



This constitution will serve as the guidelines that all Leagues in Dynasty Owner will operate under. This constitution will be amended and subject to change as the Dynasty Owner game evolves. The only authority to change or amend the constitution for Dynasty Owner is Dynasty Owner Staff. The only authority to make judgments for situations outside of the constitution is Dynasty Owner Staff.

Revised: May 2020

DYNASTY OWNER LEAGUE SETTINGS

**NUMBER OF TEAMS
PER LEAGUE : 12**

NO DIVISIONS

ENTRY FEE

\$29

SEASONAL FEE

Charged at the start of sign up
and recurring each year on **March 1st**

Each Team will receive **\$10 MM Dynasty Dollars**
in their inaugural season to use on

Free Agents Bid

Amnesty Provision

Player Drop Penalties

START OF NEW LEAGUE YEAR

MARCH
18, 2021

This is the day that contracts extensions from the previous year kick in

DRAFT SETTINGS

INAUGURAL DRAFT will be online 25 round (Snake draft) of both Veterans & Rookies

Draft order will be randomized one hour before

You must draft at least **1 QB, 2 RB, 2 WR, 1 TE, 1 FLEX and 1 K**

ANNUAL ROOKIE DRAFT (Straight Draft) of 3 rounds each year after

The top 10 draft picks order will be determined off the inverse order of the previous years standings. Any Ties goes to least total regular season points.

The 11th & 12th picks will be determined by the championship game of the previous season. 11th pick going to the runner up and the 12th pick going to the champion.

Rookies without a signed contract at the time of your draft can be drafted. Rookie Players who have not signed their contract will be assigned a 4-year contract as a place holder contract based upon the slotted cost from the NFL CBA up until they have signed their rookie contract.

ROSTER

ROSTER SIZE : 30 (minimum of 25, maximum of 30)

TOTAL STARTERS : 8 (1 QB, 2 RB, 2 WR, 1 TE, 1 FLEX, 1 K)

TOTAL ON BENCH : 7 (1 QB, 2 RB, 2 WR, 1 TE, 1 K)

PRACTICE SQUAD: 15 (any combination of player positions)
(minimum of 10, maximum of 15)

INJURED RESERVE : 1 SPOT

All starter spots need to be filled with **Non-Injured** players and players **not on the BYE**

FLEX position can only be filled with an RB, WR, or TE

Bench & Practice Squad spots may be filled with any combination of **players injured** or non-injured.

The **injured reserve spot** can only be filled with a player that is listed as **OUT** or **on IR**. Once the player has been placed in the IR spot, they will not count against a roster spot but they will count against the cap.

SETTING YOUR LINEUP FOR STARTERS

It is **illegal** to have a player on their **BYE week locked in the starting lineup** at game time. There shall be a **penalty of \$1 Million DD Fine** imposed per slot that is filled with a BYE week player. There will be no fine imposed for bench or practice squad.

TANKING

We do not endorse tanking but as long as the **starting lineup** is set each week with active non injured players and not on the **BYE week**, then **we shall not micromanage how you operate your team.**

COMMISSIONER

Dynasty Owner will act as commissioner for all leagues. Dynasty Owner will have a team of commissioners that you can message in the event you have a question or an issue inside your league.

SCORING TYPE

HEAD TO HEAD POINTS

PASSING

EVERY 2 PASSING YARDS : 0.1

TD PASS : 6

INTERCEPTIONS THROWN (INT) : - 3

2PT PASSING CONVERSION : 2

300-399 YARD PASSING GAME : + 1

400+ YARD PASSING GAME : + 4

FUMBLES : - 1

FUMBLES LOST : - 2

When a fumble is recovered by the opponent it will result in a total cost of -3

RUSHING

EVERY 1 RUSHING YARDS 0.1

TD RUSH : 6

2 PT RUSHING CONVERSION : 2

100-199 YARD RUSHING GAME : + 2

200+ YARD RUSHING GAME : + 6

FUMBLES : - 1

FUMBLES LOST : - 2

When a fumble is recovered by the opponent it will result in a total cost of -3

RECEIVING

EVERY 1 RECEIVING YARDS : 0.1

EACH RECEPTION : 1

TD RECEPTION : 6

2 PT RECEIVING CONVERSION : 2

200+ YARD RECEIVING GAME : + 6

FUMBLES : - 1

FUMBLES LOST : - 2

When a fumble is recovered by the opponent it will result in a total cost of -3

MISCELLANEOUS

EVERY 40 KICKOFF RETURN YARDS : 1

EVERY 40 PUNT RETURN YARDS : 1

KICKOFF RETURN TD : 6

PUNT RETURN TD : 6

KICKING

EACH PAT MADE : **1**

EACH PAT MISSED : **- 1**

FG MADE (0-39 YARDS) : **2**

FG MADE (40-49 YARDS) : **4**

FG MADE (50+ YARDS) : **5**

TOTAL FG MISSED (0-39 YARDS) : **- 3**

TOTAL FG MISSED (40-49 YARDS) : **- 2**

TOTAL FG MISSED (50+ YARDS) : **- 2**

BENCH SCORING

20% of your bench points
will be added to your total final score

CLUTCH SCORING

ANY score that results in a lead change
in the final 2 minutes of the 4th Quarter or Overtime (CTD) +3

COACH BONUS

If all of your starters are **the top Point earners at their position** on your roster **(CBNUS) +3**

PLAYER SALARIES

Salaries are the actual **average annual salary** of the players NFL contract and you will own the player for the number of years left on the contract.

To determine the salary, we take the **total dollar amount of the contract divided by number of years on the contract.**

There are **no ZERO-dollar salaries** in the Dynasty Owner Platform.

CONTRACT EXTENSION & NEW CONTRACTS

As the **"owner"** of a player, you get first rights to keep the player.

All **player contracts** will be **frozen during the 17-week NFL regular season** when the 1st snap of the 1st regular season NFL game is taken. Including, Contracts that are fully replaced (not extension) during the 17-week NFL regular season will not take effect until after the 17 week season has concluded.

The exception will be for Free Agents that are waived by their NFL team. Free agents that are cut or unsigned to an NFL team at anytime will carry over their previous salary with a zero-year contract.

When a contract extension is executed, the **contract extension will not kick in until the following season**. The contracts for each player with a contract extension from 2020 will be updated when the new league starts on March 18th, 2021.

Cutting players (see Acquisitions, Trades, Drops and Free agent Auction Rules Section)

SALARY CAP

There is no minimum team salary

SALARY CAP LEVEL is a Hard cap of **\$110 Million**

LINEUP CHANGES

DAILY — Lock individually at Scheduled Game time

DROPPING A PLAYER WHEN A CONTRACT HAS BEEN CHANGED

There is a **ZERO cost drop fee** when a contract is changed (Not including when a player becomes a Free Agent).

You will have **7 days to exercise the option to drop the player without a FEE** anytime the contract has been updated inside the game (You will receive a notification when the contract is updated).

DROPPING A PLAYER WHEN A CONTRACT HAS NOT BEEN CHANGED

You may drop a player at any time as long as the **player is not currently locked in a matchup** and as long as you are **above the minimum number of players (25)**.

When you **drop a player**, you will be **charged 25% of the balance of the contract in the form of Dynasty Dollars** and will be due immediately unless an amnesty Provision is used on the player.

PLAYERS WHO ARE NOT UNDER CONTRACT

Free agents Veteran players that are cut or unsigned to an NFL team at any time will carry their average **annual salary of the last year they were active** at a zero-year contract (The drop fee to drop for free agent will be 25% of the average annual salary)

When a player retires during the existing contract, the drop fee will be waived

Rookies without a signed contract at the time of your draft can be drafted. Rookie Players who have not signed their contract **will be assigned a 4-year contract as a place holder** contract based upon the slotted cost from the NFL CBA up until they have signed their rookie contract.

AMNESTY PROVISION

An **amnesty provision** can be applied to any player in the game. When applied to the player the **drop fee is waived**.

Amnesty Provisions can be won as a prize, purchased through the Dynasty Dollar store, and traded with another member in your league.

FREE AGENT AUCTION SYSTEM USING \$DD

Free Agents can be bid on with \$DD. The **minimum bid will be \$1 MM Dynasty Dollars.**

There will be **no Free pickups**. There will not be a FAAB or traditional waiver system.

There is **no cap on the max bid.**

All players that are cut will be immediately available for auction and bids will be processed on the next available Auction day at 5 am EST.

Highest Bid wins and adds the player to their roster. The **bid amount** is a Fee and **does not include the player salary, luxury tax payments, or transaction fees when dropping a player.**

When **there is a Tie** (bid amount is the same) the **player will go to the team with the least accumulated points during the season.** If the bid is taking place in the offseason, the tie will be broken by the team with the worst record from the previous season. If the record is the same. The tie will be broken by the team with the least accumulated points during the previous season.

During the inaugural season of your league before matchups have started the tie breaker will be determined by a virtual coin flip.

Free Agent Auction Days will be Daily at 5 am EST during the off season:

Off season will be from January 1st – August 31st during this time – Free Agent Auction will be open daily, and all bids will process at 5 am EST.

Free Agent Auction Days during the 13-week season:

Wednesday, Thursday, Saturday, and Sunday at 5 am EST.

During the season Weeks 1 through 13 -Free Agent Auction will be limited to 4 days per week and all bids will process at 5 am EST.

Free Agent Auctions will freeze from the start of week 13 through the end of week 16 championship matchup's.

When you drop a player, you will be charged 25% of the balance of the contract unless an amnesty provision is used on that player.

TRADE RULES

TRADE DEADLINE = NO TRADE DEADLINE

Trades will freeze from the start of week 13 through the end of week 16 championship matchup's.

All trades must be processed by the start of week 13 of the regular season, trades that are proposed and accepted after week 13 will not process until after week 16 championship matchup's.

WHAT CAN BE TRADED?

Any player and contract can be traded, along with draft picks up to 6 years into the future, Amnesty Provision, and \$DD in increments of \$1 million.

Trades involving only Dynasty Dollars for Dynasty Dollars is prohibited.

All trades must involve something in return and cannot be one sided. You can't simply ship picks, players, Amnesty Provision or Dynasty Dollars to another team. **Both teams involved in the trade must send and receive a player, draft pick, Amnesty Provisions or \$DD.**

TRADE REVIEW PERIOD

For a trade to be granted during the regular season, it must be accepted through the Dynasty Owner platform no later than 24 hours before game time. This gives all owners **24 hours to review the trade before the games begin** (whether on Thursday, Saturday or Sunday).

Players who have already played on a given week cannot be traded until the following week as well.

Once accepted on Dynasty Owner, a trade cannot be withdrawn by any party due to player injury, suspension, or any other unforeseen circumstance.

During the 24-hour trade acceptance period, all owners (except those involved in the trade) will be given the opportunity to veto the trade. However, those owners who choose to veto the trade must make a valid case to the commissioner for why the trade should not be granted. There will be a **cost of \$500,000 Dynasty Dollars to vote No** (veto a trade).

When a trade receives 4 no votes an alert will be sent to the commissioner to review the trade. The trade will then be reviewed by the commissioner and whether the trade is upheld or vetoed will be at the sole discretion of the commissioner.

If you believe **collusion is taking place**, **please report it to your commissioner**. There will be no cost of \$DD to report collusion.

If Collusion is found all teams involved will receive a lifetime ban.

TRADE FEES

THERE ARE NO FEES FOR TRADING

DYNASTY DOLLARS

Dynasty Dollars are used for **Drop fees, Free agent Auction bids, Purchasing Amnesty Provision, and weekly side bets** on individual matchups.

Minimum of \$5 million (MM) Dynasty Dollars (\$DD) at a time. Maximum of \$100 million dynasty dollars at a time (Enter a number between \$5MM and \$100MM in increments of \$5MM).

The cost will be **\$1 USD** per **\$ 1 Million Dynasty Dollars**.

Dynasty Dollars are **not used for players' salaries** (Player Salaries are included inside the Salary Cap).

REGULAR SEASON

13 WEEKS

**MATCHUPS
PER WEEK : 1**

MATCHUP TIE BREAKER

- 1. POINTS SCORED BY STARTERS**
- 2. POINTS SCORED BY BENCH**
- 3. VIRTUAL COIN FLIP**

PLAYOFFS TO CROWN A LEAGUE CHAMPION

PLAYOFFS TEAMS : **6** (Top 6 records)

WEEKS PER PLAYOFF MATCHUP : **1**

3 TOTAL WEEKS

Playoffs start Week 14

Championship : Week 16

SEEDING

Seed 1 and Seed 2 are on a bye in week 14

Seed 3 vs Seed 6 play each other in week 14

Seed 4 vs Seed 5 play each other in week 14

Seed 1 will play winner of Seed 4/5 week matchup in week 15

Seed 2 will play winner of Seed 3/6 week matchup in week 15

Winners of week 15 matchups will face off in week 16 to decide the champion

PLAYOFF SEEDING TIE BREAKER

- 1. TOTAL POINTS SCORED FOR REGULAR SEASON**
- 2. HEAD TO HEAD RECORD SCORED IN REGULAR SEASON**
- 3. VIRTUAL COIN FLIP**

LOSER'S BRACKET

TOURNAMENT TEAMS: **6** (Bottom 6 records)

WEEKS PER TOURNAMENT MATCHUP: **1**

3 TOTAL WEEKS

Loser Bracket Tournament start Week 14

Loser Bracket Finals: Week 16

SEEDING

Seed 7 and Seed 8 are on a Bye in week 14

Seed 9 vs Seed 12 play each other in week 14

Seed 10 vs Seed 11 play each other in week 14

Seed 7 will play winner of Seed 10/11 week matchup in week 15

Seed 8 will play winner of Seed 9/12 week matchup in week 15

Winners of week 15 matchups will face off in week 16 to decide the Loser's Bracket Winner

LOSER'S BRACKET TOURNAMENT SEEDING TIE BREAKER

- 1. TOTAL POINTS SCORED FOR REGULAR SEASON**
- 2. HEAD TO HEAD RECORD SCORED IN REGULAR SEASON**
- 3. VIRTUAL COIN FLIP**

WEEKLY PRIZES

Highest Scoring Team in each league
will win **\$2 MM Dynasty Dollars**

MATCHUP SIDE BETS

This is a fun way to wager on each game no matter your record and **win \$DD**. This is not mandatory in any way. Just another option for fun.

Users can bet each other on each game. **Dynasty Owner does NOT take a cut.**

Users **can set the line** (Spot each other points...covering or not covering the spread) with contingency options - like won't add players or change the lineup.

All matchup wagers are made and rewarded in Dynasty Dollars.

CHAMPIONSHIP DYNASTY DOLLAR POT & PLAYOFF PRIZES

1ST **\$100MM DYNASTY DOLLARS**

2ND **\$50MM DYNASTY DOLLARS**

3RD **\$10MM DYNASTY DOLLARS**

4TH **\$5MM DYNASTY DOLLARS**

5TH **\$2MM DYNASTY DOLLARS**

6TH **\$2MM DYNASTY DOLLARS**

LOSER'S BRACKET PRIZES

Tournament winner receives a **Bonus Draft pick** at the end of the 1st round of the Rookie Draft – Pick #13 and 1 Amnesty Provision.

Tournament Runner up receives 1 Amnesty Provision.

CHASE FOR THE RING

The **Highest scoring champion amongst ALL users** in the game after week 16 will receive a Super Bowl style custom fit ring encrusted with real diamonds and rubies.

CHAMPIONSHIP CASH PRIZE POOLS

Users have the option to buy into leagues with cash prize pools. If you buy into one of our two cash prize levels, you will **pay a separate fee to Team Stake**, a website that specializes in holding side fantasy sports bets. **Team Stake is 100% owned by a company entirely unrelated to Dynasty Owner.** We do not take ANY fee from this, and 100% of the money (less League Stake fees) will go to our users.

We have two buy in levels:

1. \$50 to join a \$600 cash prize pool league.
2. \$100 to join a \$1200 prize pool.

The prizes are as follows for each league:

\$600 CASH PRIZE POOLS LEAGUES

Champion:	\$300
Runner Up:	\$150
Third Place:	\$100
Fourth Place:	\$50

\$1200 CASH PRIZE POOLS LEAGUES

Champion:	\$600
Runner Up:	\$300
Third Place:	\$200
Fourth Place:	\$100

Users must be at least 18 years of age in most states to join leagues with a cash prize pool.

Dynasty Owner has no ownership interest, receives no funds, nor has any affiliation with Team Stake. Your decision to wager amongst other users of Team Stake is solely between you and Team Stake. Dynasty Owner is not a party to such a transaction. Dynasty Owner will not address any issue between you and Team Stake, whether in contract law or federal, state, or local law. You agree to hold Dynasty Owner harmless from any and all claim or liability resulting from your decision to participate in Team Stake.

ABOUT TEAM STAKE

Team Stake is a way to effortlessly handle league finances. From free payment options, guaranteed payouts and free withdrawal options, Team Stake ensures that all entry fees for all your leagues are easily managed. Team Stake has professional security in place to keep your money safe. All you have to do is sit back and enjoy the game.