

A LONG TIME AGO... - A STAR WARS THEMED LEAGUE

THE BASICS

- This league can be played with any roster or scoring settings
- It is meant to be played as a two keeper league
- The season is broken up into four sections: a regular season first half, a regular season second half, the league playoffs, and a final “battle” during the NFL playoffs.
- There will be three drafts throughout the season - one for the regular season first half, one for the regular season second half, and one for the final battle. Teams will bring their regular season second half roster to the league playoffs.
- Teams will be assigned to the Light Side or the Dark Side, and this will affect their options over the course of the season and determine their teammates in the final battle.
- During each of the drafts, players will have Star Wars themed options that can effect the draft. Similarly, players will be able to use abilities to give them an advantage in their regular season matchups.

THE DETAILS

- Start of season draft
 - Draft position is determined by betterfantasydraft.com
 - Your draft position will determine whether you belong to the dark side or the light side for this season! Even numbered picks will be light, odds picks will be dark. This will have implications in the regular season and NFL playoffs. **Please indicate your side somehow in your team name**
 - General settings:
 - Snake draft
 - Not required to fill every roster spot
 - Five minute timer

- Star Wars options:
 - For the first 30 seconds of every pick, the members of the league are allowed to declare that they would like to use one of their abilities. Players are not allowed to pick during this time, as the rest of the league needs time to submit their options and the commissioner needs time to adjust the draft board if necessary. The commissioner will keep a record of what abilities each team has used.
 - Every player is allowed to use these abilities once:
 - Force push - you get to steal the player that was drafted one ahead of your pick, “pushing” them back one spot. **Not for use in the first round** **Does not apply to keepers**
 - Jedi mind trick - you get to make a pick for another player. **Player must be in top 7 available by ADP** **Player must fill positional need if possible**
 - Deflector shield - you get to protect your pick by selecting an alternate player that has not been picked yet. At any point during the season you can choose to swap your pick with the alternate player even if the alternate player is on another team’s roster. Indicate this by nicknaming the player “Protected by ‘alternate player name’.” **Not for use in first two rounds** **If a player is traded or dropped, the shield option is negated** **3rd to 5th round players can not be swapped if they are out for the season** **Action must be taken during the first half of regular season play**
 - If someone uses the force push ability on you, you can not simply use it back on them immediately to undo the effect. Respect the game.
 - Abilities can not be used on picks occupied by keepers.
- Regular season first half: “The prequel trilogy”
 - One weekly matchup against another member of the league and another weekly matchup against the league median. **Sleeper has this option**
 - First half will last 6 weeks. Placing top two BY RECORD for the first half will automatically qualify you for the end of season playoffs.

- After the end of the first half, all players protected by the deflector shield lose this ability.
- Star Wars abilities:
 - This is where your side (light or dark) will first come into play. Each side will have different abilities that they can activate for their regular season matchups. These can be activated once each only during the first half, and they can not be stacked (can only use one in a week). The use of these abilities must be declared BEFORE the first kickoff on a given week, or they can be declared before the first Sunday kickoff if a player chooses to forfeit the option to use their ability on Thursday players. They are to be declared in a direct message to the league commissioner and the commissioner will announce which ones have been used after the week's first kickoff. You are only able to use these abilities when you are matched up against a team from the other side. The commissioner is responsible for setting up a schedule that offers the correct number of these matchups. As a general rule, Light Side abilities aid your own team and Dark Side abilities hurt your opponent.
 - Light Side abilities:
 - Jedi Apprentice - Gain an extra flex position for this week. However, your opponent will get to pick which player will go in the additional flex slot. **Players not playing that week can not be subbed into the additional flex spot**
 - Clone Army - Load up your lineup by receiving a 5% boost for any of your players that score over 25 points this week.
 - Obi-Wan Kenobi - Obi-Wan will protect your lineup this week. Any ability used by your opponent will harm their team instead. **If your opponent does not use an ability, you're just out of luck**
 - Dark Side abilities:
 - Trade Federation Blockade - Put a 10% point tax on any players that your opponent has added over the course of the season for this week.

- Jango Fett - Hire Jango Fett to attack your opponent's team. A random player from their starting lineup will receive a 20% point reduction.
 - Force Lightning - Drain your opponent by removing their lowest scoring player this week.
- Midseason draft
- After week 6, all of the rosters will reset except for each team's keepers.
 - Each team is allowed one additional keeper from their first half roster.
 - All other players will be put back into the draft to mix up the teams for the second half.
 - The draft order will be determined by first half POINT TOTALS. Most points gets first pick, least points gets last pick.
 - Same settings as first draft except every fifth round will be a linear round starting in the third round. This is a reward for those teams that performed well in the first half.
 - What this means: If I have the first pick, I will pick 1 in the first, 12 in the second, 1 in the third, 1 in the fourth, 12 in the fifth, 1 in the sixth, 12 in the seventh, 1 in the eighth, 1 in the ninth, etc. **The pattern is 1,12,1,1,12,1,12,1,1,12,1,12,1,1,12,1,12,1,12**
 - Theme wrinkles:
 - These are implemented the same way as the first draft
 - Every player is allowed to use these abilities once:
 - Hyperspeed - Make the jump to light speed and move your pick up two spots. **Not for use in the first two rounds**
 - Padawan learner - You have the ability to move up three spots to draft a player IF you already have a player on that team.
 - Order 66 - You can sacrifice your second round pick for an extra 4th and an extra 6th. **Situating symmetrical to your current pick in those rounds**
 - Bounty Hunter - You can stop another team from drafting a certain player. **Not for use in the first round**
 - Abilities can not be used on picks that are occupied by keepers.

- Regular season second half: "The original trilogy"
 - The second half will run from weeks 7 to 13.
 - Same matchup situation as the first half.
 - The top two records in the SECOND HALF ONLY will qualify for the end of season playoffs.
 - Your second half regular season team will be the one you take to the playoffs if you have qualified.
 - Theme wrinkles:
 - Light Side abilities:
 - Blockade Runner - Protect your team from failure by receiving an 8 point minimum for your players this week. **Point minimum is dependent on league's scoring system**
 - Yoda's Wisdom - The player on your bench that would have most increased your week's score will be automatically subbed into your lineup.
 - Ewok Assistance - Choose one player to boost for this week. For every point this player scores over his projection, he will receive two points. **ex. - if a player is projected 15 and scores 20, he would receive 25**
 - Dark Side abilities:
 - Trash Compactor - Suffocate your opponent's lineup by capping one of their players at an 20 point maximum. **Point maximum is dependent on league's scoring system**
 - Frozen Carbonite - Freeze one of your opponent's players to their bench for this week. **Can not be any of their three highest per game scorers**
 - Its a Trap! - Steal all points your opponent gains through their ability this week. **If the opponent does not use an ability, you're just out of luck**
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- Playoffs
 - The eight qualifiers for the playoffs will be determined by the following criteria:

- The top two records in the FIRST HALF ALONE will qualify.
- The top two records in the SECOND HALF ALONE will qualify.
- The top three TOTAL records not including those that have already qualified will qualify.
- The top TOTAL point scorer of the remaining five teams will qualify.
- Playoff seeding will be determined by TOTAL points scored over the year.
- There will be a consolation bracket to determine 9th, 10th, 11th, and 12th place.
- There are no theme wrinkles in the league playoffs. This is fantasy football in its purest form.
- NFL playoffs
 - This will be an end of the season battle of Light Side vs Dark Side. It will be kept track of on an Excel spreadsheet.
 - The bracket will be set up the same as the NFL playoffs (12 teams) with the Dark Side being the AFC and the Light Side being the NFC (Red for Dark side, Blue for light side).
 - Teams will be seeded one through six within their side by their finishing place in the playoffs.
 - There will be a third draft to determine teams for the Light Side vs Dark Side. However, Light Side teams can only draft NFC players and Dark Side teams can only draft AFC players.
 - Light Side vs Dark Side draft:
 - Each side will have its own draft for this battle. The highest seed gets to choose its draft position first, second highest goes second, and so forth.
 - Each roster will consist of 1 SUPER FLEX, 1 RB, 1 TE, 1 WR, 1 FLEX, and 1 TEAM DEF or COACH.
 - The COACH receives 12 points for a win, and 0 points for a loss.
 - Note that if you do not have a bye, you do not want to draft players that are on a bye the first week of the playoffs.
 - The battle:

- The matchups will mirror the seeding in the real NFL playoffs, so the 1 and 2 seeds in each conference will get a bye.
- After each matchup, the losing teams' players will be dumped into a battle waiver pool to be added by the remaining teams. You can only add players from your side.
- For the Super Bowl, the remaining team from each side will face off to determine the fate of the galaxy (sort of). Whoever wins this match wins for their ENTIRE side, not just their team. The reward for your side winning the final battle is a 2% increase to all your point totals for the next season (roughly 3 pts/week). It does not matter what side you are on next year, you will still receive the boost. The boost will be negated at the start of the NFL playoffs the following year. However, if your side wins the battle in consecutive years, you will receive a 1% boost for every consecutive year you accomplish this feat.
- Keeper rules
 - Midseason keepers:
 - After the first half of the regular season, each team can keep one player from their first half roster. They are also allowed to keep the two (or three) players that they kept from last year. These three or four players will be kept at the same round they were drafted at the beginning of the season (or kept from the previous season).
 - End of season keepers:
 - Every team can keep two players at the round BEFORE the round they were taken or kept the previous year. You can only keep a first round pick if you drafted that player from picks 7-12. The top 6 picks in a draft can not be kept. Each additional year a player is kept the round moves up one. First round picks can not be kept twice.
 - Theme wrinkles:
 - Sith recruitment - you are allowed to keep a third player IF they play for the same team as one of your other keepers. **Offseason moves negate this option**
 - Imperial support - you can keep a player at the same round if they missed over 8 games during the season.