



This constitution will serve as the guidelines that all Leagues in Dynasty Owner will operate. 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 sole authority to make judgments for situations outside of the constitution is Dynasty Owner Staff.

Revised: August 2021

DYNASTY OWNER LEAGUE OPERATIONS

DYNASTY OWNER LEAGUE SETTINGS

**NUMBER OF TEAMS
PER LEAGUE : 12**

**NO DIVISIONS
NO CUSTOM LEAGUE SIZES OR CUSTOM SCORING OPTIONS**

ENTRY FEE

\$39
SEASONAL FEE

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

Each team will receive in their 1st season: **\$10 MM Dynasty Dollars** to use on free agent bids and player drop fees, and 1 Amnesty Provision.

LEAGUE YEAR FOR 2021

MARCH 17, 2021

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MARCH 18, 2022

***(subject to change)**

On the 1st day of the new league year, all of the contract extensions from the previous year and the new salary cap for that league year takes effect to align with the start of NFL Free Agency.

Tentative 2022 league year start date March 18, 2022 depends on the start of NFL Free Agency. (We **may change the league year rules for 2022 and expire contracts the day after the super bowl and kick in contract extensions with an opportunity to drop these players with no penalty from 2/7/22 – 3/18/22)*

DRAFT SETTINGS FOR INAUGURAL (STARTUP) DRAFT

INAUGURAL DRAFT — 25 rounds (Snake draft) of both Veterans & Rookies

Draft Order will be randomized **12 hours before the start of the draft.**

Clock will be 3 minutes per pick. If the clock expires without a selection, a player will be auto selected for you from your established queue. If no queue exists, player will be picked from best available player ranked by ADP.

You will go on auto-pick until auto pick is shut off. Any auto picks **will not be rolled back.**

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

Draft pick trading is **NOT** allowed during the inaugural draft.

DRAFT SETTINGS FOR ANNUAL ROOKIE DRAFT

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

DRAFT PICK ORDER:

The **top 6 draft picks order** for each round are determined by the **inverse order of the regular-season standings.** Any ties in record are broken by the least total

regular-season points, with the better pick going to the lowest seeded team.

**The Losers' tournament does not affect the draft order for picks 1-6 in each round*

PICKS 7 - 12 FOR EACH ROUND ARE DETERMINED BY THE FINAL STANDINGS OF THE PLAYOFFS:

Pick 7 & 8: Pick 7 goes to the team with the lowest seed team eliminated from the playoffs in week 15. Pick 8 goes to the team with the highest seed eliminated from the playoffs in week 15. (Example: 3 seed is higher than the 5 seed.)

Pick 9 goes to the 4th place team. (Decided – week 17)

Pick 10 goes to the 3rd place team. (Decided – week 17)

Pick 11 goes to the 2nd place team. (Decided – week 17)

Pick 12 goes to the League Champion (Decided – week 17)

Round 1 will have a 13th bonus pick – determined by the loser's tournament and awarded to the loser's tournament winner. The **13th pick is not tradeable** and has to be used by the team who wins it in the following season's rookie draft. There is no rollover to future seasons.

HERE'S WHAT TO EXPECT DURING THE DRAFT:

Clock: 24 hours (slow draft that will take place over a week(s)).

Autopick: If the clock expires without a selection, a player will be auto selected for you from your established queue. If no queue exists, a player will be picked from best available player ranked by ADP. You will go on auto-pick until you shut it off. Any auto picks **will not be rolled back**.

Trading: Players & Draft picks (up to 3 years) can be traded before and during the rookie draft. Trades during the draft will go through a 1 hr. holding period while your league receives notifications about the trade on the mobile app. You can trade for and own up to 30 draft picks per calendar year.

Trades involving draft picks currently on the clock cannot be traded within the final 75 minutes of the clock timer.

If a trade is made for a pick that is currently on the clock – **The clock does not reset!*

Salaries: The Rookie Players who have not signed their contract will be assigned a 4-year contract as a placeholder contract based upon the NFL CBA's

slotted cost until they have signed their rookie contract. Which means that **rookie contracts are subject to change after the draft.**

Salary Cap: The \$127.75MM salary cap in effect during the draft and will prohibit you from going above the salary cap. Only players who are fit within your salary cap will be available to be drafted. Owners can cut players, make free agent bids, and trades during the draft to create salary cap space.

Roster Space: During the Draft you will have to cut players off your existing roster to stay under the roster maximum of 30 if you don't have roster space.

ROSTER STRUCTURE

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 : 3 SPOTS

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 listed as OUT or on IR. Once the player is moved into the IR spot, they will not count against a roster spot, but they will count against the salary cap.*

**Also all health designations come in LIVE from the NFL teams and the updates are provided from RotoWire. At no time do we hold an injury designation in the off season.*

LINEUP CHANGE

DAILY — Players Lock individually at Scheduled Game time

SETTINGS YOUR LINEUP FOR STARTERS

It is **illegal** to have a player on their BYE week or intentionally submitting starting players who are injured, suspended, or benched for weeks in the starting lineup at game time. There shall be a penalty of \$1 Million DD Fine imposed per slot filled with a player as mentioned above.

**There are no fines imposed for the bench or practice squad.*

TANKING

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

Tanking games, such as intentionally submitting starting players who are injured, suspended, or benched for weeks for the primary purpose of preventing another owner's chance to make the playoffs, is strictly prohibited. Any owner engaged in tanking will receive a warning from Dynasty Owner.

If the behavior persists, Dynasty Owner may take more severe actions to resolve the situation, such as loss of rewards, probation, or expulsion from the game without refund and receive a lifetime ban.

COMMISSIONER

Dynasty Owner Commissioner Team will act as commissioner for all leagues on the Dynasty Owner platform. Dynasty Owner has a team of commissioners that you can chat with if you have a question or an issue inside your league. You can reach them by clicking on the Contact Commish button inside the app or desktop version of the game or via email. **commish@dynastyowner.com**

SCORING

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

25%

of the **bench points** scored by the players on your bench will be added to your **total final score**

CLUTCH SCORING

ANY score that results in a **lead change** (score is tied or takes the lead) scoring a TD or FG in the final 2 minutes of the 4th Quarter or anytime during Overtime will result in a bonus of **+3 (CLT)**

SALARIES & SALARY CAP

SALARY CAP

The **salary cap for each league year** will be 70% of the NFL salary cap.

There is NO MINIMUM TEAM SALARY.

Salary cap level is a Hard cap of **\$127.75 MM** for the 2021 season

Unused Salary cap space does not roll over to any future seasons.

PLAYER SALARIES

Salaries are the **Actual average annual salary** of the player's 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 of the contract**.

There are **no ZERO-dollar salaries** in the Dynasty Owner Platform. Free agents (Players who are not currently under contract with an NFL team) are assigned the average annual salary from their previous contract until they receive a new contract.

We also do not use NFL practice squad salaries inside our game, NFL players with this designation utilize their previous salary.

CONTRACT EXTENSION & NEW CONTRACTS

As the "owner" of a player, you have first rights to keep the player when a new contract takes effect.

When a player with an existing contract signs a **contract extension** that increases the annual salary, the contract extension will not kick in until the following league year.

When a player without an existing contract signs a contract or contract extension, the contract extension will kick in immediately for that league year. If you own the player effected by the change of the contract, you will have first rights to keep the player with their new contract or drop the player from your roster for a \$0 Dynasty Dollar penalty for 7 days after the contract is changed in the Dynasty Owner Platform. You will be notified of this change via mobile app and desktop notification.

All player contracts are frozen from the start of the 18-week NFL regular season (when the 1st snap of the 1st regular-season NFL game occurs) to the end of the current league year (March 2022). This includes contract extensions and contracts that are completely restructured.

**The exception will be for Free Agents (Players who are not currently under contract with an NFL team) that begin the season without a contract and receives a new contract during the regular season it will be replaced with the new contract. If you own the player affected by the change of the contract, you will have first rights to keep the player with their new contract or drop the player from your roster for a \$0 Dynasty Dollar penalty for 7 days after the contract is changed in the Dynasty Owner Platform. You will be notified of this change via mobile app and desktop notification.*

If the players contract pushes you over the hard cap of \$127.75MM and no adjustments have been made to accommodate the player that has changed, they will be dropped automatically after the 7-day period.

****Dropping players (see section below)**

DROPING PLAYERS AND MAKING SALARY CAP SPACE

DROPPING A PLAYER WHEN A CONTRACT HAS CHANGED

There is a ZERO cost drop fee when a contract is changed or expired. (This does not include when a player becomes a Free Agent by being cut mid contract.)

You will have 7 days to exercise the option to drop the player without a FEE anytime the *contract has changed or expired inside the game*.

(You will receive a notification via Mobile App / Desktop when the contract is updated.)

DROPPING A PLAYER WHEN A CONTRACT HAS NOT CHANGED

You may drop a player at any time as long as the player is not currently locked in a matchup or a side bet has been accepted in the D.O. sportsbook and as long as you are above the minimum number of players (25).

**To find the player drop button – click on the player profile from the “MY LINEUP” section of the game.*

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

PLAYERS WHO ARE NOT UNDER CONTRACT (FREE AGENTS)

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 for dropping a free agent will be 25% of the average annual salary)

RETIRED PLAYERS

When a player retires during the existing contract, the player can be dropped with a zero fee. Once the player is marked retired on our platform, you will have seven days that the player can be dropped without penalty.

A retired player can be kept (rostered) if they are on your roster, or picked up from FAA; the retired rostered player will carry their average annual salary of the last year they were active at a zero-year contract.

AMNESTY PROVISION

Each team will receive **1 Amnesty Provision** during their inaugural season. You **CANNOT purchase additional amnesty provisions** in year 1.

YEAR 2 AND BEYOND — 1 amnesty provision can be purchased per season for \$5MM dynasty dollars.

An amnesty provision can be applied to any player in the game with a drop fee of more than \$5MM dynasty dollars. When applied to the player, the drop fee is waived (FREE).

**Dynasty Owner limits each league to 12 amnesty provisions per season. (Not including prizes won or extra amnesties purchased with an orphan team.) Extra Amnesty Provisions can be won as a prize, gifted by Dynasty Owner or obtained by trading with another member in your league.*

FREE AGENT AUCTION RULES

HOW THE FREE AGENT AUCTION WORKS

This is not a traditional waiver system.

Free Agents are bid on with Dynasty Dollars (\$DD). (No Free pickups)

The minimum bid will be \$1 MM Dynasty Dollars. (There are no fractional bids)

***There is a cap of \$100 MM Dynasty Dollars to be spent on Free Agent bids per league year in the Free Agent Auction. (No cap on drop fees) (Cap resets when new league year begins)*

When the auction opens each day - Bids process in Alphabetical order of Players last name.

The highest bid wins and adds the player to their roster. (The bid amount is a Fee and does not include transaction fees when dropping a player)

In Season Tie Breaker order (bid amount is the same):

#1 — The player will go to the team with the lowest record.

#2 — The player will go to the team with the least accumulated points when the record is the same.

Off Season Tie Breaker order (bid amount is the same):

#1 — The player will go to the team with the lowest record from previous season.

#2 — The player will go to the team with the least accumulated points from previous season when the record is the same.

**Before matchups have started during the inaugural season of your league; the tiebreaker will be determined by a virtual coin flip.*

***New Cap is a change for 2021 and won't be in effect until September 1st, 2021.*

FREE AGENT AUCTION SCHEDULE

Off Season (January 4 – August 31)

Daily (All bids will process at 5 am EST)

Regular Season (September 1st – January 3rd)

Wednesday, Thursday, Saturday, and Sunday
(All bids will process at 5 am EST)

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

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

TRADES

WHAT CAN BE TRADED

Players, Draft picks of up to 3 years into the future, Amnesty Provision, and Dynasty Dollar (\$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, as you can not merely ship picks, players, Amnesty Provision, or Dynasty Dollars to another team without a return. Both teams involved in the trade must send and receive a player, draft pick, Amnesty Provisions, or \$DD.*

TRADE DEADLINE

Trades will freeze (deadline) from the start of week 14 through the end of week 17 championship matchups. All trades must be processed by the start of week 14 of the regular season. Therefore, all trades must be accepted 24hrs prior to the start of the 1st game of week 14!

Trades that are proposed and accepted after week 14 will **not process** until after week 17 championship matchups.

TRADE REVIEW PERIOD

24 HOURS

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, Sunday, & Monday).

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

**Once a trade is accepted on the Dynasty Owner platform, neither party cannot withdraw a trade 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 allowed to vote yes, vote no** (cost of \$500,000 Dynasty Dollars), or **report collusion**. If you believe collusion is taking place, please report it to your commissioner. There will be no charge of \$DD to report collusion. However, those owners who choose to report collusion on a trade must make a valid case to the commissioner for why the trade should not be granted. When a trade receives four no votes or reported as collusion, an alert is sent to the commissioner to review the trade. The commissioner will then review the trade, and whether the trade is upheld or revoked is at the **sole discretion of the commissioner**.

COLLUSIVE ACTIVITY POLICY

Collusion between owners of different teams for the benefit of specific teams over others is strictly prohibited. Examples of collusion include, without limitation, one-sided trades (**sole discretion of the commissioner to determine this**), secret conspiracy to cheat by distributing the best players of multiple teams to one team to gain an advantage, drop a player so another team can bid on that player. Any unsportsmanlike conduct coordinated between two or more owners is considered collusion, which can be the basis for immediate dismissal from the game without refund and receive a lifetime ban.

Management of more than one team in the same league is strictly prohibited, which will lead to immediate cancellation of the teams and expulsion from the game.

**If collusion is found, all teams involved will receive a lifetime ban with no refund.*

DYNASTY OWNER STORE

WHAT ARE DYNASTY DOLLARS AND HOW DO I USE THEM?

Dynasty Dollars are a in game virtual currency and are used for Drop fees, Free agent Auction bids, Purchasing Amnesty Provision, weekly side bets on individual matchups, and renewal of seasonal subscription.

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

AMNESTY PROVISION

Each team will receive **1 Amnesty Provision** during their inaugural season. You **CANNOT** purchase additional amnesty provisions in year 1.

YEAR 2 AND BEYOND — **1 amnesty provision can be purchased per season** for \$5MM dynasty dollars.

An amnesty provision can be applied to any player in the game with a drop fee of more than \$5MM dynasty dollars. When applied to the player, the drop fee is waived (FREE).

**Dynasty Owner limits each league to 12 amnesty provisions per season. (Not including prizes won or extra amnesties purchased with an orphan team.) Extra Amnesty Provisions can be won as a prize, gifted by Dynasty Owner or obtained by trading with another member in your league.*

RENEWAL OF YOUR FRANCHISE

Dynasty Owner franchise fee is a seasonal subscription (It is not auto billed / charged). The **season subscription will need to be renewed each year** when the new league year begins and will be **due on March 1st**. Dynasty Owner franchise fee can be paid via \$USD or Dynasty Dollars (\$DD).

If the team is in a cash prize pool league, then the TeamStake deposit will also be required at the start of the league year. You will be prompted to go to TeamStake after your Dynasty Owner seasonal subscription transaction has been completed.

ORPHAN TEAMS

Dynasty Owner team of commissioners is the sole authority that determines whether a team is **inactive based on subscription status, and/or login status**. Once a team is designated an orphan by Dynasty Owner the previous owner will lose access to the team and the team will be posted for sale in the Dynasty Owner Store.

An **orphan team can be purchased via \$USD or Dynasty Dollars (\$DD)** for the posted purchase price. All assets of current \$DD supply, amnesty provisions, draft picks and players will be transferred to the new owner once the transaction has been completed.

The current seasons subscription will be included in the sale price for that league year. The season subscription will then need to be renewed when a new league year begins. If the team is in a cash prize pool league, then the TeamStake deposit will be required and prompted to pay prior to the completion of the sale and transfer.

**No refunds will be given to the former owner or the new owner of the orphan team.*

BUYING A FRANCHISE IN THE “FOR SALE BY OWNER”

A “For Sale by Owner” team can be **purchased only via \$USD** for the posted purchase price. All assets of current Dynasty Dollars (\$DD) supply, amnesty provisions, draft picks and players will be transferred to the new owner once the transaction has been completed.

The current seasons subscription will be included in the sale price for that league year. The season subscription will then need to be renewed when a new league year begins. If the team is in a cash prize pool league, then the TeamStake deposit will be required when prompted prior to the completion of the sale and transfer.

Note: *If you are buying an existing franchise from another owner after the regular season is completed (January – March) you will need to renew the Dynasty Owner Seasonal Fee & TeamStake deposit (if cash prize pool league) in addition to the purchase fee when the new league year starts.*

**All Sales are final — No refunds will be given to the new owner once the transaction is completed.*

SELLING YOUR FRANCHISE IN THE “FOR SALE BY OWNER”

Dynasty Owner gives owners the ability to sell their franchise in the Dynasty Owner Store. “For Sale by Owner” teams can only be purchased via \$USD. You set the price of the franchise in the Dynasty Owner Store. All assets of current \$DD supply, amnesty provisions, draft picks and players will be included in the sale and transferred to the new owner once the transaction has been completed. **Dynasty Owner does take a 10% cut of the sale of your franchise.**

When selling your team, the Seasonal Fee and TeamStake fee (if applicable) are associated with the sale and will go with the team to the new owner. When listing your team in the store, keep that in mind as you will not be able eligible for a refund from Dynasty Owner or TeamStake when the sale is completed.

**Owners are limited to selling one team at a time.*

***Once the sale is completed, you will provide your legal name and address for a paper check to be mailed to you.*

MATCHUPS & SCHEDULES (REGULAR SEASON & PLAYOFFS)

REGULAR SEASON

14 WEEKS

**MATCHUPS
PER WEEK : 1**

MATCHUP TIEBREAKER (REGULAR SEASON & PLAYOFFS)

**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: Weeks 15, 16 & 17

PLAYOFF SEEDING TIE BREAKER

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

PLAYOFF SCHEDULE

WEEK 15

Seed 1 and **Seed 2** are on a Bye

Seed 3 vs. Seed 6 play each other

Seed 4 vs. Seed 5 play each other

WEEK 16

Seed 1 will play **the lowest remaining seed** from week 15 winners

Seed 2 will play the **highest remaining seed** from week 15 winners

WEEK 17

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

LOSER'S TOURNAMENT

TOURNAMENT TEAMS : 6 (Bottom 6 records)

WEEKS PER PLAYOFF MATCHUP : 1

3 TOTAL WEEKS: Weeks 15, 16 & 17

LOSER'S TOURNAMENT SEEDING TIE BREAKER

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

LOSER'S TOURNAMENT SCHEDULE

WEEK 15

Seed 7 and **Seed 8** are on a Bye

Seed 9 vs. Seed 12 play each other

Seed 10 vs. Seed 11 play each other

WEEK 16

Seed 1 will play **the lowest remaining seed** from week 15 winners

Seed 2 will play the **highest remaining seed** from week 15 winners

WEEK 17

Winners of week 16 matchups will face off to decide the tournament winner.

**The Losers' tournament does not affect the draft order for picks 1-6 in each round.*

PRIZES – WEEKLY & SEASONAL

WEEKLY PRIZES FOR THE REGULAR SEASON (WEEKS 1-14)

The **Highest Scoring Team** in each league will win **\$2 MM Dynasty Dollars** per week.

D.O. SPORTSBOOK (MATCHUP SIDE BETS)

This is a fun way to wager on each game no matter where your team is at in the standings.

This is **not mandatory** in any way—just another option for fun and opportunity to win \$DD.

All matchup wagers are made and rewarded in **Dynasty Dollars**.

Users can bet each other on each game by setting their own line and wager amount. (Dynasty Owner does **NOT** take a cut)

Users can set the line by **changing the spread +/- from .5 to 50 points** or make a straight up wager.

Once a wager has been accepted, trades and free agent auction bids will be delayed until the matchup is final. You can still set your lineup with the players on your current roster, but you will not be allowed to change the roster with Free agents or trades.

**Once a wager is accepted on the Dynasty Owner platform, neither party cannot withdraw a wager due to player injury, or any other unforeseen circumstance.*

PLAYOFF PRIZES (DYNASTY DOLLARS)

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

The tournament winner receives a Bonus Draft pick at the end of the 1st round of the Rookie Draft – **Pick #13** and **1 Amnesty Provision** (*The 13th pick is not tradeable*)

Tournament **Runner up** receives **1 Amnesty Provision**.

CHASE FOR THE RING

The **Highest scoring champion** amongst **ALL** users in the game after week 17 will receive a **Super Bowl style custom fit ring encrusted with real diamonds and rubies**.

(Approx. Value of \$10,000)

CHAMPIONSHIP CASH PRIZE POOLS (U.S. ONLY)

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 TeamStake**, a website specializing in holding side fantasy sports bets. TeamStake 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 TeamStake fees) will go to our users.

TeamStake has 2 buy-in levels:

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

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 TeamStake. Your decision to wager amongst other users of TeamStake is solely between you and TeamStake. Dynasty Owner is not a party to such a transaction. Dynasty Owner will not address any issue between you and TeamStake, whether in contract law or federal, state, or local law. You agree to hold Dynasty Owner harmless from any claim or liability resulting from your decision to participate in TeamStake.*

ABOUT TEAMSTAKE

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