

The Constitution

Preamble: *We the people of the Big Buck Club Fantasy Football League, in order to form a more perfect League, establish justice, ensure fairness, promote a general code of ethics, secure the blessings of liberty to ourselves and our friends, and have the most fun possible, do ordain and establish this Constitution for the Big Buck Club Fantasy Football League.*

Article 1: Governing Body

A. League Commissioner

Eric Anthony Hooper
(410) 441-0365
eahooper@gmail.com

1. The Commissioner is currently responsible for leading the direction of the league, conducting league meetings, sending out league publications, organizing the auction, collecting league dues, distributing prize money, performing technical system duties, maintaining the website and all historical records, resolving issues, and above all else ensuring the integrity of the league.
2. Any league disputes or questions of ambiguity that are not covered by The Constitution shall be directed to The Commissioner for review by him and the Executive Advisors.
3. The Commissioner shall be removed from Office on Impeachment for, and conviction of, Treason, Bribery, Rigging, Cheating, Fraud, Embezzlement or other high crimes. An impeachment is successful if a majority of the league votes for removal.

B. Executive Advisors

William Alex Scott, V	Stephen John Schindler	Stephen Todd Ellis
(614) 557-8191	(937) 971-9016	(724) 953-5090
williamascott@cedarville.edu	sjschindler@cedarville.edu	sellis61291@gmail.com

1. The Executive Advisors are responsible for providing expertise and consultation to the Commissioner on league matters to provide other voices of reason. The Executive Advisors are also responsible for creating the power rankings and Vegas odds as well as coordinating end of the season awards such as MOY, WMOY, and MHM.
2. In the event of league disputes, the Executive Advisors have ruling power along with the Commissioner to settle any potential issues or interpretations of the Constitution. Three of the four members of the executive team must agree in order to rule. If the vote is split among the executive team, then it goes to the rest of the league for a vote. If a member of the executive team is involved in the dispute as an owner, all four members must unanimously agree. This is to protect conflicts of interest and the integrity of the league.

3. An Executive Advisor shall be removed from Office on Impeachment for, and conviction of, Treason, Bribery, Rigging, Cheating, Fraud, Embezzlement or other high crimes. An impeachment is successful if a majority of the league votes for removal.

C. Social Media Director

Joshua David Petrel
(614) 499-9113
joshuadpetrel@gmail.com

1. The Social Media Director is responsible for handling all social media communication between the BBC league office, the league, and the public. The Social Media Director is the administrator of Slack or any other potential future communication methods. The comments from the Social Media Director on Twitter and in other forms are the sole opinion of the Social Media Director unless the league office is expressly mentioned.
2. Regarding Slack bans, the Social Media Director may not ban someone from Slack unless the ban is also approved with one other Executive Advisor or Commissioner.
3. The Social Media Director shall be removed from Office by the direct discernment of the League Commissioner for failure to uphold his duty and for crossing the lines of appropriate communication.

Article 2: League Members

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- A. There will be ten (10) league members for each season, no more, no less.
- B. League membership will be retained each year from here until eternity. A member must never leave the league unless he has multiple legitimate reasons. A member seeking to leave the league shall explain his circumstance and reasoning first to The Commissioner, then to the rest of the league members. League members will then vote by majority to determine if the league member is permitted to leave.

Article 3: League Financing and Rewards

A. League Fees

1. The current league fee is \$110.00 from each owner.
2. The league fee must be received by the Commissioner on or before the day of the auction.
3. The league fee will be mailed via check, sent via PayPal, Venmo, Square cash or given in cash in person to:

Mailing Address:
Eric Hooper
796 Old School House Rd
Middletown, DE 19709

PayPal: eahooper@gmail.com
Venmo: @EricHooper
Square: \$EricHooper

4. If a league member fails to submit his league fee by the designated date, he will be banned from participation in the league until he is reinstated by The Commissioner.

B. Prize Money

1. The current prize money will be paid out as follows: League Champion receives \$1,000.00.
2. The prize money will be paid via check, PayPal, Venmo, Square Cash, or in person within seven days of the championship match.
3. The remaining \$10 per person collected via dues goes towards maintaining BBCFantasyFootball.com, purchasing the auction software, and trophy nameplates.

C. Trophy

1. The BBC trophy was created in 2012 and is called "The Rack." The trophy is given to the winner following a successful championship victory.
2. The previous winner is responsible with transferring the trophy to the new victor. Winners to coordinate with Eric Hooper on ordering the new nameplate and placing in the correct spot on the trophy.

Article 5: Draft Auction

A. The Auction

1. The Auction shall commence on Labor Day Weekend every year. This date is unmovable, except for extenuating circumstances under The Commissioner's discretion and with a majority vote from the members. All members must make every effort to attend the live auction in person. Any absence must be cleared by the Commissioner.
2. All members must partake in the entirety of The Auction. The Auction will not take place unless all members are present. If a member leaves early, his punishment is losing \$10 in the following year's auction.
3. All members will start with an Auction budget of \$200. \$1 minimum bid during the auction.
4. Members will take turns nominating a player to be bid upon. After the bidding clock runs out, the player is awarded to the highest bidder. The order of nominating players will start with a lottery drawn out of a hat and continue with the same order the rest of the auction.
5. Members are not forced to draft every position; however, every member must fill their roster with 16 players. However, roster maximums still apply to the auction.
6. Trades can happen during the Auction, but the Auction will not be paused for negotiations. Once a deal has been finalized, the Auction will be paused to adjust each member's remaining balances.

Article 6: League Setup and Competition

A. League Structure and Regular Season

1. The League will only have one (1) division, named in honor of Bumpus Jones, in which all teams are in.
2. Each weekly matchup will be scored on Head-to-Head Points with only one (1) week per matchup.
3. The regular season schedule will be fourteen (14) weeks long, and the schedule will be randomly generated each year. Each team will face all five (5) teams once and four (4) teams twice. These four (4) teams to be played twice will be chosen randomly from the group of five (5) teams that were only faced once in the previous year.
4. There is no regular season matchup tie breaker, therefore, games can result in a tie.

B. Playoffs

1. The playoffs shall be comprised of the six (6) teams with the highest winning percentage during the regular season.

2. The playoff eligible teams shall be seeded one (1) through six (6) with the highest winning percentage team seeded first.
3. In the event of a tie for playoff selection and seeding, the first tiebreaker will be higher Total Points For. If still tied, the second tiebreaker will be Head-to-Head. If still tied, the third tiebreaker will be will be Total Points For in Head-to-Head matchups between the teams. If still tied, the fourth and final tiebreaker will be Coin Toss by The Commissioner.
4. The playoff matchups will be one (1) week matchups, and it will take place during Weeks 14-16 of the NFL season.
5. The teams seeded one (1) and two (2) will receive First Round Byes. The teams seeded three (3) and six (6) will play each other and the teams seeded four (4) and five (5) will play each other. There will be reseeding after Round 1 so that the lowest remaining seed plays the one (1) seed.
6. In the event of a tie in a playoff matchup, the first tiebreaker will be higher Bench Points. The second tiebreaker will be higher seed.

C. Toilet Bowl

1. Last place will be determined by the loser of the Toilet Bowl.
2. The Toilet Bowl will be held from weeks 15-17 between the 4 non-playoff teams. Each team plays the other team 1x round robin style. The team with the worst record after those 3 games is the ultimate loser. If two teams tie at 1-2, then the team with the least points scored in those 3 games is the ultimate loser.

D. Punishment

1. The ultimate loser after the Toilet Bowl is required to complete a punishment from the following list:
 - Waffle House Challenge: The loser must dine in a Waffle House for 24 hours straight. The sentence is reduced by 1 hour for every waffle eaten. The loser can choose any day of the week and any start time to complete it. No laptops or tablets allowed, smartphone only. The idea is to keep the loser from simply working from Waffle House.
 - SAT/ACT Challenge: The loser must sign up, pay for, and fully take the SAT or ACT in person. The loser must fully complete the exam by answering every question, minimum score of 900 for the SAT or 16 for the ACT or the exam must be retaken.
 - Butt Tattoo Challenge: The loser gets a tattoo on their butt with design of their choice
 - Pay \$500 fine for not completing a challenge above

2. The punishment must be completed by the start of the next season. If failure to complete the challenge by the auction, then the member is not allowed to draft.

Article 7: Rosters and Scoring (rosters and scoring)

A. Roster Structure

1. The roster size shall be seventeen (16) positions with ten (10) starters, six (6) bench players, and one injured reserve (IR) slot.
2. The starting roster will include one (1) QB slot, two (2) RB slots, three (3) WR slots, one (1) TE slot, one (1) FLEX slot, one (1) D/ST slot, and one (1) K slot.
3. The maximum number of players per position available on a roster are four (4) QBs, eight (8) RBs, eight (8) WRs, three (3) TEs, three (3) D/STs, and three (3) Ks.

B. Scoring System

Passing

Passing Yards (PY)0.04

TD Pass (PTD)4

Interceptions Thrown (INT)-2

2pt Passing Conversion (2PC)2

Rushing

Rushing Yards (RY)0.1

TD Rush (RTD)6

2pt Rushing Conversion (2PR)2

Receiving

Receiving Yards (REY)0.1

Each reception (REC)0.5

TD Reception (RETD)6

2pt Receiving Conversion (2PRE)2

Kicking

Each PAT Made (PAT)1

Each PAT Missed (PATM)-1

Total FG Missed (FGM)-1

FG Made (0-39 yards) (FG0)3

FG Made (40-49 yards) (FG40)4

FG Made (50-59 yards) (FG50)5

FG Made (60+ yards) (FG60)5

Team Defense / Special Teams

Kickoff Return TD (KRRTD)6

Punt Return TD (PRTD)6

Interception Return TD (INTTD)6

Fumble Return TD (FRTD)6

Blocked Punt or FG return for TD (BLKRTD)6

2pt Return (2PTRET)2

Each Sack (SK)1

Blocked Punt, PAT or FG (BLKK)2

Each Interception (INT)2

Each Fumble Recovered (FR)1

Each Fumble Forced (FF)1

Each Safety (SF)2

0 points allowed (PA0)7

1-6 points allowed (PA1)4

7-13 points allowed (PA7)3

14-17 points allowed (PA14)1

28-34 points allowed (PA28)-1
35-45 points allowed (PA35)-3
46+ points allowed (PA46)-5
Less than 100 total yards allowed (YA100)6
100-199 total yards allowed (YA199)4
200-299 total yards allowed (YA299)2
400-449 total yards allowed (YA449)-2
450-499 total yards allowed (YA499)-3
500-549 total yards allowed (YA549)-4
550+ total yards allowed (YA550)-5

Article 8: Transactions (trades, free agency, keepers)

A. Acquisitions and Lineup Changes

1. Players will be acquired via the waiver system via FAAB. The waiver period is 1 day. The FAAB budget will be set at \$200 per year. Budget is money cannot be rolled over to future years.
2. During the playoffs, only playoff teams NOT eliminated can add players on Day 1 of Waivers. Toilet Bowl teams can add players on Day 2 of Waivers. Eliminated teams cannot add any players during the playoffs once they are eliminated. This gives those competing for a championship first shot at waivers while still allowing toilet bowl teams access to players the next day.
3. Lineup changes will lock individually at scheduled game times.
4. If a league member forgets to set or check his lineup down the stretch run to the playoffs, the league member will lose a \$10 of next year's auction money. The Commissioner will use his discretion to determine each of these individual cases.
5. If a league member intentionally sets a starting lineup that gives the opposing team a clear advantage, The Commissioner has the right to interfere and adjust the starting lineup. Commissioner discretion will be used to determine the punishment, which will be at minimum \$10 of next year's auction money.

B. Trades

1. The Commissioner will review and uphold trades as soon as possible after acceptance.
2. The Commissioner has the power to veto any trades that are suspected of collusion or corruption. If an owner simply makes an uninformed decision and the trade simply is one-sided, the trade will still pass. The intent is that all trades will pass unless there is collusion.
3. The trade deadline shall occur on Thursday at Noon (12PM) between Week 11 and 12 during the regular season. The trading period does not open again until the new league year begins after the voting call has taken place (typically after the Super Bowl).

4. Auction money can be traded up to a league year in advance, but you cannot trade or receive money for 2 or more league years in advance. Any trade involving players and auction money must be sent with double consent to The Commissioner for approval and documentation.
5. An owner must always maintain a minimum of \$16 in auction money to ensure they can fill their entire roster in the following year.
6. FAAB money (waiver money) can be traded throughout the same league year. No future waiver money can be traded.
7. "Gentlemen's Agreements" are prohibited. No trade can have a back half option to the deal that the league office does not know about. If the league office suspects that is the case, they will ask both members and you cannot lie. No rentals to avoid bye weeks from week to week.
8. Keeper Rights cannot be traded until after the season is over. You cannot trade a player but then retain the keeper rights to that player if he is not on your roster.

Ⓒ. Keepers

1. Each league member MUST keep one player from their previous season's roster. Each league member HAS THE OPTION to keep a second player. The 1st keeper must be on your roster by the conclusion of the Championship Game, when rosters lock. The 2nd optional keeper can be acquired any way possible; it just needs to be on your roster by keeper selection date.
2. The cost of keeping one (1) player will be forfeiting auction money in the amount that the player was acquired for in the previous season + \$7 of auction money. The cost increases by \$7 every year until the player is now longer kept. The minimum cost to keep a player is \$10 in the event their prior year cost was lower than \$10 or they were an undrafted free agent. Each player's cost remains with them as they are dropped and traded throughout the season.
3. After the offseason trading period opens (after the annual rules voting call), any player on any roster can be traded since keepers have not been locked in yet. However, the forced 1st keeper must be a player that was on that same team's roster at the end of the season, thus if a player is traded in the offseason, that player is ineligible to be kept by the original team.
4. Keeper Selection for both keepers shall occur no later than 1 week prior to the Auction. Keepers will be sent to the Commissioner. No keeper sent in by deadline results in no keeper.
5. Keepers can be traded in the period between the keeper selection and the auction, once the keepers are locked into each roster.

Article 9: Amendments and Rule Changes and League Calendar

- A. All amendments and rule changes proposed by league members shall be presented at the annual year-end meeting to recap the season.
- B. All proposed amendments and rule changes must receive majority approval from members of the Big Buck Club in order to be passed. Ties mean that the proposal does not pass.
- C. All amendments and rule changes proposed during the season need unanimous approval from the executive team in order to be put up for vote. Then the rule is put up for vote midseason with a majority approval passing the vote.
- D. The annual year-end rule change meeting must occur by the end of February each year.

Article 10: Ratification

- A. *The ratification of all ten (10) current members of the Big Buck Club Fantasy Football League shall be sufficient for the establishment of this Constitution.*

*Eric Hoerber Joshua Petrel Justin Santoro Jon Earl Grant Kovac
Alex Scott Stephen Schindler Peter Martin Steve Ellis Ethan Shula*