

PUNTS AND PINTS DYNASTY LEAGUE

OFFICIAL RULES & REGULATIONS

1. LEAGUE CONSTRUCTION

Teams	12
Roster Size	25 players
Divisions	3 (West · Central · East) — 4 teams each
Playoff Teams	6
Matchup Format	Head-to-Head Weekly

- Division members decided before the initial 2026 draft.
- Changing division structure requires a 75% league vote.

2. LEAGUE DUES

Year 1	\$40 Buy-In (covers Years 1 & 2). If a manager leaves after Year 1, Year 2 dues are forfeited.
Year 2	Already paid — no additional cost.
Year 3+	\$20 annually.
Due Date	Due by the start of the Rookie Draft every year.
Trophy	Consider chipping in to purchase a league trophy / ring.

3. TEAM CONSTRUCTION

Starting Lineup (11 starters)

QB	1
RB	2
WR	2
TE	1
FLEX (RB/WR/TE)	2
SUPER FLEX (QB/RB/WR/TE)	1
K	1
IDP FLEX (DL/LB/DB)	1

- Weekly starting requirements: all starting player positions must be filled by players who are reasonably expected to earn points in any given week. No intentional tanking of empty spots, injured/retired players, etc.

Bench (14 spots — no positional limits)

3 extra roster spots available post Rookie Draft & free agency

- All 3 extra players must be dropped by 11:59 PM the night before the first NFL game.
- If deadline is missed, the Commissioner drops the 3 lowest-projected-score players automatically.

Penalty: The offending manager must also post a heartfelt apology in the WhatsApp group: "I'm sorry I am a bad [boy/girl] and I apologize for doing a very naughty thing. I will never do it again."

Injured Reserve (3 spots)

- Eligible: Players designated Out (O) or Injured Reserve (IR).
- NOT eligible: Questionable (Q), Doubtful (D), Suspended (SPND), or Physically Unable to Perform (PUP).

4. SCORING

PASSING

Passing Yards	+0.04 / yard
Touchdown Pass	+4.0
2-Pt Passing Conversion	+2.0
Interception Thrown	-2.0
Fumble Lost	-2.0

RUSHING

Rushing Yards	+0.1 / yard
Rushing Touchdown	+6.0
2-Pt Rushing Conversion	+2.0
Fumble Lost	-2.0

RECEIVING

Receiving Yards	+0.1 / yard
Each Reception (PPR)	+1.0
Receiving Touchdown	+6.0
2-Pt Receiving Conversion	+2.0
Fumble Lost	-2.0

KICKING

PAT Made	+1.0
FG Made 0–39 yds	+3.0
FG Made 40–49 yds	+4.0
FG Made 50+ yds	+5.0
PAT Missed	-1.0
Missed FG < 40 yds	-2.0
Missed FG ≥ 40 yds	-1.0

IDP

Solo Tackle	+1.25
Assisted Tackle	+0.75
Tackle for Loss	+2.0
Sack	+3.0
Interception	+6.0
Forced Fumble	+4.0
Fumble Recovery	+4.0
Defensive Touchdown	+6.0
Safety	+6.0
Pass Defended	+1.5
Blocked Punt / FG / PAT	+6.0

5. INITIAL DRAFT

- In-person startup auction draft including 2026 rookies.
- Draft order randomly chosen.
- Total budget: \$200. Minimum bid: \$1.
- Nominating manager has 2 minutes to nominate a player and opening bid. All other managers then have 60 seconds to place bids. Highest bidder wins.
- After Round 15, bidding clock is reduced to 30 seconds.

6. SCHEDULING & PLAYOFFS

Regular Season Schedule

Weeks 3, 5, 7, 9, 11, 14	In-Division matchups
Weeks 1, 2, 4, 6, 8, 10, 12, 13	Out-of-Division matchups

Scheduling Note: Each team plays in-division opponents twice and all out-of-division opponents once per season. Schedule released by the Commissioner before the annual draft.

Playoff Format (6 Teams)

- Automatic bids: Top team from each division (3 teams).
- Remaining 3 spots filled by best records across all divisions.
- Tiebreaker order: (1) Record → (2) Points For → (3) In-Division Record.
- Disqualified teams do not play during playoffs — mimicking the actual NFL.

Playoff Week 1	Seeds 1 & 2 receive byes. Seed 3 vs 6 Seed 4 vs 5. Losers eliminated.
Playoff Week 2 (Semi-Finals)	Seed 1 vs winner of 4/5. Seed 2 vs winner of 3/6. Losers eliminated.
Playoff Week 3 (Championship)	Semi-final winners face off for the title. Winner takes the full \$240 prize pool.

7. ANNUAL ROOKIE DRAFT

Draft Order

Picks 1–6	Non-playoff teams (7th–12th place). Worst record earns Pick 1. Tiebreaker: Points For, then In-Division Record.
Picks 7–8	Losers from Playoff Week 1 (by record/tiebreaker).
Picks 9–10	Losers from Playoff Week 2 (by record/tiebreaker).
Pick 11	Runner-up (Championship loser).
Pick 12	League Champion.

Draft Process

- Must occur after the NFL Draft. Exact date set by the league each year.
- Snake draft format following the order above.
- 3 rounds — pool consists of new rookies and available free agents.
- Slow draft format: up to 6 hours per pick, with an overnight pause (midnight – 8:00 AM).

8. TRANSACTIONS

Trades

- Players, draft picks, and FAAB may all be traded. No trade limits.
- Collusion is strictly prohibited (see Section 10).
- In-Season Trade Deadline: same as the NFL Trade Deadline.
- 3-way trades must be coordinated with the Commissioner before submitting in Sleeper.
- Offseason: players and draft picks may be traded (FAAB not eligible offseason).

Waiver Wire & Free-Agent Acquisition Budget (FAAB)

- Pre-Season: Free agency is locked the day after the Championship concludes. Re-opens with the Rookie Draft. Post-draft waiver claims processed daily; priority by inverse standings.
- In-Season: Each manager receives \$200 FAAB at the start of the season. Blind bids on dropped players are processed Wednesdays and Sundays at midnight. Tiebreaker: inverse standings.
- Offseason: Waivers re-lock after Championship and re-open with the Rookie Draft. Trades still permitted during this window.

9. FAILED TEAM

Rule Violations / Manager Removal

- If a manager breaks rules, a league vote is held. A majority vote removes the manager immediately.
- In-Season: Team is locked immediately. Commissioner sets weekly lineups by highest projected score for the remainder of the season.
- Off-Season: Commissioner and league work to find a replacement manager.
- Replacement manager takes over the existing team as-is and is subject to the new-manager dues in Section 2.

Voluntary Departure

- A manager who chooses not to return after a season forfeits their team to the process above.
- The team remains locked until a new manager is found.

10. COLLUSION RULES

Simply put: Don't.

- If collusion is suspected, the accused manager(s) will have an opportunity to explain themselves to the Commissioner.
- The Commissioner will bring findings to the league. If the Commissioner finds no collusion, no vote occurs. If the Commissioner believes collusion occurred, a league vote confirms the finding and determines consequences.

11. MISCELLANEOUS

Amending the By-Laws

- All changes require a 75% league vote.
- Includes: scheduling, adding/removing teams, restructuring divisions, etc.
- All changes must be formally discussed and voted on during the offseason.

Commissioner Removal

- Requires a unanimous league vote.
- Upon removal, the league elects a new Commissioner.

12. CATASTROPHIC CLAUSE

In the event of a massive disaster (e.g., an excessive number of players die, or are otherwise removed from the NFL), the NFL's official disaster draft will take precedence, coordinated with and administered by the Commissioner.