4500 Poplin Grove Dr., Indian Trail, NC 28079 if you prefer to mail a check
- By cash at the draft

### 2.2. Prize Money

League prize money will be paid out after the completion of the Knuckleheads Super Bowl. Money will be held in a bank account owned by the commissioner and will be paid out in the following manner:

- \$150 times 12 teams = \$1,800
- Less: MFL website fees of \$64.95 = \$1,735.05 total pool
- League Champion receives 62.5% of League Fees or \$1,084.41
- League Runner-Up receives 25% of League Fees or \$433.76
- League Third Place receives 12.5% of League Fees or \$216.88

Note: In past years, teams playing in the League Super Bowl have negotiated alternate payouts for 1<sup>st</sup> and 2<sup>nd</sup> place and that is fine.

## 3. League Setup

Knuckleheads will consist of 12 different teams, broken into three divisions of six teams each. The schedule will be randomly generated, with each team playing all 3 teams in your division twice and the other 8 teams outside of your division once in head-to-head matchups. Every effort will be made by the commissioner to change up the schedule each year so you're not playing the same teams each season.

### 3.1. Divisions

Teams are placed into one of three divisions, Bourbon, Scotch, and Beer, made up of 4 teams per division. Teams will remain in these same divisions each year unless it is deemed worthwhile to switch up the divisions.

### 3.2. League Rankings

Teams will be ranked within each division based on the following criteria:

1. Overall Winning Percentage
2. Total Points Scored For - Year to Date
3. Total Points Scored Against - Year to Date

### 3.3. Playoffs and Tie-Breakers

After the completion of the regular season, eight (8) teams will make the playoffs. Three division winners will be awarded a playoff spot and the next six (5) highest ranking non-division winners will be awarded playoff spots.

In Week 15, the 1st seed will play the 8<sup>th</sup> seed, the 2<sup>nd</sup> seed will play the 7<sup>th</sup> seed and so on. The winners from Week 15 will advance to the 2<sup>nd</sup> round in Week 16. The two winners in Week 16 will play each other in the Knuckleheads Super Bowl during Week 17 of the NFL. The two teams that lost in Week 16 will play each other for the 3<sup>rd</sup> Place prize.

Playoff tie-breakers will be determined as follows:

1. Regular Season Record
2. Total Points Scored For - Year to Date
3. Head to Head Record
4. Intra-Division Record
5. Total Points Scored Against - Year to Date
6. In all cases, a coin flip will resolve any teams that are tied after all other tiebreakers are used.

Note that the League Manager can override any automatically generated playoff matchups, if desired, using LM Tools.

## 4. Rosters and Lineups

Total roster size is 18 players with 9 starters and 9 bench players consisting of the following:

Quarterback (QB).....	1
Running Back (RB) .....	1
Running Back/Wide Receiver (RB/WR).....	1
Wide Receiver (WR) .....	1
Wide Receiver/Tight End (WR/TE) .....	1
Tight End (TE).....	1
Flex (RB/WR/TE) .....	1
Team Defense/Special Teams (D/ST).....	1
Place Kicker (K) .....	1
Bench (BE).....	9

There are no limits to any positions you may carry on your squad.

#### 4.1. The Draft

The commissioner will designate a draft day each season. Unless otherwise stated, the draft date will be the Saturday of Labor Day weekend each season starting at 2PM at Rodney Sasher's house and online:

205 Morven Park Rd, NW

Leesburg, VA 20176

(703) 926-5618 is Rodney's mobile phone

Owners are expected to attend the draft in person if possible, but since we have a few owners out of state we also conduct the draft online on our league website on [www.myfantasyleague.com](http://www.myfantasyleague.com) and we will hold a conference call as well so everyone can join in and follow along. Owners should have all league fees paid before the draft.

Since this is a keeper league, the draft order is the inverse of final results from the prior year. The league champion will draft 12<sup>th</sup>, the runner up will draft 11<sup>th</sup> and the third-place winner will draft 10<sup>th</sup>.

After this, the remaining order is determined by the regular season record from the prior year. The team with the worst regular season record from the prior year will draft 1<sup>st</sup>, the next worst record 2<sup>nd</sup> and so on. Where two teams have identical records from the prior year, the team with the lowest total points scored for would receive the higher seed in the draft.

The draft will be a serpentine order, where the person with the first pick in Round 1 will have the last pick in Round 2 and the first pick in Round 3. Do your homework prior to the draft so you are ready to go with each of your picks and don't be that guy who tries to draft someone who was selected three rounds earlier.

#### 4.2. Keeper Rules

- Teams may choose to keep up to six (6) players from the prior year.
- A player may only be kept for a maximum of three (3) years.
- Any player drafted in rounds one (1) through three (3) in the prior year may NOT be a keeper in the current year.
- You can declare keepers as soon as you want, but any player who is not declared a keeper prior to the deadline for declaring keepers (typically two weeks before the draft date) will be available to select during the draft.
- In the following year, a keeper player will count as the round during the draft that is two (2) rounds higher than he was drafted during the prior year.
- Any keeper player that went undrafted in the prior year will count as a 12<sup>th</sup> round pick.
- Players retain their draft status no matter if they are traded, dropped, picked up through waivers or picked up from free agency.

So for example, Owner A drafts Art Monk in the 15<sup>th</sup> round. Owner A decides to (foolishly) drop Art Monk in week 3 to the waiver wire. Art Monk is added by Owner B in week 4 and plays well the rest of the season. Owner B decides to keep Art Monk in year two (2) so Art Monk becomes Owner B's 13<sup>th</sup> round pick in year two (2).

If Owner B keeps Art Monk in year three (3), Art Monk would become Owner B's 11<sup>th</sup> round pick. If Owner B keeps Art Monk again in year four (4), Art Monk would become Owner B's 9<sup>th</sup> round

pick. Art Monk would then be available for anyone to draft in year five (5) because he was a keeper for three (3) straight years.

- If an owner chooses to keep two players that would count as their pick in the same round of the draft, the owner must choose which player would move up to the next higher round in which that owner has a draft pick.
- If the next draft slot is already occupied by someone you are keeping that counts for that round, the other player you wish to keep must move up again.

For example, Owner A has two keepers that would count as 12<sup>th</sup> round picks and already has a keeper that would count as an 11<sup>th</sup> round pick. Since Owner A doesn't have a slot open in the 11<sup>th</sup> round, one of the players that would count as a 12<sup>th</sup> round player would need to move up to the 10<sup>th</sup> round (the next available open draft slot).

You may drop a keeper at any point during the season, off-season, or before the draft starts and after it ends (**never during the draft**).

#### 4.3. Acquisition and Waiver Rules

Lineup Changes..... Lock individually at scheduled game-time

Player Acquisition System ..... Waivers

Season Acquisition Limit..... No limit

Waiver Period ..... 1 day

Waiver Order..... Move to last after claim, never resets during season

#### New for the 2018 season:

- *After the regular season concludes and a team has been eliminated from prize winning contention (1st, 2nd, or 3rd), that team will be locked out of making any further transactions.*
  - Teams are precluded from dropping any players currently on their team that were drafted in the first three rounds of the current year unless they are officially designated as Injured Reserve by the NFL (in other words, we don't want teams dropping players that can significantly impact playoff matches).
  - Additionally, you must have at least one TE, one Kicker and one Defense on your roster at the conclusion of the season.
- Any transactions that violate these rules will be reversed out by the commissioner. Also, any impact players that were not drafted in the first three rounds, but are not eligible for Keeper status next season (i.e., he has been kept for the past three years) may also not be dropped and are subject to the same rules outlined above.
  - An example of this last sentence would be Odell Beckham if he had not been placed on Injured Reserve last year. Beckham was drafted in the 9th round this year, but it was his third and final year that he was eligible for Keeper status. When healthy, Beckham is an impact player and would have been drafted in the first three rounds had he not been a Keeper.
  - Since we have many examples of how crafty our league is in finding loopholes, any transactions within the above rules, but deemed unfair by other members of this league should be elevated to the commissioner who will then analyze the

transaction(s) and make a final decision (or put to a league vote) on whether to allow them.

#### 4.4. Trades

Trade Limit ..... No limit  
 Trade Deadline ..... Week 13  
 Trade Review Period ..... 2 days  
 Votes to Veto Trade ..... 6

Trades made during the season should be handled through the MFL website or app. Trades in the offseason will be made by email and voted upon through email as well. The Trade Deadline will be week 13 and then trades will re-open at the conclusion of the season if anyone chooses to make a trade in the offseason.

Note that trades made for draft picks need to follow the special rules outlined below to ensure each owner has 18 total players at the end of the draft:

Essentially, both teams should negotiate the full terms of the deal. In the case that a player is traded for a draft pick it would always be a two for one deal (Team A trades Player A and negotiated Draft Pick to Team B for a Draft Pick).

Example, Rodney trades DeAndre Hopkins (5<sup>th</sup> round) and a Draft Pick in Round 14 (pick 14.02) and receives a 3<sup>rd</sup> round Draft Pick (pick 3.02) from Mike. To summarize for this scenario:

Rodney will have two 3<sup>rd</sup> round Draft Picks (3.02 and 3.11), frees up his 5<sup>th</sup> round Draft Pick (pick 5.11) by trading Hopkins, and **no** 14<sup>th</sup> round pick (traded 14.02 to Mike).

Mike will have **no** 3<sup>rd</sup> round Draft Pick (traded 3.02 to Rodney), one 5<sup>th</sup> round Draft Pick (5.02, which becomes the Hopkins pick), and two 14<sup>th</sup> round Draft Picks (14.02 and 14.11).

These tables will show that each owner remains with 18 total draft picks by utilizing this trading system for Player for Draft Pick trades:

Owner	Draft Pick (Rnd.Pck)	Player	Total	Owner	Draft Pick (Rnd.Pck)	Player	Total
Mike Stein	1.02		1	Rodney Sasher	1.11		1
	2.11		1		2.02		1
	4.11		1		3.02		1
	5.02	DeAndre Hopkins	1		3.11		1
	6.11		1		4.02		1
	7.02		1		5.11		1
	8.11		1		6.02		1
	9.02		1		7.11		1
	10.11		1		8.02		1
	11.02		1		9.11		1
	12.11		1		10.02		1
	13.02		1		11.11		1
	14.02		1		12.02		1
	14.11		1		13.11		1
	15.02		1		15.11		1
	16.11		1		16.02		1
	17.02		1		17.11		1
	18.11		1		18.02		1
<b>Mike Stein Total</b>			<b>18</b>	<b>Rodney Sasher Total</b>			<b>18</b>

Players traded for Draft Picks may still be vetoed as per the rules on MFL, six (6) votes against needed to veto.

## 5. Scoring System

### Passing

Every 20 passing yards (PY20)	1	Every 10 pass completions (PC10)	1
TD Pass (PTD)	4	40+ yard TD pass bonus (PTD40)	2
50+ yard TD pass bonus (PTD50)	2	Interceptions Thrown (INT)	-2
2pt Passing Conversion (2PC)	2	300-399 yard passing game (P300)	3
400+ yard passing game (P400)	3		

### Rushing

Every 10 rushing yards (RY10)	1	TD Rush (RTD)	6
40+ yard TD rush bonus (RTD40)	2	50+ yard TD rush bonus (RTD50)	2
2pt Rushing Conversion (2PR)	2	100-199 yard rushing game (RY100)	3
200+ yard rushing game (RY200)	3		

### Receiving

Every 10 receiving yards (REY10)	1	Each reception (REC)	0.5
TD Reception (RETD)	6	40+ yard TD rec bonus (RETD40)	2
50+ yard TD rec bonus (RETD50)	2	2pt Receiving Conversion (2PRE)	2
100-199 yard receiving game (REY100)	3	200+ yard receiving game (REY200)	3

### Miscellaneous

Every 25 kickoff return yards (KR25)	1	Every 25 punt return yards (PR25)	1
Kickoff Return TD (KRTD)	6	Punt Return TD (PRTD)	6
Total Fumbles Lost (FUML)	-2		

### Kicking

Each PAT Made (PAT)	1	Each PAT Missed (PATM)	-1
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Total FG Missed (FGM)	-1	FG Made (0-39 yards) (FG0)	3
FG Made (40-49 yards) (FG40)	4	FG Made (50+ yards) (FG50)	5
<b>Team Defense / Special Teams</b>			
Each Sack (SK)	1	Interception Return TD (INTTD)	6
Fumble Return TD (FRTD)	6	Kickoff Return TD (KRTD)	6
Punt Return TD (PRTD)	6	Blocked Punt or FG return for TD (BLKKRTD)	6
Blocked Punt, PAT or FG (BLKK)	2	Each Interception (INT)	2
Each Fumble Recovered (FR)	2	Each Safety (SF)	2
0 points allowed (PA0)	12	1-6 points allowed (PA1)	8
7-13 points allowed (PA7)	4	14-17 points allowed (PA14)	2
22-27 points allowed (PA22)	-1	28-34 points allowed (PA28)	-3
35-45 points allowed (PA35)	-5	46+ points allowed (PA46)	-8
Less than 100 total yards allowed (YA100)	12	100-199 total yards allowed (YA199)	8
200-299 total yards allowed (YA299)	4	300-349 total yards allowed (YA349)	2
400-449 total yards allowed (YA449)	-1	450-499 total yards allowed (YA499)	-3
500-549 total yards allowed (YA549)	-5	550+ total yards allowed (YA550)	-8