



OFFICIAL RULES AND MANAGER GUIDE

2026 Season - Year Four

Official Rules and Manager Guide

Effective: June 1, 2026

Table of Contents

1. League Overview

- 1.1 League Structure
- 1.2 Draft Information
- 1.3 Important Reminders

2. Franchise & Payment

- 2.1 Franchise Fee
- 2.2 Refund Policy
- 2.3 Roster Finalization & New Manager Process

3. Scoring System

- 3.1 Quarterback Scoring
- 3.2 Skill Position Scoring
- 3.3 Kicker Scoring
- 3.4 Team Defense / Special Teams Scoring
- 3.5 Individual Player Special Teams Scoring

4. Roster & Lineup Rules

- 4.1 Roster Composition
- 4.2 Lineup Management
- 4.3 Lineup Violations
- 4.4 Player Status & Manager Responsibility
- 4.5 Injured Reserve Roster Player Lock (IR RPL)
- 4.6 Accidental Drops
- 4.7 Roster Lock Upon Bracket Elimination
- 4.8 Co-Manager Rules
- 4.9 Temporary Manager Incapacity

5. Waivers & Free Agency

- 5.1 Free Agent Acquisition Budget (FAAB)
- 5.2 FAAB Guidelines
- 5.3 Waiver Schedule
- 5.4 Rolling Waiver Priority

5.5 Eliminated Team Waiver Restrictions

5.6 Playoff Period Waiver Access

6. Trade Policy

6.1 Trade Philosophy

6.2 Trade Processing

6.3 Trade Violations

6.4 Trade Dispute Process

7. Tiebreakers

7.1 Weekly Matchup Ties

7.2 Division Standings Tiebreakers

7.3 Wild Card Tiebreakers

7.4 Stat Corrections and Standings Finalization

8. Playoffs

8.1 Playoff Structure

8.2 Playoff Seeding

8.3 Playoff Bracket

8.4 Toilet Bowl: The Battle for Dignity

8.5 Final Season Standings

9. Incentives & Prizes

9.1 Championship Payouts

9.2 Weekly High Score Tokens

9.3 Last Place Recognition

9.4 Prize Payout Process

9.5 League Operating Reserve

10. Team Naming & Conduct

10.1 Team Name Requirements

10.2 Prohibited Content

10.3 Team Name Reuse

10.4 Retired Names

11. League Integrity, Violations & Dispute Resolution

11.1 Minor Violations

11.2 Major Violations

11.3 Enforcement Procedure

11.4 Appeal and Review Process

11.5 Commissioner Takeover Protocol for Unmanaged Teams

11.6 Token Redistribution

12. Commissioner Authority

12.1 Powers and Responsibilities

12.2 Limitations

12.3 Commissioner Tenure and League Continuity

13. League Governance & Rule Management

13.1 Rulebook Foundation

13.2 Rules Council Governance Model

13.3 Annual Rule Review Process

13.4 Mid-Season Rule Interpretation and Precedent

13.5 Annual League Review

14. Acknowledgment, Agreement & Payment Terms

14.1 Acknowledgment and Agreement

14.2 Payment Platform Terms: FanCred

Appendix A: Additional Resources

Appendix B: Usage & Attribution

1. League Overview

League: The Federation of Fantasy Football Leagues

Name: The Federation | Redraft

Established: 2023

Commissioner: 1HangryGoat (Sleeper Username)

Platform: Sleeper

League Type: PPR Redraft with FAAB

1.1 League Structure

- **Total Teams:** 12
- **Divisions:** 3 divisions of 4 teams each
 - Underachievers Division
 - Daydreamers Division
 - Overthinkers Division
- **Regular Season:** 14 weeks (Weeks 1-14)
- **Schedule Format:** Play divisional opponents twice, non-divisional opponents once

1.2 Draft Information

- **Draft Type:** Snake Draft | 14 rounds | 3 minutes per pick
- **Draft Order Reveal:** Friday, August 7, 2026 (30 days before draft). Order is randomized by the Commissioner.
- **Draft Date:** Sunday, September 6, 2026 at 6:30 PM CDT
 - European managers note: 6:30 PM CDT = 1:30 AM CEST (Monday, September 7).
- **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 trade updates. Settings > Notifications within the app.
- **Player Status:** Sleeper player notifications are a convenience tool, not the authoritative source for player status. The NFL posts official inactives 90 minutes before kickoff. Failure to receive a notification is not grounds for lineup relief. See Section 4.4.

2. Franchise & Payment

2.1 Franchise Fee

- **Amount:** \$140 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, abandonment, removal for rule violation, or any other circumstance.
- Exception: If 12 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 12-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 may 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 Kicker Scoring

3.3.1 Field Goals

- **Base Score (all distances):** 3 points
- **Distance Bonus:** +0.1 points per yard over 30 yards
 - 30-yard FG = 3.0 points
 - 45-yard FG = 3.0 + (15 x 0.1) = 4.5 points
 - 55-yard FG = 3.0 + (25 x 0.1) = 5.5 points
 - 65-yard FG = 3.0 + (35 x 0.1) = 6.5 points

3.3.2 Extra Points & Penalties

- **Extra Point Made:** 1 point
- **Field Goal Missed:** -1 point
- **Extra Point Missed:** -1 point

3.4 Team Defense / Special Teams Scoring

3.4.1 Defensive Touchdowns

- **Defensive/Special Teams TD:** 6 points

3.4.2 Points Allowed

Points Allowed	Fantasy Points
0	5
1-6	4
7-13	3
14-20	1
21-27	0
28-34	-1
35+	-4

3.4.3 Total Yards Allowed

Yards Allowed	Fantasy Points
Under 100	5
100-199	3

Yards Allowed	Fantasy Points
200-299	2
300-349	0
350-399	-1
400-449	-3
450-499	-5
500-549	-6
550+	-7

3.4.4 Individual Defensive Plays

- **Sacks:** 1 point
- **Interceptions:** 2 points
- **Fumble Recoveries:** 2 points
- **Safeties:** 2 points
- **Forced Fumbles:** 1 point
- **Blocked Kicks:** 2 points

3.4.5 Special Teams Unit Scoring

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

3.5 Individual Player Special Teams Scoring

3.5.1 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)

3.5.2 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, 1 FLEX (RB/WR/TE), 1 K, 1 DEF (9 starters)
- **Bench Spots:** 5 players
- **IR Spot:** 1 slot (restricted to players carrying an official IR, PUP, or NFI designation from their NFL team at time of placement)
- **Total Roster Size:** 14 players; 15 players when the IR slot is occupied

- A player whose IR/PUP/NFI designation is removed must be moved to the bench before their next game begins. Failure to do so triggers IR Roster Player Lock (Section 4.5).

4.2 Lineup Management

- **Competitive Lineup Requirement:** Managers must set a complete, competitive starting lineup each week. All 9 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. See Section 4.3 for what constitutes a lineup violation.
- **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 and remains a Section 4.3 violation if the spot is empty at kickoff.

4.3 Lineup Violations

The following constitute violations subject to penalty:

- Leaving any starting roster spot empty at game time
- Starting a player on their bye week
- Starting a player whose status is a Section 4.4.1 designation at kickoff
- Failing to start a Defense

Absence of an eligible player on your bench does not excuse a violation. The waiver wire and free agent pool are available.

Penalties:

- Minimum \$50 FAAB fine per occurrence
- Escalation to waiver priority loss, token forfeiture, or additional FAAB fines for repeat violations at Commissioner's discretion
- Failure to start a DEF results in a forfeit of that week's win (mandatory). A forfeit is recorded as a 0-1 loss for the offending team and a 1-0 win for the opponent regardless of total points scored. If both teams in a matchup fail to start a Defense, both teams are recorded as losses for win-loss purposes. Total scores stand for all other purposes including Points For, tiebreakers, and High Score Threshold eligibility.

4.4 Player Status & Manager Responsibility

4.4.1 Tier 1: Pre-Kickoff Inactive (Lineup Violation)

Starting a player whose status is publicly known as Out (O), Injured Reserve (IR), Physically Unable to Perform (PUP), Non-Football Injury (NFI), Suspended, or on a Bye Week is a lineup violation under Section 4.3 and subject to penalty.

4.4.2 Tier 2: Game-Time Scratch (No Relief, No Penalty)

If a player who carried none of the designations listed in Section 4.4.1 and was not listed as Questionable (Q) on the NFL's 90-minute inactives publication is subsequently ruled out, scratched, or injured before kickoff, no Section 4.3 violation is triggered and no relief,

substitution, or score adjustment will be provided. This section applies only to status changes that occur after publication and does not protect against decisions made on known pre-publication risk (Section 4.4.1).

4.4.3 Tier 3: Missed Platform Notification (No Relief, No Penalty)

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. The league's official inactives page (<https://www.nfl.com/inactives/>) is publicly available and updates in real time. Managers are responsible for monitoring it. Failure to receive a Sleeper notification is not grounds for relief, substitution, or score adjustment. The manager remains responsible for the consequences of the underlying status change per Sections 4.4.1 and 4.4.2.

4.4.4 Platform Malfunctions

Lineup decisions are final at kickoff. App glitches, display errors, sync problems, and accidental submissions are not grounds for relief. In a documented platform-wide outage affecting multiple managers simultaneously, the Commissioner retains sole discretion to act.

4.5 Injured Reserve Roster Player Lock (IR RPL)

IR RPL is the combined effect of two Sleeper enforcement mechanics that can freeze a manager's entire roster for the remainder of a game week.

4.5.1 IR Roster Lock

If a player in the IR slot is no longer designation-eligible and the manager does not move them to the bench before their game begins, Sleeper locks the entire roster. No lineup changes, adds, drops, or trades can be processed until the violation is resolved.

4.5.2 Player Lock

Once a player's game begins, that player cannot be moved regardless of roster slot.

4.5.3 Combined Effect

If both conditions are present simultaneously - an ineligible player in the IR slot and that player's game has started - the roster remains frozen for the remainder of the week. No Commissioner relief will be provided.

4.6 Accidental Drops

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

4.7 Roster Lock Upon Bracket Elimination

A team's roster locks immediately upon conclusion of their final game of the season.

- Toilet Bowl teams: lock upon Toilet Bowl elimination (Week 15 for first two eliminated, Week 16 for next two)
- Playoff teams: lock upon playoff elimination
- Championship and third-place participants: full roster access through Week 17

Commissioner will manually apply locks following each elimination. Unauthorized moves after a team's final game are subject to reversal and penalty.

4.8 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 in the current 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.

4.9 Temporary Manager Incapacity

A manager who becomes temporarily unable to manage their roster (medical emergency, hospitalization, deployment, family emergency) may request Commissioner stewardship for a defined period. The request may come from the manager directly, a designated co-manager (Section 4.8), or an emergency contact with knowledge of the situation. Notification may be made via league chat, email to commish@federationffl.com, or text to the Commissioner as early as practicable.

The stewardship period must be specified at the time of request (e.g., one week, two weeks, indefinite pending recovery). During stewardship, the Commissioner manages the team using the standards in Section 11.5: projection-based starting lineups, no FAAB waiver bids, no trades, and free agent pickups only where required to field a legal lineup.

Unlike the abandonment protocol, a team under temporary incapacity stewardship remains in good standing. Tokens and prize winnings earned during the stewardship period are retained by the team. Stewardship ends when the manager notifies the Commissioner of their return or when the specified period elapses.

A manager who wants to maintain active roster management during a known or potential absence may designate a co-manager under Section 4.8. Co-manager designation is the only mechanism that preserves competitive optimization during a manager's absence; stewardship under this section preserves the team's good standing but does not optimize competitive performance.

5. Waivers & Free Agency

5.1 Free Agent Acquisition Budget (FAAB)

- **Season Budget:** \$1,000 per team, for the entire season including playoffs
- **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

- The \$1,000 budget must last the entire season including playoffs. Manage it accordingly.
- Winning bids are deducted immediately. Losing bids are returned.
- FAAB dollars may be traded between teams. No team may hold more than \$1,000 at any point during the season regardless of trades.

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.

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.

5.5 Eliminated Team Waiver Restrictions

Upon mathematical elimination from playoff contention, a team's FAAB balance is immediately reduced to \$0. All remaining FAAB is forfeited.

Eliminated teams continue to participate in weekly waiver processing. A \$0 bid can win a waiver claim if no competing team bids higher. Waiver priority (Section 5.4) resolves all \$0 ties.

Platform Note: The Commissioner will manually zero the eliminated team's FAAB balance in Sleeper at the time of elimination.

5.6 Playoff Period Waiver Access

Playoff bracket teams retain their FAAB balances and continue participating in weekly waiver processing through Week 17. Eliminated teams remain at \$0 FAAB per Section 5.5 through Week 17, including time in the Toilet Bowl bracket.

6. Trade Policy

6.1 Trade Philosophy

All transactions are subject to Commissioner review under Section 6.3. All trades must adhere to league rules.

6.2 Trade Processing

6.2.1 Processing and Review

- **Review System:** Commissioner review only. No public vetoes. No manager vetoes.

- **Processing Time:** Trades process immediately upon acceptance by both parties. All trades are automatically subject to Commissioner review. The Commissioner reserves the right to reverse any trade that violates Section 6.3. Trades are not held pending review. They take effect upon acceptance and any reversal occurs after the fact.

6.2.2 Trade Deadline

All trades must be accepted before the conclusion of the final game of NFL Week 10. For the 2026 season, the NFL's in-season trade deadline is Tuesday, November 10, 2026. The Federation's trade deadline is the end of Week 10: Monday, November 16, 2026.

6.2.3 Trade Restrictions

- No trade may include more than three (3) players per side per transaction.
- Teams mathematically eliminated from playoff contention may only trade with other eliminated teams. If elimination occurs before the trade deadline has passed, the eliminated team retains the ability to execute eliminated-team-only trades through the deadline.
- Players may not be rented, loaned, or temporarily transferred between teams. All trades are permanent and final upon processing. Any agreement to reverse or unwind a trade constitutes collusion (Section 11.2.1).
- No agreements may be made for future trades. Every deal must be complete and final at the time of acceptance. Verbal or written agreements to execute future transactions are unenforceable and, if discovered, may be treated as collusion under Section 11.2.1.
- Draft picks cannot be traded.

6.2.4 Trade Offer Expiration

Managers are solely responsible for setting trade offer expiration windows. Open-ended offers that are later accepted will not be reversed unless they violate league policy. If you do not want an old offer accepted, cancel it.

6.2.5 Accidental Trade Acceptance

Trades accepted in error will not be reversed. Managers are responsible for reviewing all trade terms before accepting.

6.3 Trade Violations

Trades will ONLY be reversed in cases of:

- **Collusion (Section 11.2.1):** Secret agreements between managers to benefit one team unfairly, including but not limited to pot splitting, outside financial agreements, player loans, coordinated roster manipulation, or agreements made outside the Sleeper platform that influence in-league transactions.
- **Tanking or Roster Dumping (Section 11.2.2):** Trades that constitute roster dumping or system manipulation. A lopsided trade is not automatically a violation. The Commissioner's review focuses on intent - whether expressed in a single egregious trade or a pattern of moves - rather than surface-level value assessments.
- **Confirmed Tampering:** Unauthorized interference with another manager's team, communications, or decisions.

6.4 Trade Dispute Process

- Any manager may file a trade dispute with the Commissioner within 24 hours of trade acceptance via direct message through Sleeper.
- Disputes must include specific evidence of a rule violation. General disagreement with a trade's value is not grounds for a dispute.
- Disputes are not to be filed in the public league forum.
- The Commissioner will investigate all parties and announce a decision within 48 hours of receiving the dispute.
- If a violation is confirmed, the trade will be reversed and penalties issued per Section 11.
- False or frivolous disputes may result in a FAAB fine (\$10-\$50).
- The absence of a dispute within 24 hours does not limit the Commissioner's independent authority to review and reverse trades that violate league rules.

7. Tiebreakers

7.1 Weekly Matchup Ties

If a weekly matchup ends in a tie:

1. The team whose starting DEF scored more points that week wins.
2. If DEF scores are tied, the team whose starting K scored more points wins.
3. If both DEF and K are tied, the team with higher total Points For (PF) that week wins.

Official Resolution: +1 point is manually added to the winning team's starting DEF to resolve the tie on the platform.

- Applies to regular season and playoffs.

7.2 Division Standings Tiebreakers

7.2.1 Two Teams Tied

1. Head-to-Head Record (between the tied teams)
2. Division Record
3. Total Points For (PF)
4. Highest Single-Week Score
5. Best Record in Second Half of Season (Weeks 8-14)

7.2.2 Three or More Teams Tied

1. Head-to-Head Record (only applies if one team beat or lost to ALL other tied teams)
2. Division Record
3. Total Points For (PF)
4. Highest Single-Week Score
5. Best Record in Second Half of Season (Weeks 8-14)

If the tie is reduced to two teams at any point, revert to two-team tiebreakers from Step 1.

7.3 Wild Card Tiebreakers

7.3.1 Two Teams Tied

1. Head-to-Head Record (if applicable)
2. Total Points For (PF)
3. Highest Single-Week Score
4. Best Record in Second Half of Season (Weeks 8-14)

7.3.2 Three or More Teams Tied

1. Head-to-Head Sweep (only applies if one team beat or lost to ALL other tied teams)
2. Total Points For (PF)
3. Highest Single-Week Score
4. Best Record in Second Half of Season (Weeks 8-14)

If the tie is reduced to two teams at any point, revert to two-team tiebreakers from Step 1.

When teams from different divisions are tied for playoff seeding purposes, Section 7.3 Wild Card Tiebreaker procedures apply regardless of division winner status.

7.4 Stat Corrections and Standings Finalization

Stat corrections are honored from game completion through end of day Thursday of the following week, with most corrections processed Monday and Tuesday. Results are final after that window.

No tiebreaker determinations, playoff seeding decisions, or bracket configurations are considered official until stat corrections for that week have been published.

8. Playoffs

8.1 Playoff Structure

Qualifying Teams (6 total):

- **Division Winners:** The team with the best record from each of the three divisions (3 teams). In the event of a tied division record, Section 7.2 tiebreakers apply.
- **Wild Cards:** The three teams with the best overall records among all non-division winners league-wide (3 teams). Section 7.3 tiebreakers apply.

Playoff Weeks: Weeks 15-17

- **Week 15:** First Round (Seeds 3/4/5/6: 4 teams, 2 games)
- **Week 16:** Semifinals (2 first-round winners + Seeds 1 and 2)
- **Week 17:** The Federation Bowl Championship Game and Third Place Game

8.2 Playoff Seeding

All six qualifying teams are seeded 1 through 6 based on overall regular season record. Division winner status determines playoff qualification (Section 8.1) only.

Seeding Order:

- All six qualifying teams ranked by overall regular season record.

- Tiebreakers between qualifying teams in the same division follow Section 7.2. Tiebreakers between qualifying teams in different divisions follow Section 7.3.
- Seeds 1 and 2 receive first-round byes.

A wild card team may earn a first-round bye if their overall record earns the #2 seed.

Manual Seeding Requirement: Sleeper defaults to prioritizing division winners in playoff bracket seeding. The Commissioner will manually configure the bracket to reflect merit-based seeding after Week 14 stat corrections have been published (Section 7.4). The official bracket will not be published until corrections are applied.

8.3 Playoff Bracket

- **First Round:** #3 vs #6, #4 vs #5
- **Semifinals:** #1 vs lowest remaining seed, #2 vs highest remaining seed
- **Championship:** Final two teams compete for the title
- **Third Place Game:** Semifinal losers compete for third place and the \$125 prize

8.4 Toilet Bowl: The Battle for Dignity

Teams finishing 7th-12th enter the Toilet Bowl: A losers-advance bracket where the goal is to win and be eliminated from the bowl as quickly as possible. The last team standing is crowned the Crap King and finishes in last place.

- **Participants:** Seeds 7-12
- **Format:** Losers advance
- **Weeks:** Concurrent with main playoffs (Weeks 15-17)
- **Roster Lock:** Rosters lock upon Toilet Bowl elimination per Section 4.7.

8.5 Final Season Standings

Final standings are determined by complete performance through Week 17. Playoff teams (1st-6th) are ranked by playoff bracket results. Non-playoff teams (7th-12th) are ranked by Toilet Bowl bracket results.

9. Incentives & Prizes

9.1 Championship Payouts

Total Prize Pool: \$1,680 (12 teams x \$140)

Place	Prize	Additional
1st Place	\$1,000	Championship Ring
2nd Place	\$250	-
3rd Place	\$125	-
Last Place	\$0	Crap King designation

9.2 Weekly High Score Tokens

- **Value:** \$10 per token
- **Total Available:** 14 regular season weeks + 3 playoff weeks = 17 tokens (\$170 total)
- **Eligibility:** Highest score league-wide that week, at or above the High Score Threshold (Section 9.2.1), while actively playing a matchup. Teams on a bye or whose bracket run is complete are not eligible.
- **Rolling Tokens:** If no team meets or exceeds the High Score Threshold in a given week, that week's token rolls over to the following week. The next qualifying team wins all accumulated tokens.
- **Payout:** End of season based on tokens accumulated.
- **Tie-Breaker:** If weekly high scores tie, Section 7.1 tiebreaker procedures determine the token winner.

9.2.1 High Score Threshold Calculation

The High Score Threshold is recalculated annually using the most recently completed season's data:

- Collect the highest team score from each week of the prior season (Weeks 1-17, up to 17 values).
- Remove the single highest and single lowest weekly high scores to trim outliers.
- Calculate the mean of the remaining values.
- Add the Challenge Buffer of 8.0 points to the result.
- Round to the nearest tenth.
- The resulting value is the High Score Threshold for the upcoming season.

Challenge Buffer maintains consistent difficulty. Backtesting shows approximately 29% weekly hit rate across seasons. The Buffer may be adjusted by the Rules Council before any season if scoring patterns drift significantly. It cannot be changed mid-season.

For the 2026 season, the High Score Threshold is **158.4 points** (calculated from 2025 season data: trimmed mean 150.4 + 8.0 Challenge Buffer).

9.2.2 Token Rollover

If no team meets the High Score Threshold in a given week, the token rolls to the following week. Accumulated rolled tokens are awarded to the next team that meets the threshold. If multiple tokens have rolled and the threshold is met, the winning team receives all accumulated tokens in a single payout.

9.2.3 Token Tie-Breaker

If two or more teams post identical high scores in the same week, Section 7.1 tiebreaker procedures apply to determine the token winner.

9.2.4 Distribution of Unclaimed Tokens: Year-End Carry Forward

Any Weekly High Score Tokens that remain unclaimed at the end of Week 17 (whether due to no team meeting the High Score Threshold in the final weeks despite rollovers, or due to forfeiture under Section 11.6) carry forward to the following season's token pool.

Carry-forward tokens are added to the Week 1 token payout of the next season. If five tokens carry forward from 2026, Week 1 of 2027 pays six tokens (\$60) to the qualifying team. If the

Week 1 threshold is not met, all six tokens continue rolling per standard rollover rules (Section 9.2.2).

9.3 Last Place Recognition

The last-place finisher is designated Crap King for the season. This designation is noted in league records and history.

9.4 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 per Section 7.4.

- **Payout Timeline:** Champion cash 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.

9.4.1 Championship Ring Delivery

The Championship Ring is awarded as a physical prize in addition to the cash payout. Delivery process:

- **Address Collection:** The Commissioner will contact the Champion via Sleeper DM after the Championship game to collect their shipping address.
- **Independent of Cash Payout:** Ring delivery and cash payout occur on independent timelines. Cash payout is processed within 10 calendar days of the Championship game and is not contingent on ring delivery.
- **Delivery Timing:** Ring delivery times vary based on the nature of ring production, vendor capacity, and seasonal demand. The Commissioner will provide an estimated delivery window once shipping is underway.
- **Shipping Method:** Ring will be shipped via a trackable carrier (USPS, UPS, FedEx, or equivalent). The Federation covers all shipping costs.
- **Manager Responsibility:** It is the Champion's responsibility to provide an accurate and complete shipping address. The Federation is not responsible for delays, lost packages, or non-delivery resulting from incorrect addresses or carrier issues beyond our control.
- **International Champions:** Champions outside the United States are responsible for any customs duties, import taxes, or local fees imposed by their country. The Federation will ship via a method appropriate for international delivery.

9.5 League Operating Reserve

After all guaranteed cash payouts (Section 9.1) and the full Weekly High Score Token pool (Section 9.2) are committed, the remaining balance of collected franchise fees forms the League Operating Reserve. For the 2026 season the Reserve is \$135 (\$1,680 collected, less \$1,375 in cash payouts and \$170 in tokens).

The Reserve funds only the direct costs of operating The Federation, including:

- The physical Championship Ring and its shipping (Sections 9.1, 9.4.1)
- The federationffl.com domain, hosting, and website operation

- Platform or processing fees not otherwise charged to managers
- Other direct administrative costs of running the league

The Commissioner draws no salary, profit, or personal compensation from league funds. The Reserve offsets operating costs only. If operating costs in a season exceed the Reserve, the Commissioner absorbs the shortfall personally. Any balance remaining after a season's costs are paid carries forward to offset the following season's operating costs.

Forfeited entry fees are not part of the Reserve. Per Sections 2.2 and 11.5, forfeited fees remain in the prize pool.

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) | Loss of waiver priority

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

- 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:

- Trading players back and forth to exploit bye weeks and then reversing the trade
- Coordinated waiver claims designed to block one manager and benefit another
- Sharing private roster or strategy information to influence matchup outcomes
- Deliberately losing games to affect playoff seeding for another manager's benefit
- Player loans or temporary transfers between rosters

- 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, tokens, and prizes.

11.2.2 Tanking and Roster Dumping

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

Examples:

- Starting clearly inferior players to lose games intentionally when eligible alternatives are available
- Abandoning roster management mid-season
- Dropping valuable players without competitive justification
- Trading away high-value players for clearly lesser return value where the trade demonstrates intent to weaken the roster without competitive justification

Penalty Options: Warning | FAAB fine (\$100-\$250) | Lineup restrictions | Token forfeiture | 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 4.8).

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

11.2.4 Team Abandonment

Definition: Consistent failure to maintain active roster management or complete disengagement from the league. Includes but is not limited to leaving empty roster spots, starting bye-week or Out/IR players when eligible replacements are available, failure to respond to Commissioner communications, or explicit statement of intent to abandon.

Intervention Triggers, Three Tiers:

Tier 1, Single Incident: A lineup violation (Section 4.3) results in a FAAB fine. The Commissioner contacts the manager. If the manager responds and acknowledges the issue within 72 hours, the matter is closed at Tier 1. Tier 1 carries no further consequence beyond the FAAB fine.

Tier 2, Non-Response or Pattern: A team enters Tier 2 when either of the following occurs:

- The manager fails to respond to Commissioner contact within 72 hours of a Tier 1 incident.
- A second lineup or engagement violation occurs within any rolling four-week period, regardless of whether prior incidents were responded to.

Upon reaching Tier 2, the Commissioner makes a second outreach attempt. The manager has 48 hours from this Tier 2 outreach to respond.

Tier 3, Confirmed Abandonment: A team enters Tier 3 when any of the following occurs:

- The manager fails to respond within 48 hours of the Tier 2 outreach (five days total from the initial outreach)
- The manager explicitly states intent to abandon the team
- The manager continues to commit lineup violations after entering Tier 2 status, indicating failure to actively participate regardless of responsiveness
- The manager is removed for unrelated rule violations (e.g., collusion, harassment)

Tier 3 triggers Team Abandonment Protocol and immediate Takeover Protocol (Section 11.5). The team forfeits unclaimed tokens for the season and the prize hierarchy adjusts per Section 11.5. The team is considered abandoned for the remainder of the season.

Penalty Options: Warning | FAAB fine (\$100-\$250) | Lineup restrictions | Token forfeiture | Loss of waiver priority | Commissioner Takeover

11.2.5 Outside Wagers

Managers may not use league assets (including players, FAAB dollars, or tokens) 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 trades, messages, roster moves, 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

- Token Forfeiture - accumulated tokens forfeited to the reserve pool per Section 11.6
- 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.

11.4.1 Minor Penalty Appeals

Minor penalties (under \$250 FAAB, waiver priority loss, token suspension, lineup restrictions):

- The Commissioner reviews the appeal and evidence independently.
- Minor penalty appeals are decided solely by the Commissioner. No further review mechanism exists.

11.4.2 Major Penalty Appeals

Major penalties (over \$250 FAAB, affecting playoff eligibility, league membership, or removal, including team abandonment determinations under Section 11.2.4):

- The appeal is submitted to the Commissioner in writing within 24 hours.
- The Commissioner convenes the Rules Council (Section 13.2) to review the appeal.
- The two non-Commissioner Council members deliberate and vote on the appeal. If they agree, that decision is binding. If they split, the Commissioner casts the deciding vote.
- The Council outcome is the final ruling on the appeal. No separate post-vote override applies to major penalty appeals.
- If a Council member is the appellant or has a direct interest in the appeal, that member is recused. The Commissioner appoints a temporary Council member for the duration of that appeal.

Council Review Standards. Council members evaluate whether the rule was correctly applied to the facts. Their review is limited to:

- Whether the violation occurred as determined
- Whether the correct rule was applied
- Whether procedural requirements were met

Council deliberations are conducted privately. The outcome is communicated to the affected manager within 72 hours of the appeal submission.

11.4.3 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.

11.5 Commissioner Takeover Protocol for Unmanaged Teams

When a team's manager has abandoned their roster, been removed for a rule violation, or otherwise ceased active management without invoking the temporary incapacity protocol, the Commissioner will take over management.

Note: This section governs abandonment and removal, both of which result in token and prize forfeiture. For temporary manager incapacity (medical emergency, hospitalization, deployment, family emergency), see Section 4.9, which provides for neutral stewardship without forfeiture.

Commissioner Management Standards:

- The Commissioner will set the team's starting lineup based on Sleeper's weekly point projections before the first game of that week (Thursday kickoff if applicable, otherwise before Sunday games).
- The lineup is final once set. No further updates will be made except to correct a lineup violation caused by a player receiving an official Out or IR designation after the lineup was set. In that case, the Commissioner will substitute the highest-projected available replacement. Auto-substitution may be enabled as a secondary safeguard.
- No FAAB waiver bids will be submitted on behalf of the unmanaged team.
- No trades involving the unmanaged team will be executed.
- Free agent pickups are permitted only when absolutely necessary to field a legal starting lineup. Any such pickups will use the highest-projected available free agent after waiver processing.

Financial and Prize Forfeiture:

- All fees paid by the unmanaged team remain in the prize pool per Section 2.2.
- All tokens and prize winnings earned by the unmanaged team under Commissioner management are forfeited to the prize pool.

11.5.1 Prize Pool Redistribution

If an unmanaged team finishes in a prize-earning position:

- **Championship Payouts:** Active teams shift up one position in the payout hierarchy for affected spots.
- **Tokens:** Forfeited to the reserve pool per Section 11.6.

Exception: In the event of a manager's death, all prize winnings are awarded to their designated beneficiary or estate. The Commissioner will work with the family to facilitate distribution.

11.6 Token Redistribution

When tokens are forfeited as a penalty under Section 11.3.3, they are held in a reserve pool for the duration of the season. All tokens in the reserve pool are added to the Week 17 High Score Token payout. The Week 17 winner receives the standard Week 17 token, any tokens rolled over from prior weeks per Section 9.2.2, and all accumulated forfeited tokens.

Any tokens that remain unclaimed at the end of Week 17 carry forward to the following season per Section 9.2.4.

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
- Remove inactive managers and secure replacements
- Redistribute forfeited tokens in a manner consistent with Section 11.6
- Oversee and update the league's official digital presence and communication platforms
- Research, implement, and manage payment processing and league operations

12.1.1 Division Composition and Annual Evaluation

Divisions are evaluated annually by the Commissioner once all franchises are confirmed and paid. Prior-year alignments carry forward by default. The Commissioner may realign for competitive balance or manager turnover. Division assignments are finalized prior to the draft order announcement and are not subject to appeal.

12.2 Limitations

The Commissioner may not:

- Change rules mid-season. Rule changes are limited to the annual review cycle (Section 13.3). The Commissioner may issue emergency rule clarifications under Section 13.4, 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 league since its founding in 2023. 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.

13. League Governance & Rule Management

13.1 Rulebook Foundation

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

13.2 Rules Council Governance Model

The Federation operates under a Commissioner-led governance model with structured input from experienced managers through the Rules Council.

13.2.1 Composition

- **Commissioner (Chair):** Leads all Council proceedings, sets the agenda, and selects Council members.
- **Two Council Members:** Selected by the Commissioner from managers who have completed at least one paid season in The Federation.
- **Term Length:** One year, coinciding with the league season.
- **Selection Timing:** Commissioner announces Council Member selections by December 31 following the Championship.

2026 Inaugural Year: The Rules Council launches with the 2026 season. The Commissioner will announce interim Council Member selections by July 15, 2026. Interim members serve the full 2026 season and are eligible for formal appointment through the standard December process for the 2027 season.

13.2.2 Council Member Selection Criteria

Council Members must demonstrate:

- Minimum one completed paid season in The Federation
- Active roster management and regular FAAB participation during their season(s)
- Responsiveness to league communications
- Understanding of competitive balance principles
- Alignment with The Federation's core philosophy
- Cohesive understanding of fantasy football rules and The Federation rulebook

13.2.3 Council Duties

The Rules Council supports the Commissioner in maintaining league governance and integrity. There is no fixed meeting schedule. The Commissioner convenes the Council as circumstances require, retains discretion to bring items to a Council vote, may consult the Council for advisory input without a vote, and may render direct decisions without Council involvement.

Council duties include:

- Providing a second set of eyes on league activity and flagging potential waiver, lineup, or conduct issues to the Commissioner as observed.
- Acting as a liaison between managers and the Commissioner, relaying manager concerns, ideas, and proposals raised during the season.
- Assisting with onboarding of new managers entering the league.

- Serving as an additional resource for managers seeking guidance on rule interpretation or league processes.
- Voting on rule change proposals during the annual review cycle (Section 13.3).
- Voting on major penalty appeals under the deciding-vote procedure described in Section 11.4.2.
- Providing advisory input when consulted by the Commissioner.

13.2.4 Council Authority and Decision-Making

Scheduling and Convening: The Commissioner chairs all Council proceedings and controls scheduling. Council members may not unilaterally call sessions or compel votes.

Council Motions: Council members may introduce motions through the Commissioner. During the annual review cycle (Section 13.3), any motion type may be introduced, including rule changes. During the regular season and playoffs, Council motions are limited to administrative, corrective, and disciplinary matters. Rule change motions raised in-season are tabled to the next annual review cycle.

Manager Input Pathway: Managers may raise concerns or proposals with a Council member at any time during the season. The Council member may bring those items forward to the Commissioner. Scope limits apply: rule change ideas are tabled to the next annual review cycle (Section 13.3); administrative, corrective, and disciplinary matters may be considered for current-season action.

Manager Proposals: Managers may submit rule change proposals directly to the Commissioner during the open proposal period (Section 13.3.1).

Deliberation: Once an item is before the Council, members may discuss, question, and recommend modifications. Discussion is conducted privately.

Voting on General Motions: For rule change recommendations and any Council motion outside the major penalty appeal process, all three Council members - including the Commissioner - cast votes. A majority of two of three votes carries. The vote outcome is binding.

Voting on Major Penalty Appeals: Major penalty appeals follow the deciding-vote procedure in Section 11.4.2. The Commissioner does not participate in the initial vote between the two non-Commissioner Council members and casts only the deciding vote if the members split.

Absences on General Motions: If a Council member is absent or recused on a general motion, the remaining two voters proceed. If those two votes split, the Commissioner's vote is the deciding vote.

Final Implementation: Motions approved by the Council are implemented by the Commissioner.

13.2.5 Council Member Replacement

The Commissioner may replace any Council member at any time. When making a replacement, the Commissioner provides the outgoing member with a written explanation of the decision. Replacement decisions are not appealable. The replacement is selected per Section 13.2.2 criteria.

13.2.6 Rule Change Participation Requirements

Only managers who paid entry fees for the previous season may propose rule changes for the upcoming season. New managers joining for the upcoming season accept the rulebook as published for their first season. Council Members must be paid managers from the previous season who demonstrated active participation.

13.3 Annual Rule Review Process

13.3.1 Review Timeline

- **December-January:** Championship concludes; Commissioner announces new Council Members
- **February 1-28:** Open proposal period. Any eligible manager may submit rule change proposals
- **March 1-May 15:** Council review period. Council evaluates proposals and votes on recommendations
- **May 16-31:** Finalization period. Commissioner reviews Council 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

Transition Note: The 2026 season rules were finalized through a transition process launching the Rules Council model. The timeline above applies fully beginning with the 2027 annual review cycle.

13.3.2 Proposal Submission

- **Format:** Written proposal with clear rationale and competitive impact assessment
- **Submission:** Direct message to Commissioner through Sleeper or via commish@federationffl.com
- **Transparency:** Commissioner publishes all received proposals to the Council
- **Scope:** Proposals may address any aspect of league operations

13.3.3 Council Review Framework

The Council evaluates proposals against:

- **Competitive Impact:** Does this improve parity and balance?
- **Engagement:** Does this increase full-season participation?
- **Clarity:** Is this easily understood and enforceable?
- **Feasibility:** Can this be implemented within Sleeper's capabilities?
- **Alignment:** Does this support The Federation's core philosophy?

Council discussions and votes are conducted privately. Final decisions are published with supporting rationale in the updated rulebook.

13.3.4 Manager Acceptance

Payment of entry fee by July 15 constitutes acceptance of the published rulebook for the upcoming season. Managers who disagree with rule changes may choose not to return without penalty.

13.4 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 13.3).

Announced clarifications are published to all managers with clear rationale. Precedent rulings are applied consistently to similar situations for the remainder of the season. During the next annual review cycle, the Rules Council reviews all mid-season interpretations and may codify them as formal rule changes.

13.5 Annual League Review

Each off-season the Commissioner and Rules Council conduct a comprehensive review covering financial performance, competitive balance, engagement metrics, rule enforcement outcomes, platform performance, manager feedback, and market trends. Findings inform Council recommendations for the upcoming season.

14. Acknowledgment, Agreement & Payment Terms

14.1 Acknowledgment and Agreement

By participating in The Federation of Fantasy Football (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, tokens, and prizes as outlined in Section 11.

14.2 Payment Platform Terms: FanCred

The Federation 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. 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 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/>
- **League History:** https://www.leaguehistory.app/the_federation
- **Commissioner Contact:** commish@federationffl.com
- **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>
- **Waiver Types:**
<https://support.sleeper.com/en/articles/1876041-what-types-of-waivers-do-you-support>
- **Trading Block and Trade Interest:**
<https://support.sleeper.com/en/articles/4238825-welcome-to-a-new-trading-experience>
- **Stat Corrections:** <https://support.sleeper.com/en/articles/2441282-stat-corrections>
- **General Platform Support:** <https://support.sleeper.com/en/>
- **League Settings Overview:**
<https://support.sleeper.com/en/collections/410900-fantasy-football>
- **FanCred:** <https://fancred.app>

- **FanCred Terms of Service:** <https://fancred.app/terms>

Appendix B: Usage & Attribution

This rulebook may be used, adapted, or distributed for non-commercial fantasy football league purposes with proper attribution. When using any portion of this document, please credit:

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For questions about usage or to share feedback, contact commish@federationffl.com.

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