

# The Sweats - Dynasty League Rules

- League will reset-once someone wins 3 out of any 5 year span, the league will reset and carry forward pot will be paid to the dynasty champ and thus the winner of the empire.
  - League Winners Thus Far:
    - 2022 - MacDaddy
    - 2023 - JRed
    - 2024 - JRed
    - 2025 - TacoCorp
- 2 years will be paid up front, if you leave the league your next year insurance will be forfeited. Once a contestant wins the empire, the insurance money will be returned to each respective player.
- If you trade your future first, you will need to pay for that year. This avoids trading multiple future first to go all in and then leaving the league. Effective 2026 season
- No tanking is allowed, each team must play their best perceived players. This does not include trading away valuable players for future assets, rather intentionally not filling their best perceived line-up.
  - Obvious attempts at tanking will result in penalties
    - 1. Loss of draft pick (most likely third)
    - 2. Loss of higher round draft pick (2nd or 1st)
    - 3. Replacement in the league
  - League draft order is determined by Max PPF to discourage any tanking; playoff teams are set in order of playoff finish
- Roster Filling-Also must fill a complete starting roster each week or will have to pay penalties as follows: (weekly offenses)
  - 1. 20 FAAB deducted
  - 2. Each additional offense will cost you \$20 FAAB. If you run out of FAAB, you will then lose your last round draft pick for the upcoming year's draft.
  - 3. Commishes will decide to either kick you out of the league or do repentance.
- Any lost draft pick will move you to the last selection of that round and move all other picks up accordingly
- FAAB- \$100 of FAAB each season. Resets at the beginning of each season before week 1.
- Rookie Drafts-Roster sizes will increase during the rookie draft each year by 4, then go back down by 4 before week 1.
- 5th and 6th Place- Will play consolation matches for higher draft position each year.
- Draft position for non playoff team is determined by Max Potential PF - This discourages tanking

- If a game is suspended for play for any reason it will be handled via the following:
  - Before end of first half - Avg PPG
  - After end of first half - Where the players points lie at that point in time.

## Payout (\$75 buy in):

1st- \$410

2nd- \$260

3rd- \$160

Carry forward pot- \$50

Weekly high scorer- \$170