

Red Zone Rebellion - Reborn League Constitution

Updated: July 25, 2025

Updates from the prior season have been highlighted in yellow

Article 1 - League Officers

1.1

Your league officers are available if you have any questions or in need of assistance. For league specific issues, please contact the following:

Dylan Raph	Jared Stern
League Commissioner	Vice Commissioner
218-252-7579	303-902-7389
raphx003@gmail.com	xjstern@gmail.com

1.2

In the rare case that a request goes unanswered, please use the league message board for time sensitive issues. In this manner, we will be able to verify a date and time of your request and make any arrangements necessary.

Article 2 - League Dues

2.1

Each team will be responsible for an entry fee of \$125 to be paid before the draft, unless otherwise noted by commissioner. If circumstances arise, please let the commissioner know. The bottom 6 teams from each season will have an additional \$5 fee added to their bill for the FanDraft drafting tool used on draft day. League Dues invoices will be emailed out no later than 2 weeks before the draft.

2.2

If a team has not paid the entry fee by the due date, the team may still draft but will be eliminated from any opportunity to win the weekly \$10 for highest score during week 1. A team will continue to be excluded from the weekly high score prize until the entry fee is

paid. If an entry fee remains unpaid by kick-off of week 5, your team is eligible to be forfeited and given to a new incoming owner.

2.3

Dues may be paid in one of three ways:

Paypal: raphx003@gmail.com

Venmo: @Dylan-Raph

In person (cash) to League Commissioner

Article 3 - League Branding

3.1

Each team will have a name and an associated logo for their franchise. Team identities will not change from year to year.

3.2

A team may re-brand once every 5 years for free through the league commissioner. A re-brand consists of a name change as well as a logo change. This re-brand is eligible for a logo change provided by the league, with or without a name change.

3.3

A team may re-brand once a year for \$100. Fee will go directly to costs associated with branding change such as trophy engraving, website changes, etc.

3.4

In the situation where a franchise is turned over to a new owner, the new owner will be able to change the name and logo upon acceptance into the league. If a franchise is turned over mid-season, the new owner may make a temporary name change in which a generic logo will be applied and the permanent team's name and logo will be created during the off-season. If a team with temporary branding wins the league, trophy engraving will not take place until the name and logo are selected.

Article 4 - League Integrity

4.1

Honesty will be present in all facets of the RZR experience. Any form of collusion will not be tolerated and will be dealt with accordingly.

4.2

All collusion discipline will be decided by all team owners who are not associated with the act in question after a private discussion.

Article 5 - Keepers

5.1

Each team will have the option of keeping zero, one or two players. Teams are allowed to keep two players of the same position.

5.2

Players will be kept for a maximum of one year. Meaning, a player that is kept can be on the team for a maximum of two years (the year they were drafted and the year they are kept).

5.3

Compensation for any kept player is the draft pick of the round they were selected that year. If Jamarr Chase was selected in the second round in the 2022 draft, the team would have to sacrifice their second round pick in 2023 in order to keep Chase.

5.4

If a team wants to keep a player that went undrafted, and was picked up during free agency, all free agency added players will be viewed as a 6th round pick.

5.5

Keepers lock **2 weeks** before the draft on the minute – no excuses. Either mark them in the league app or message the commissioner your picks.

Article 6 - The Draft

6.1

Draft order is determined first by the outcome of the playoffs, then regular season standings. The three teams finishing 1st, 2nd, and 3rd, will automatically draft in positions 12, 11 and 10. All other teams will be seeded first by regular season record, followed by head to head record, then by “total points” for the season, if needed. All teams that missed the playoffs will be sorted with a better draft position than playoff teams. The bottom 4 teams will be put in a lottery and during the offseason some sort of random draw will determine the first 4 picks to avoid teams from tanking.

6.2

For 2021, we will do a snake draft (We only had 10 teams this year).

(Round 1: 1,2,3,4,5,6,7,8,9,10 Round 2: 10,9,8,7,6,5,4,3,2,1)

Pick Order —>

Every year following 2021, the draft order will not be a snake draft style but rather a standard one. A standard style follows the draft order to that of the real NFL draft.

(Round 1: 1, 2,3,4,5,6,7,8,9,10,11,12 Round 2: 1,2,3,4,5,6,7,8,9,10,11,12)

Pick Order —>

6.3

The draft will be held online via FanDraft, however I strongly encourage you to attend the draft party every year in person. Commissioner will import the players from FanDraft to Sleeper the next morning. Bring a device to draft on as we will still use the online platform at the party. Normally, draft date is announced well in advance. Draft attendance is required, if a team owner does not join the draft, the team will be auto drafted.

Article 7 - Schedule

7.1

All teams will play each other at least once, with the remaining games being random. Sleeper will randomly generate the schedule prior to the start of season.

Article 8 - Trades

8.1

Trades will be conducted by our hosting service Sleeper. Trades will become effective immediately after a trade is accepted.

8.2

Any team owner is allowed to dispute a trade within 24 hours of acceptance, in which a league vote will commence within 24 hours. The vote period will run for 48 hours unless it is time sensitive (close to game time) and we will have a rapid vote via our chat group. Majority rules.

8.3

If a league vote deems a trade unfair, players will be returned to their prior teams.

8.4

The league's trade deadline will be the Tuesday following week 11 at 6am CST.

Article 9 – Draft Pick Trading

9.1

Draft pick trading is allowed and encouraged. A team may trade draft picks up to three years in advance. For example, let's say it's October 2021, you can trade your 2022, 2023 and 2024 draft picks.

9.2

When conducting a trade that involves draft picks, all parties involved must send the same number of draft picks from a certain year to each other, though the rounds can differ. This is required so that all teams have the same number of draft picks. For example, our roster size is 15 spots, you can't make trades that give you an option to draft more or less than 15 players. It is the responsibility of the owners involved in the trade to make sure all parties adhere to this rule. If it is discovered well after the trade has processed, what's done is done, however any picks that are still in question will be fixed accordingly. A league conversation without the involved parties will take place to discuss potential punishments and how to proceed.

Example Scenario: It is November of 2021. A team that is clearly out of the playoffs may look to move one of their studs to a contending team in exchange for higher draft capital the following year(s). Let's say Team A is looking to move stud running back Christian McCaffrey and Team B offers up their first round pick in 2022 and second round pick in 2023. This trade cannot be completed as is since it will give Team A 16 picks in 2022 and 2023. Team A must alter the trade to send a 2022 and 2023 pick to Team B as well, resulting in 15 picks for each team. An example of this trade being legitimate would be:

Team A receives:

2022 1st Round Pick
2023 2nd Round Pick

Team B receives:

Christian McCaffrey
2022 15th Round Pick
2023 15th Round Pick

Article 10 - Roster

10.1

A team's roster will consist of:

Quarterback
Running Back
Running Back
Wide Receiver
Wide Receiver

Flex (RB/WR/TE)
Tight End
Defense
Bench
Bench
Bench
Bench
Bench
Bench
Injured Reserve

10.2

Each team owner is expected to fill their roster each week – each starting position must be played and not left empty. If a spot is left empty or if it is obvious a team has been abandoned the league commissioner will continue to set that teams lineup while looking for a replacement owner. In this time, the lineup will be set based on Sleeper player projections for that week, giving the commissioner no personal input. Please keep in mind that even if your win/loss is 1-10 for the season, it is important to set your lineup as contending teams may need your assistance in eliminating another potential team from playoffs. DON'T BE A BYE WEEK.

Article 11 - Scoring

11.1

RZR uses a full point PPR scoring system beginning. Each reception made by a player will be worth 1 point. Further details on all scoring can be found on the Sleeper league page.

11.2

Weekly scoring will be head to head in which a team plays one team per week.

11.3

Decimal point scoring is active for the league. Using running backs as an example, each yard is worth 0.1 points since every 10 yards equals 1 full point.

Article 12 - Playoffs

12.1

Playoffs will begin week 15. The top three teams in each division will make up the six teams that advance to the playoffs. The top two teams will receive a first round bye.

12.2

Overall win/loss record will determine the top six teams. For 2 teams that need tie breaker:

1. Overall Record
2. Head-to-Head Record
3. Total Points For
4. Coin Toss

For 3 or more teams that need tie breaker:

1. Total Points For
2. Blind Card Draw - Higher Card Advances (Any Ties, only the teams that tied draw again)

Article 13 - Prizes

13.1

A total of \$1530 will be collected in entry fees before each season. The cash will be paid out at the end of the season in the following manner:

1. 1st Place: \$710
2. 2nd Place: \$350
3. 3rd Place: \$150

4. \$150 for regular season weekly high score (\$10 per 1 week)

* A \$10 bonus will be given to the team that has the most weekly high score wins

5. \$30 for the FanDraft drafting tool

6. The remaining \$20 will be used for trophy engraving (\$13.99 + tax/shipping)

13.2

\$10 dollars of every entry (\$120 total) will go into the “Rolling Pot” which will grow by \$120 every year until someone wins the championship two years in a row. For example, if the same team wins the championship in our 4th year and our 5th year, that team will get an extra \$600 and the pot will go back to \$0.

13.3

At the end of the season the commissioner will reach out to everyone that has won money and see how they would like to be paid. If a request goes unanswered the winning amount will be taken off next year’s dues.

Article 14 - League Voting

14.1

As needed voting will take place over a few weeks via the league message boards on Sleeper and a survey. The league will be voting on anything team owners would like to bring to the table. Please contact league commissioner to have your issue on the ballot.

14.2

Each team owner is allowed 1 vote in all cases. If an owner does not vote, their vote is disregarded. A proposed amendment will pass or fail based only on votes cast.

14.3

A proposed amendment will pass only on a majority ruling. If a proposed amendment is tied at the end of a voting period, the proposed amendment will fail. If an issue is more

involved than a yes or no vote, another “tie-breaker” vote may occur depending on the situation.

Article 15 – The Damar Hamlin Rule

15.1

The league will observe only scores and outcomes based on how the NFL treats “acts of God.” In any circumstance in which an NFL game is cancelled, fantasy points for players in that game will not be changed. If the game is postponed or replayed, such players will earn fantasy points for their respective teams for that respective week.