

Constitution
of the
SEMO FRANCHISE
2026



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Mission Statement

This Constitution aims to provide the General Managers of the SEMO Franchise dynasty league with a structure and guidance for the league's duration.

Dates to Know

Rookie Draft: May 15

Kickoff: September 9

Taxi Squad Deadline: September 9

Buy-in Deadline (2027): October 1

Trade Deadline: Week 14

League Structure

- 12 teams
- 7-team playoffs (see Playoffs)
- 3 Divisions & 2 weekly matchups* (see Matchups)
- Full PPR / Half-point rushing first downs (see Scoring)
- 25 total roster spots (see Roster)
- Four-round Rookie Draft
- \$1000 FAB budget (See Acquisitions)

Buy-in

- \$50 per team to be paid one year in advance
- No draft picks can be traded from a year that has not yet been paid for

Payout Structure

1st: \$400, traveling trophy

2nd: \$150

3rd: \$50

Rookie Draft

- Rounds: 4
- Draft pick time: 4 hours
- Draft pick trades: Yes
- Rookie Draft Order: reverse order of previous regular season's standings
 - RD1: 12-1
 - RD2: 12-1
 - RD3: 12-1
 - RD4: 12-1

Matchups

- Each week will consist of 2 matchups.
Matchup1: vs one opponent of the league; Matchup2: vs the weekly league median in points:
 - *League median points is 130 points.*
 - Ex1: Team beats their opponent & scores 160 (2-0)
 - Ex2: Team beats their opponent & scores 100 (1-1)
 - Ex3: Team loses v their opponent & scores 140 (1-1)
 - Ex4: Team loses v their opponent & scores 70 (0-2)
- 3 divisions: West, Central, East
- Divisions are determined by previous season's standings
(1,6,9,12) (2,5,8,11) (3,4,7,10)
- Every GM is expected to field a legal lineup each week
 - No starting players on IL, bye, already ruled out, or not on an NFL team
 - If a GM sets an illegal lineup, their opponent gets to choose the replacement player

Scoring

Passing:

- 25 yards = **1**
- PaTouchdown = **4**
- 2pt conversion = **2**
- Interception = **-1**
- Fumble lost = **-2**

Rushing:

- Rushing 1st down = **.5**
- 10 yards = **1**
- RuTouchdown = **6**
- 2pt conversion = **2**
- Fumble lost = **-2**

Kick Returns:

- 15 yards = **1**
- ReturnTD = **6**
- Fumble lost = **-2**

Receiving:

- Reception = **1**
- 10 yards = **1**
- ReTouchdown = **6**
- 2pt conversion = **2**
- Fumble lost = **-2**

Playoffs

- 7-team playoff structure (Weeks 15, 16, 17)
- 1-3 seeds: division winners based on record, then PF
- 4-6 seeds: division runner-up, based on record, then PF
- 7th seed most PF not already in
- 1st place gets a bye
- Playoff tiebreakers are determined by head-to-head regular season record vs opponent
- Last place punishment is for regular season

Roster

- Quarterback (QB) - 1
- Running Back (RB) - 1
- Wide Receiver (WR) - 2
- Tight End (T) - 1
- Flex (W/R/T) - 3
- Flex (W/R) - 1
- Super Flex (Q/W/R/T) - 1
- Bench - 11
- Injured Reserve (IR) – 4
- Taxi Squad – 4

Taxi Squad

- 4 roster spots
- Players with < 1 year of NFL experience qualify
- Non-rookies can qualify
- Players can be moved into the taxi squad until the regular season starts

Acquisitions

Trade review: Voted on in 'franchise-polls' channel in Discord

A GM that is involved in the trade is responsible for making the poll. The two GMs involved in the trade do not get a vote

The Commissioner will push through trades after they are posted, barring suspicion of collusion

To Veto, there needs to be a **unanimous** Veto vote excluding the GMs involved

NO TRADING:

1. Draft picks for years that have not been paid for
2. FAB

Free Agents

FAB budget- Free Agent Budget, highest bid wins the available player

- \$1000 budget
- \$1 minimum bid

Amendments

- DAMAR HAMLIN RULE: If an NFL game in the championship matchup is disrupted, and the fantasy platform does not offer a suitable solution, the matchup will continue the following week with **only** the players that were affected. If the fantasy platform has a suitable solution, that solution will supersede this Rule
- Any GM may propose a rule change and bring it to a vote for a \$5 fee
 - These fees will go to league fees, including the custom championship nameplate for the trophy

Admission Requirements

1. Sleeper fantasy account – this league uses this platform
2. Discord account – everything that is discussed, voted, argued, or gambled on happens in there
3. Money – buy-in fees/trophy fee
4. Fantasy football knowledge – dynasty context
5. Unique fantasy football team name – needed before regular season starts

Punishments

The punishment for coming in last place is that GM will be responsible for the logistics of getting the trophy to the new champion

The punishment for quitting the league before completing The Big Three is losing all of your buy-ins and a 3-year ban from the league

There is no punishment for quitting the league after completing The Big Three, but you're only eligible for part of your buy-ins for future seasons already paid. This is to help pay the new GM's buy-in. Guidelines are outlined in Selling Your Franchise.

The punishment for not paying buy-in by the due date is that the team will be locked from making any moves or lineup changes until payment is received.

The punishment for collusion is both GMs being banned from the league for 5 years.

Selling Your Franchise

If you want to separate from the league in good faith, you may do so after completing The Big Three:

1. Let the commissioner know you want out
2. Get someone to take over your team
3. All dues for the current season are paid

If The Big Three has been completed:

- Eligible for a 100% (\$50) refund for all future seasons paid and no picks traded away
- Eligible for a 50% (\$25) refund for future seasons paid, but picks traded away
- Eligible for a 0% refund of future seasons paid for, and first-round pick traded away

If The Big Three has not been completed:

- Forfeiture of all dues paid
- Not eligible to rejoin the league for 3 years

League Summary

- Dynasty, PPR Superflex football league on Sleeper
- Entire rosters are kept over from year to year
- Four-round rookie draft each offseason, after the NFL Draft
- H2H matchups plus league median, 7-team playoff
- Top 3 teams pay out