



2026 Season - Year Two

Official Rules and Manager Guide

Effective: June 1, 2026

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1. League Overview

League: The Federation of Fantasy Football Leagues

Name: The Federation | Chopped Edition

Established: 2025

Commissioner: 1HangryGoat (Sleeper Username)

Platform: Sleeper

League Type: Chopped PPR Redraft with FAAB

1.1 League Structure

- **Total Teams:** 18
- **Divisions:** None. No head-to-head matchups.
- **Regular Season / Elimination Process:** Weeks 1-17. Each week, the lowest-scoring team is eliminated ("chopped"). Their entire roster is released to the FAAB waiver wire. The process repeats until a sole survivor emerges as champion in Week 17.
- **Format:** Chopped. Winner take all.

1.2 Draft Information

- **Draft Type:** Snake Draft | 12 rounds | 2 minutes per pick
- **Draft Order Reveal:** Tuesday, September 1, 2026. Order is randomized by the Commissioner
- **Draft Date:** Saturday, September 5, 2026 at 2:30 PM CDT
- **Draft Location:** Online via Sleeper, with optional in-person meetup TBA
- **Season Begins:** Wednesday, September 9, 2026

1.3 Important Reminders

- **Notifications:** Enable Sleeper notifications to receive league communications, waiver alerts, and elimination notices. Settings > Notifications within the app.
- **Player Status:** Sleeper notifications are a convenience tool, not the authoritative source for player status. The NFL requires teams to post inactives approximately 90 minutes before kickoff. Failure to receive a Sleeper notification is not grounds for relief. See Section 4.4.

2. Franchise & Payment

2.1 Franchise Fee

- **Amount:** \$20 per team
- **Due Date:** Wednesday, July 15, 2026 (returning managers)
- **Payment Platform:** FanCred (fancred.app) - see Section 14.2 for full platform terms

2.2 Refund Policy

- Payment of the franchise fee is final. No refunds will be issued for manager withdrawal, elimination by chop, removal for rule violation, or any other circumstance.
- Exception: If 18 paid franchises cannot be fielded in time to begin the season, or if the NFL regular season does not occur, all paid entry fees will be refunded through FanCred.

2.3 Roster Finalization & New Manager Process

The 18-team roster is finalized through two payment processes: a fixed deadline for returning managers and a rolling window for new managers filling open spots.

2.3.1 Returning Manager Deadline

Returning managers must complete franchise payment by Wednesday, July 15, 2026. Managers who miss the deadline risk forfeiting their franchise spot. Extensions may be requested by direct message to the Commissioner before July 15.

2.3.2 New Manager 60-Minute Window

Open spots are filled first-come, first-served from the waitlist or other recruitment channels.

- The 60-minute payment window begins at the earlier of: (a) the candidate joining the league through the FanCred link, or (b) the candidate accepting a FanCred invitation from the Commissioner.
- Failure to complete payment within 60 minutes forfeits the spot, which passes to the next responding candidate.
- Verbal commitments and messages to the Commissioner do not hold spots. Payment through FanCred is the only act that secures a franchise.
- Team name and logo submission per Section 10.1, due within 24 hours of payment confirmation. FAAB penalties apply for non-compliance.

3. Scoring System

3.1 Quarterback Scoring

- **Passing Yards:** 1 point per 25 yards (0.04 per yard)
- **Passing Touchdowns:** 4 points
- **2-Point Conversions:** 2 points
- **Interceptions Thrown:** -2 points
- **Pick-6 Thrown:** -2 points

3.2 Skill Position Scoring

3.2.1 Rushing

- **Rushing Yards:** 1 point per 10 yards (0.10 per yard)
- **Rushing Touchdowns:** 6 points
- **2-Point Conversions:** 2 points

3.2.2 Receiving

- **Receptions:** 1 point (PPR scoring)

- **Receiving Yards:** 1 point per 10 yards (0.10 per yard)
- **Receiving Touchdowns:** 6 points
- **2-Point Conversions:** 2 points

3.2.3 Miscellaneous Offensive

- **Fumble Lost:** -2 points
- **Fumble Recovery Touchdown:** 6 points

3.3 Individual Player Special Teams Scoring

3.3.1 Return Specialists

- **Punt Return Yards:** 1 point per 10 yards (0.10 per yard)
- **Kick Return Yards:** 1 point per 10 yards (0.10 per yard)

3.3.2 Special Teams Players

- **Special Teams Player Touchdowns:** 6 points
- **Special Teams Player Forced Fumbles:** 1 point
- **Special Teams Player Fumble Recoveries:** 1 point

4. Roster & Lineup Rules

4.1 Roster Composition

- **Starting Lineup:** 1 QB, 2 RB, 2 WR, 1 TE, 2 FLEX (RB/WR/TE) (8 starters)
- **Bench Spots:** 4 players
- **IR Spot:** None
- **Total Roster Size:** 12 players

4.2 Lineup Management

- **Competitive Lineup Requirement:** Managers must set a complete, competitive starting lineup each week. All 8 starting positions must be filled with active, eligible players.
- **Individual Game Locks:** Each player's roster spot locks at their individual game kickoff.
- **Auto-Substitution:** Managers may designate up to two (2) bench players as auto-substitutes through Sleeper.
- **Manager Responsibility for Timing:** Managers are solely responsible for the timing of their lineup decisions. A manager who delays setting their lineup until players begin locking at game kickoffs assumes the risk of being unable to field a complete lineup. Inability to fill a starting roster spot because eligible replacements have already locked into their own games is not grounds for relief.

4.3 Lineup Responsibility

Managers must set a complete, competitive starting lineup each week. All 8 starting positions must be filled with active, eligible players.

In Chopped Edition, the natural consequence of an incomplete or non-competitive lineup is elimination from the league via the weekly chop. Empty roster spots, bye-week players, or

players carrying an Out (O), Injured Reserve (IR), Physically Unable to Perform (PUP), Non-Football Injury (NFI), or Suspended designation score zero or negative points, substantially increasing chop risk.

No FAAB fines or penalties apply to lineup decisions in Chopped Edition. The chop is the consequence. The only exceptions are:

- Deliberate sabotage in coordination with another manager (Section 11.2.1 Collusion or 11.2.2 Tanking and Roster Sabotage)
- Sustained disengagement that disrupts league integrity beyond natural elimination (Section 11.2.4 Team Abandonment)

4.4 The No-Relief Principle

The Commissioner will not reverse chops, adjust scores, or provide substitution relief for any of the following:

- **Game-Time Scratches:** A player who was not on the NFL's 90-minute inactives list and was not listed as Questionable (Q) but is subsequently ruled out, scratched, or injured before kickoff. This is part of the format.
- **Missed Platform Notifications:** Sleeper notifications are a convenience tool. The NFL inactives list (<https://www.nfl.com/inactives/>) is the authoritative source, posted 90 minutes before kickoff. Failure to receive a Sleeper notification does not constitute grounds for relief.
- **Platform Glitches and Display Errors:** App malfunctions, sync problems, and accidental submissions are not grounds for relief. Lineup decisions are final at kickoff.

In the unlikely event of a documented platform-wide outage affecting multiple managers simultaneously, the Commissioner retains sole discretion to act. This exception is reserved for genuine systemic failures, not individual-account issues. Stat correction reversals are governed separately under Section 7.2

4.5 Accidental Drops

Drops processed through the waiver wire or free agent system are final. Accidental drops are not grounds for reinstatement.

4.6 Chopped Team Roster Release

Upon being chopped, a team's entire roster - starters and bench - is released to the FAAB waiver wire. The released players are immediately available for FAAB bids by all surviving teams in the next waiver processing window.

4.7 Co-Manager Rules

- **Authorization:** A manager must notify the Commissioner before adding a co-manager. Failure to notify is a violation subject to Commissioner action, including revocation of the arrangement. A co-manager who controls or co-manages another franchise in the league constitutes a multi-team management violation (Section 11.2.3).
- **Account Limitation:** A co-manager may not be the primary manager or co-manager of any other franchise in The Federation - Chopped Edition in the current season.
- **Chopped Managers:** Teams whose managers have been chopped remain ineligible to serve as co-managers for surviving teams in the same season.

- **Liability:** The primary manager is fully responsible for all co-manager actions. Violations by a co-manager are attributed to the primary manager.
- **Rule Compliance:** Co-managers are bound by all rules in this rulebook to the same extent as the primary manager.
- **Commissioner Discretion:** The Commissioner may revoke co-manager arrangements at any time.

5. Waivers & Free Agency

5.1 Free Agent Acquisition Budget (FAAB)

- **Season Budget:** \$1,000 per team for the entire season
- **Reset:** Annual - budget resets each new season
- **Bidding:** Blind bid system through Sleeper
- **Minimum Bid:** \$0. Players not claimed during waiver processing become free agents immediately and may be acquired for \$0
- **Tie-Breaker:** Rolling waiver priority (Section 5.4)

5.2 FAAB Guidelines

- Your \$1,000 budget must last the entire season. Manage it accordingly - chopped rosters can include elite players, and bidding is an integral part of the format.
- Winning bids are deducted immediately. Losing bids are returned.
- FAAB dollars cannot be traded (no trades permitted - see Section 6).

5.3 Waiver Schedule

- **Weekly Waivers:** Process Wednesday at 2:00 AM CDT using FAAB bidding. Unclaimed players become free agents immediately after processing.
- **Dropped Player Waivers:** All dropped players enter a 1-day FAAB waiver period. Players dropped within 24 hours of being added return directly to free agency.
- **Chopped Roster Release:** Players from a chopped team enter the next regular Wednesday waiver run.

5.4 Rolling Waiver Priority

- **Initial Priority:** Reverse of draft order
- **Movement:** A team that wins a waiver claim moves to the back of the priority line. All other teams move up one spot.
- **Tie-Breaking:** When multiple teams submit the same FAAB bid, waiver priority determines the winner.
- **No Weekly Reset:** Priority does not reset based on standings.

6. Trade Policy

6.1 Trades Not Permitted

Trades are not permitted in The Federation - Chopped Edition. Strategic focus is solely on drafting, FAAB execution, and lineup management.

7. Tiebreakers

7.1 Elimination Tiebreaker

If two or more teams tie for the lowest weekly score, the following cascade determines which team is chopped:

1. Team with the lowest cumulative season points scored to date is chopped. Does not apply in Week 1. Applied automatically by Sleeper.
2. Week 1 only: the team with the higher (better) draft position is chopped. Per Sleeper's documented Week 1 tiebreaker - the team that drafted earlier (e.g., 1.05 over 1.08) is eliminated. Applied automatically by Sleeper.
3. If still tied at any point: the team whose lowest-scoring starter that week scored fewer points is chopped.
4. If still tied: comparison continues to the second-lowest starter, third-lowest, and so on through the entire starting lineup until the tie is broken.
5. If still tied after all starters have been compared: the team with the higher (better) original draft position is chopped.

7.2 Stat Corrections and Score Finalization

Stat corrections are honored from game completion through end of day Thursday of the following week, with most corrections processed Monday and Tuesday. Weekly results are final after that window regardless of any later platform updates.

Sleeper's auto-chop is applied based on scores at the time of execution. If a material stat correction occurs after a chop has been executed but before the next FAAB processing, the Commissioner reserves the right to reverse the chop and apply the correct elimination.

8. Chopped Mechanics

8.1 The Chop

Each week throughout the NFL regular season, the team with the lowest actual weekly score is chopped (eliminated).

8.2 Elimination Cadence

- **Week 1:** 18 teams compete. 1 team chopped.
- **Weeks 2-16:** Surviving teams compete. 1 team chopped per week.
- **Week 17:** Final 2 teams. The team with the higher weekly score is the Champion.

8.3 Chop Execution

The Federation - Chopped Edition uses Sleeper's auto-chop. The chop fires automatically at the conclusion of each week. The chopped team's full roster is released to the waiver wire per Section 4.6.

8.4 Chopping Block Tab

Sleeper's Chopping Block tab provides live projected standings throughout each week:

- **Chop Zone:** The team currently projected for the lowest weekly score (in the most danger).
- **Danger:** Teams whose projected points are dangerously close to the lowest in the league.
- **Safe:** Teams most likely to survive the week based on projections.

Managers are encouraged to monitor the Chopping Block tab in real time during NFL game days.

8.5 Championship Determination

In Week 17, only two teams remain. The team with the higher weekly score is crowned Champion of The Federation - Chopped Edition for that season.

If Week 17 ends in a tie, Section 7.1 tiebreaker cascade applies in reverse: the team with the HIGHER cumulative season points wins, then higher-scoring starter cascade, etc. The losing team is chopped.

9. Incentives & Prizes

9.1 Championship Payout

Total Prize Pool: \$360 (18 teams x \$20)

Place	Prize
1st Place (Champion)	\$360 - Winner Take All

9.2 Prize Payout Process

Prizes are distributed through FanCred per Section 14.2. Distribution occurs only after final league statistics are verified and stat corrections are confirmed.

- **Payout Timeline:** Champion prize distributed within 10 calendar days of the Championship game conclusion.
- **Manager Responsibility:** Each manager is responsible for keeping their FanCred account active and up to date throughout the season. The Commissioner is not responsible for delays caused by inactive accounts, outdated info, or incomplete verification.

10. Team Naming & Conduct

10.1 Team Name Requirements

- **Format:** [City/State/Location] + [Your Moniker]

- Teams may not use "The" as part of the location prefix.
- **Example:** "New Orleans Bayou Blitzers," "Ohio Gridiron Gurus"
- **Not Acceptable:** "The Ohio Gridiron Gurus"
- **Market Restriction:** No two teams may share the same city or location.
 - Acceptable: "Dallas Destroyers" and "Houston Doom"
 - Not Acceptable: "Dallas Destroyers" and "Dallas Doom"
- **Logo Required:** Each team must have a logo that represents the team name. Preferred formats are SVG or PNG with transparent background, as logos will be used in team communications, league graphics, the Federation website and other promotional materials. The Commissioner can assist if needed.
- **Submission Deadline:** Team name and logo due within 24 hours of franchise payment confirmation. Rejected submissions require a compliant replacement within 24 hours of notification.
- **Non-Compliance:** \$50 FAAB per day until approved submission, draft start, or full FAAB cap, whichever comes first.
- **Lock Date:** Team names and logos lock upon submission and cannot be changed, except as required by Section 11.1.2 for correction of a content violation.

10.2 Prohibited Content

Team names must not contain:

- Offensive, racist, or discriminatory language of any kind.
- Overtly sexual or vulgar content.
- Personal attacks on league members.
- Politically charged content, references to real political figures or movements, or language that incorporates culturally insensitive references targeting specific ethnic, religious, national, or cultural groups.

The Commissioner has final authority on name violations. Enforcement procedures are in Section 11.1.2.

10.3 Team Name Reuse

Team names previously used in The Federation may not be available for use by other managers. Returning managers retain first right to reclaim their own previous names. All other reuse requires Commissioner approval.

10.4 Retired Names

Championship-winning team names and names belonging to deceased managers are permanently retired and will not be reassigned.

11. League Integrity, Violations & Dispute Resolution

11.1 Minor Violations

11.1.1 Inappropriate Conduct

Violations include:

- Harassment of other managers
- Excessive or inappropriate trash talk beyond competitive banter
- Violation of Sleeper platform community guidelines
- Spamming league chat or communications in a disruptive manner

Penalty Options: Warning | FAAB fine (\$10-\$250)

Penalties may escalate for severe or repeat violations at Commissioner's discretion. Sleeper does not allow commissioners to restrict individual manager communications. Severe violations may result in removal as the only effective enforcement mechanism.

11.1.2 Team Name Violations

- Failure to comply with Section 10.1 naming requirements
- Violation of Section 10.2 prohibited content standards
- The Commissioner will require immediate correction of any violating name.

Penalty Options: Warning | FAAB fine (\$25-\$100) per day until corrected | Loss of waiver priority

11.2 Major Violations

11.2.1 Collusion

Definition: Any secret coordination between managers intended to benefit one or more teams at the expense of fair competition. This includes but is not limited to:

- Coordinated waiver claims designed to block one manager and benefit another
- Sharing private roster or strategy information to influence elimination outcomes
- Deliberately tanking lineups to ensure a specific other team avoids the chop
- Pot splitting - pre-arranging how prize money will be distributed regardless of competitive outcome
- Outside financial agreements between managers tied to in-league transactions or results
- Any agreement made outside the Sleeper platform that influences in-league decisions

General league strategy discussion, trash talk, and commenting on other managers' moves is NOT collusion. Collusion requires deliberate coordination to circumvent fair competition. The Commissioner's investigation focuses on intent and pattern.

Mandatory Consequence: A finding of collusion results in immediate removal from the league, permanent ban from all future seasons, and forfeiture of all fees and prize eligibility.

11.2.2 Tanking and Roster Sabotage

Definition: Deliberately weakening your roster or manipulating lineup decisions to undermine competitive integrity.

Note on Chopped Edition: In Chopped, tanking is largely self-elimination - a tanking team will be chopped naturally. The violation here addresses tanking that BENEFITS another team rather than simply ensuring your own chop. Examples:

- Coordinated dumping of high-value players to another manager's waiver pickup pre-elimination
- Deliberate lineup sabotage in coordination with another manager's plan

- Starting clearly inferior players when eligible alternatives are available, in a pattern consistent with helping another team

Penalty Options: Warning | FAAB fine (\$100-\$250) | Lineup restrictions | Loss of waiver priority | Removal from league + fee forfeiture

11.2.3 Multi-Team Management

Definition: One person controlling or substantially influencing more than one team in the same league, outside of Commissioner-authorized co-manager arrangements (Section 4.7).

Mandatory Consequence: Immediate removal from league, fee forfeiture, permanent ban.

11.2.4 Team Abandonment

Definition: In Chopped Edition, inactivity typically results in natural elimination via the weekly chop. Team Abandonment becomes a violation when a manager's inactivity occurs in a pattern that could benefit another team (see 11.2.2) or when the manager has been explicitly chopped but continues to engage disruptively.

Single missed lineup decisions that result in elimination are NOT abandonment. The chop is the natural consequence.

Penalty Options: Warning | FAAB fine (\$10-\$150) | Removal from league

11.2.5 Outside Wagers

Managers may not use league assets - including players or FAAB dollars - as currency in outside bets or side agreements. Side bets between managers tied to in-league outcomes that could create a conflict of interest or influence competitive decisions are prohibited. Violation is treated as collusion under Section 11.2.1 if coordination is involved, or as a standalone integrity violation subject to Commissioner discretion if not.

11.3 Enforcement Procedure

11.3.1 Informal Resolution

Managers are encouraged to resolve minor disputes directly. The Commissioner is available for mediation upon request.

11.3.2 Formal Complaints

- Any manager may file a formal complaint with the Commissioner within 48 hours of an incident via direct message through Sleeper.
- Complaints are not to be filed in the public league forum.
- The complaint must include specific evidence and reference the relevant rule.
- The Commissioner will investigate by reviewing messages, roster moves, FAAB logs, and all evidence provided.
- All involved parties will be interviewed separately.
- The Commissioner will issue a ruling within 48 hours of receiving the complaint.

Note on Private Communications: All evidence must be produced by the parties involved. A manager filing a complaint bears the burden of producing the evidence supporting that complaint. During investigation of a major violation, any party may be requested to provide relevant private communications directly pertaining to the alleged violation. Refusal may result in a negative inference drawn against the refusing party.

11.3.3 Progressive Discipline

Penalties escalate based on severity and recurrence:

- Warning - first-time minor violations with no competitive impact
- FAAB Fine - quantified penalty deducted from the manager's season budget
- Waiver Priority Loss - moved to the back of the waiver priority line
- Lineup Restrictions - Commissioner-imposed roster management requirements
- Removal + Fee Forfeiture - for major violations or persistent escalation
- Permanent Ban - for collusion, multi-team management, or egregious conduct
- Penalties need not escalate in order.

Standard of Proof: The Commissioner makes determinations based on reasoned assessment of available evidence, not the heightened standards of criminal or civil litigation. Where intent is an element of a violation, intent may be inferred from observable behavior, asset valuations, and circumstances. Direct evidence such as written admission is not required.

11.4 Appeal and Review Process

A manager who has received a penalty or is directly affected by a Commissioner's decision may submit a request for appeal within 24 hours of the decision notification.

All appeals - minor or major - are reviewed and decided solely by the Commissioner. The Commissioner reviews the appeal and any new evidence presented, and issues a final ruling within 72 hours of appeal submission. The Commissioner's appeal ruling is final.

11.4.1 Conduct During Appeals

All managers must maintain appropriate conduct during complaint filing and any subsequent appeal period. Disruptive behavior - spamming, harassment, posting complaints in the public forum, or divisive discussions - may result in immediate dismissal of the complaint or appeal and additional penalties.

12. Commissioner Authority

12.1 Powers and Responsibilities

The Commissioner has authority to:

- Interpret and enforce all league rules
- Investigate suspected violations
- Issue penalties and disciplinary actions
- Resolve disputes between managers
- Issue emergency rule clarifications mid-season
- Manage league finances and prize payouts
- Edit team rosters, FAAB budgets, and waiver priorities when necessary
- Make scoring corrections and override platform restrictions for league integrity
- Switch between Auto Chop and Manual Chop modes as circumstances require
- Oversee and update the league's official digital presence and communication platforms
- Research, implement, and manage payment processing and league operations

12.2 Limitations

The Commissioner may not:

- Change rules mid-season. Rule changes are limited to the annual review cycle (Section 13.2). The Commissioner may issue emergency rule clarifications under Section 13.3, which interpret existing rules without altering their substance.
- Show favoritism in enforcement
- Overturn fair competitive results unless a confirmed rule violation has occurred

12.3 Commissioner Tenure and League Continuity

The role of Commissioner is held indefinitely by 1HangryGoat, who established and has led The Federation since its founding in 2023 and the Chopped Edition since its founding in 2025. The Commissioner's tenure is not subject to a vote of no confidence, challenge, or removal by league members. Decisions rendered by the Commissioner in the execution of their duties are final within the framework of this rulebook.

The Commissioner retains exclusive authority to determine future leadership of the league. Should the Commissioner choose to step down, they shall at their sole discretion appoint a successor to ensure uninterrupted continuity of The Federation - Chopped Edition.

13. League Governance & Rule Management

13.1 Rulebook Foundation

This rulebook establishes The Federation - Chopped Edition's governance framework and operational standards. These rules ensure competitive integrity, clear enforcement procedures, and transparent operations across all seasons.

13.2 Annual Rule Review Process

The Commissioner conducts an annual review of the Chopped Edition rulebook in the off-season:

- **February 1-28:** Open proposal period. Any eligible manager may submit rule change proposals
- **March 1-May 15:** Commissioner review period. Commissioner evaluates proposals and recommendations
- **May 16-31:** Finalization period. Commissioner reviews decisions and prepares updated rulebook
- **June 1:** Complete updated rulebook published and distributed to all returning managers
- **July 15:** Payment deadline for returning managers. Payment constitutes acceptance of published rules

Submission Format: Written proposal with clear rationale. Direct message to Commissioner through Sleeper or via commish@federationffl.com.

The Commissioner has sole authority to accept, modify, or reject any rule change proposal.

13.3 Mid-Season Rule Interpretation and Precedent

The Commissioner retains authority to interpret existing rules mid-season, either proactively through announced clarifications (when disputes arise, platform changes require response, or league integrity is threatened) or reactively through rulings on specific situations not explicitly covered by existing rules.

Clarifications and precedent rulings interpret existing rule language without altering substance, scope, or application. They may not introduce new rules, change scoring values, modify deadlines, or otherwise effect substantive rule changes. Substantive rule changes are restricted to the annual review cycle (Section 13.2).

Announced clarifications are published to all managers with clear rationale. Precedent rulings are applied consistently to similar situations for the remainder of the season.

13.4 Annual League Review

Each off-season the Commissioner conducts a comprehensive review covering financial performance, competitive balance, engagement metrics, rule enforcement outcomes, platform performance, manager feedback, and Sleeper feature updates. Findings inform rule changes for the upcoming season.

14. Acknowledgment, Agreement & Payment Terms

14.1 Acknowledgment and Agreement

By participating in The Federation of Fantasy Football Leagues - Chopped Edition - including paying an entry fee, accepting a league invitation, or submitting a lineup - each manager acknowledges they have read, understood, and agree to be bound by all rules in this rulebook.

Violation of league rules may result in penalties up to and including removal from the league and forfeiture of all fees and prize eligibility as outlined in Section 11.

14.2 Payment Platform Terms: FanCred

The Federation - Chopped Edition processes all league fees and prize payouts through FanCred (fancred.app). By contributing funds through FanCred, managers agree to FanCred's Terms of Service in addition to this rulebook.

Payout Authority: The Commissioner has sole authority over all payout allocations under FanCred Terms, Section 5 (Payout Rule - "Commissioner has total control" option).

Eligibility: FanCred is the required payment platform for The Federation - Chopped Edition. Per FanCred Terms Section 3, FanCred service is restricted to residents of the United States and Canada; deployed US military with a US home of record qualify. FanCred supports multiple payment methods, with available options varying by member location.

On the rare occasion a manager cannot fund their FanCred account through any supported method, they may request an alternative payment arrangement. Each request is reviewed individually based on documented evidence and is subject to Commissioner approval. Processing fees and currency conversion costs are deducted from prize payouts.

Payment Processor Fees: Any third-party processor fees applied during entry fee payment or prize payout, including credit card surcharges, instant transfer fees, currency conversion, and

fees associated with Commissioner-approved alternative payment arrangements, are the manager's responsibility and are not reimbursed by the league.

Disputes: All disputes are handled internally under Section 11. FanCred does not resolve intra-league disputes (FanCred Terms, Section 10, Intra-League Disputes). Commissioner decisions are final (FanCred Terms, Section 17, Conflict Resolution - Final Authority Clause).

Chargebacks: Filing a chargeback against any league payment is a major violation resulting in immediate removal and permanent ban.

No Refunds: Per Section 2.2 and FanCred's platform terms.

Payout Timeline: Champion prize distributed within 10 calendar days of the Championship game conclusion.

Identity Verification: Transactions over \$500 require identity verification through FanCred and its payment processor (Stripe). FanCred limits all members to 3 payouts and \$9,000 per rolling 30-day period. Completing verification is the manager's responsibility, and prize funds remain held by FanCred until complete. Failure to verify does not obligate The Federation or the Commissioner to provide alternative payout methods.

Fee Forfeiture: Managers removed for any rule violation forfeit their entire entry fee.

Platform: FanCred is the current payment platform. The Federation - Chopped Edition reserves the right to migrate to a different payment platform or proprietary solution at the start of any future season without requiring league approval.

Appendix A: Additional Resources

For detailed explanations of platform features referenced in this rulebook, and for official league information:

- **Official Website:** <https://federationffl.com/>
- **Commissioner Contact:** commish@federationffl.com
- **Sleeper Chopped Leagues Reference:** <https://support.sleeper.com/en/articles/12005468-introduction-to-chopped-leagues>
- **NFL Official Inactives:** <https://www.nfl.com/inactives/>
- **FAAB Bidding:** <https://sleeper.com/blog/what-is-faab-fantasy-football/>
- **FAAB and Waivers Platform Guide:** <https://support.sleeper.com/en/articles/9657110-how-do-faab-and-waivers-work>
- **Stat Corrections:** <https://support.sleeper.com/en/articles/2441282-stat-corrections>
- **General Platform Support:** <https://support.sleeper.com/en/>
- **FanCred:** <https://fancred.app>
- **FanCred Terms of Service:** <https://fancred.app/terms>

Appendix B: Usage & Attribution

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The Federation - Chopped Edition