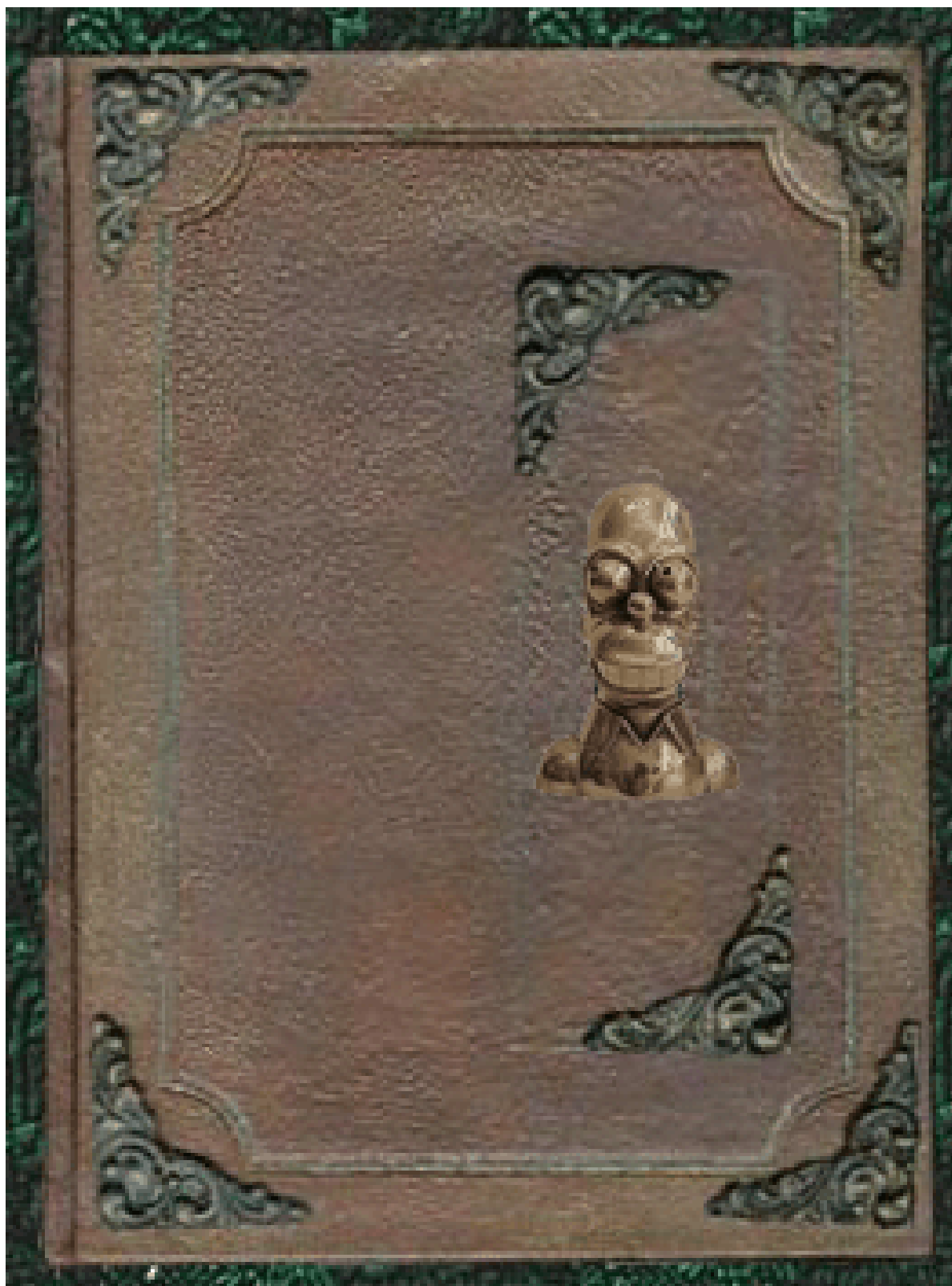


# No Homers Revised Code

(Last Updated 8-29-2021)



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# Section I: Configuration

1. Teams
  - a. No Homers is comprised of no more than 10 and no fewer than 8 teams (**Historical Precedent**)
2. Managers
  - a. Co-managers allowed (**Historical Precedent**)
  - b. Substitute managers allowed (**Historical Precedent**)
  - c. Commissioner control assistance allowed by request (**Historical Precedent**)
    - i. Commissioner expected to acknowledge request in email or post
3. Scoring
  - a. Scoring settings are listed on the NH league site each season
  - b. No scoring convention shall be altered during the regular season (**Commissioner's Opinion**)
  - c. No scoring convention shall exist that Yahoo cannot accurately track and record (**Commissioner's Opinion**)
4. Rosters
  - a. Roster size and specific slot names are listed on the NH Yahoo! site
  - b. Roster size/configuration changes require league vote (**Historical Precedent**)
    - i. Current configuration (**Ratified 7-15-09**)
      1. NH21 temporarily added 2 Bench slots mid-season to assist with Covid-19 issues. (**Ratified 10-21**)
      2. Return to regular configuration for NH22 (**Ratified 10-21**)
    - ii. Roster size & specific positions (**Reaffirmed 8-19-15**)
  - c. No "Can't Cut List" shall be utilized (**Historical Precedent**)
  - d. Starting rosters should be full and updated at all times
    - i. Consistent failure to update will cause you not to be invited back (**Historical Precedent**)
    - ii. Purposeful attempts to leave multiple slots empty will be corrected by the commissioner (**Historical Precedent**)
    - iii. Commissioner is expected to acknowledge corrections by email or post
5. Prizes
  - a. Plaque (**Historical Precedent and Commissioners Opinion**)
    - i. The No Homers Champion shall have their team name, first name and season (IE NH9) engraved on The Plaque
    - ii. The current No Homers Champion shall enjoy possession of the plaque until a new champion is crowned
    - iii. The person currently in possession of the plaque is responsible for shipping it to the new champion or the current commissioner in a reasonable amount of time
    - iv. Whomever has the plaque engraved is responsible for the cost of engraving
    - v. If the plaque is shipped without updating, please ship it to the current commissioner and he/she will be responsible for having it engraved
    - vi. Permanent ownership of the plaque belongs to the league and by default the current commissioner
  - b. No Homers shall be a free league (**Ratified 7-15-09**)
6. Mid-Season Setting Changes
  - a. Permitted (**Ratified 7-15-09**)

7. Schedule

- a. Yahoo! generates the weekly season schedule (**Historical Precedent**)
- b. When Week 18 is counted as described in Section III, the entire Week 18 schedule shall be shuffled solely for the purpose of better tracking the final recognized match in the form of a Showdown Week. (**Ratified 9-11-13**)
  - i. Updated to reflect 18-week schedule (8-29-21)

## Section II: Draft Settings

1. The NH Draft Basic Format
  - a. The NH draft shall be a live draft (**Historic Precedent**)
  - b. The draft shall follow a traditional serpentine format (**Ratified 7-15-09**)
  - c. Changes to draft type must be approved by a vote (**Historical Precedent**)
2. Draft Order
  - a. The official draft order is based on the final rankings from the previous season (**Ratified 7-25-13**)
  - b. The draft order is determined by Official NH ranks and tiebreakers (**Ratified 7-25-13**)
    - i. Yahoo!'s rankings are not official and do not follow NH tie-breaking conventions (**Ratified 7-15-09**)
  - c. The official draft order will be posted/announced at the end of the previous season (**Historical Precedent**)
  - d. Rookies draft last in the order they joined the league (**Historical Precedent**)
3. Draft Day
  - a. A live offline draft will be held prior to the start of the regular season (**Historical Precedent**)
  - b. The draft will be held when the most possible members can meet in person or by phone/computer (**Historical Precedent**)
  - c. Managers that cannot attend the draft may assign a substitute or leave instructions for how to conduct their draft (**Historical Precedent**)
  - d. In the event a manager fails to attend and fails to make prior arrangements that manager's team will be drafted based on Yahoo!'s rankings (**Historical Precedent**)
    - i. Said team will be given the highest rated player that will fit in their starting lineup
    - ii. No players shall be placed on said team's bench until their entire starting roster is filled
    - iii. Exceptions will be made when reasonable
      1. Example: Known injury not yet represented in Yahoo! Ranks
      2. Example: Top rated Yahoo! player is a QB and you already have 2
    - iv. Inadvertent errors will not be corrected post draft
    - v. Manager instructions overrule standard policies

## Section III: Rankings, Tiebreakers & Week 17/18

### 1. Rankings

- a. NH rankings will be based on NH tiebreakers (**Ratified 7-15-09**)
- b. Yahoo rankings are not official and do not follow NH tiebreakers, as previously stated
- c. NH final rankings will be reported at the same time that the new NH draft order is reported (**Historical Precedent**)
- d. Protests and corrections must be reported no later than Super Bowl Sunday at which point unopposed rankings will become permanent and binding (**Historical Precedent**)
- e. Week 18 eligible teams will be ranked separately from ineligible teams (**Ratified 1-2-16**)

### 2. Tiebreakers

- a. The Tiebreakers are in the following order: (**Ratified 7-15-09**)
  - i. Overall season record
  - ii. Head-to-head record
  - iii. Points
  - iv. Points scored during head-to-head weeks (weeks when the two teams involved played each other)
  - v. Number of wins against opponents with winning records
  - vi. Remaining Yahoo! tiebreakers

### 3. Week 17/18 Rules (**Ratified 7-15-09, Reaffirmed 7-25-13, Modified to align with 18 Week schedule 8/29/21**)

- a. Week 17 shall be the final week of the season unless special circumstances exist wherein lower ranking opponents would have the ability to overtake the current leader during the 18<sup>th</sup> week of the season
  - i. The standard for competing in Week 18 is that a surviving team technically has a chance of winning (**Ratified 1-2-16**)
- b. Week 18 will never count for teams that are out of the running for first place
- c. Direct Match-Up: We throw out the Yahoo!'s stated Week 18 match-ups and let any and all teams still in the hunt for 1st place (and only 1st) go head-to-head for the championship.

Example copied directly from 2009 ballot:  
(Modified for 18-week schedule)

**Option F**

Week 18 Schedule  
(Direct Match-Up)

Example assuming 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> are close enough any of them could be in first at the end of the week

1<sup>st</sup> Place vs. 2<sup>nd</sup> Place vs. 3<sup>rd</sup> Place

A three-way battle and we ignore the rest of the scores/matchups.

## Section IV: Trades, Transaction Holds & Dead Teams

1. Trades
  - a. Trades shall be allowed (Ratified 7-15-09)
2. Trade Deadline
  - a. The trade deadline falls between Week 10 and Week 11 (Historical Precedent)
    - i. Exact date established by Yahoo!
    - ii. Changes to trade deadline require league vote (Commissioner's Opinion Contrary to Historical Precedent)
3. Trade Approval & Veto Process
  - a. Yahoo! trade review setting is set to "Commissioner" to facilitate league rules
  - b. Actual veto power lies only with league voters (not involved in the transaction) (Ratified 7-15-09)
  - c. Trade approval time is 2 days (Historical Precedent)
  - d. The commissioner can process a pending trade/transaction early when both i and ii are true: (Ratified 7-15-09)
    - i. There is little to no chance that trade/transaction will be vetoed
    - ii. An involved party has requested it be processed
  - e. As per league vote, in order to vote "veto" league members must do so because they believe someone is cheating (collusion or something of the sort) and they must post/email their intention to vote "veto" along with an explanation of their decision. Said explanation must detail what wrong-doing you believe has occurred. (Ratified 7-15-09)
4. Transaction Holds
  - a. The commissioner may temporarily freeze disputed transactions/processes to allow time for the completion of a league vote (Ratified 7-15-09)
  - b. Transaction holds may last no longer than 48 hours past the scheduled execution of the transaction (Ratified 8-9-09)
5. Dead Teams
  - a. A team is considered dead after two consecutive weeks without starting a reasonably complete line-up (Ratified 7-25-13)
    - i. A reasonably complete line-up means the manager attempted to start a full roster of active players. (Commissioner's Opinion)
    - ii. Examples of Reasonable Exceptions: (Commissioner's Opinion)
      1. Players were removed from the active roster late in the week or on game day
      2. You have strategically left a Kicker with a Bye Week in your starting line-up because multiple players with a Bye Week would force you to cut a valuable player in favor of a back-up kicker
    - iii. If you are concerned you are about to trigger a Dead Team countdown, announce your strategic intention in an email or post to the entire league. (Commissioner's Opinion)
      1. Announcing your intentions does not exempt your actions from prohibitions on blatantly anti-competitive behavior/actions
  - b. Continuous Dead Team Status: After a team is declared dead the commissioner will fix the line-up for the second dead week and any additional "dead" week. Commissioner updates will be made only using players already on the roster. No additions or drops will be made. If the team manager returns he/she can resume setting their line-up, Commissioner updates will be made when warranted (Ratified by Vote 7-25-13)



6. Abandoned Teams

- a. A team is considered abandoned after four consecutive weeks without the manager signing into the site  
(Ratified 7-25-13)
  - i. Abandoned Teams will be locked, and the commissioner will manage the team for the remainder of the year under the same limitations as a Dead Team

## Section VI: No Homers Code of Conduct & Standard Practices

1. Generally Accepted Member Standards (**Hard to Enforce, I Know**)
  - a. Under no circumstances shall more than one person named Homer ever be admitted into this league at the same time (**Founding Principle**)
  - b. This league is meant to be fun and highly competitive
  - c. In the spirit of being fun, everyone should try to be fair and reasonable
  - d. In the spirit of being highly competitive, you are expected to:
    - i. Maintain and update a reasonably competitive team
    - ii. Not overtly act in a way that is anti-competitive or unfair
  - e. Posting and trash talk are highly encouraged
    - i. But don't forget Section VI, Part 1, Letter c
2. Commissioner Standards (**Historical Precedent and Commissioner Opinion**)
  - a. The commissioner shall always try to act based on the principles of fairness and reason
  - b. The commissioner will take steps to maintain fairness and competition as he/she/they feels is necessary
    - i. Example (but not limited to):
      1. The commissioner may choose not to invite a league member back following a year of abandonment
        - a. This does not require a league vote, but a league vote may be called to overturn the commissioner's decision
  - c. The commissioner will work within the limitations established by ratified rules
    - i. When errors are made, point them out and the commissioner will be compelled to correct the errors identified
  - d. The commissioner has the right to change any rules not ratified by vote
    - i. Notice by email or post is required
3. Commissioner Replacement
  - a. A new/replacement commissioner is appointed by the current commissioner (**Ratified 8-9-09**)
  - b. There is no term limit (**Historical Precedent**)
  - c. The commissioner will step down if 51% of league members (excluding the commissioner) request his/her/their removal by vote (**Commissioner Opinion**)
4. Method for Filing a Complaint or Grievance (**Historical Precedent & Commissioner Opinion**)
  - a. Contact the commissioner (or entire league) via email or post and detail your objection/protest/complaint
  - b. If you remain dissatisfied with the outcome, request a league vote via email or post to the entire league
  - c. Support of a second league member will trigger a binding vote
  - d. Failure to gain the support of a second league member will end the grievance process until such time as the matter has the simultaneous support of two members
  - e. Retroactive changes will not be made if initial support of two league members does not exist
5. Application Process (**Historical Precedent & Commissioner Opinion**)
  - a. League members may recommend people to the commissioner at any time
  - b. When an opening exists, the commissioner will propose a new member to the league by email
    - i. Deference will be given to those that have been waiting the longest for an opening
  - c. Assuming there is no objection that person will be officially invited by the commissioner
  - d. If there is a meaningful objection the proposed member will be put to a vote
  - e. The commissioner will set voting terms/deadlines and break all ties

## Section VII Voting Policies and Procedures

1. General Versus Specific Policies and Procedures (**Historical Precedent and Commissioner's Opinion**)
  - a. Additional detailed voting procedures may appear anywhere throughout this document
  - b. Voting policies and procedures that appear outside of Section VII are limited in scope and only apply to the specific Section or instance they describe
  - c. General policies do not overrule section specific policies
2. General Voting Policies and Procedures
  - a. A league vote is required for the commissioner to make settings/rule changes during the season that will affect the outcome of official final rankings
  - b. A league vote is required for the commissioner to make settings/rule changes at any time that alter previously vote ratified rules (**Historical Precedent and Commissioner's Opinion**)
  - c. A vote can be requested at any time (**Historical Precedent**)
    - i. The commissioner may call a vote at any time
    - ii. The commissioner must honor any vote request that has the support of 2 league members
  - d. Out of season votes [any time before the draft and after Week 18/18]
    - i. Require 51% approval of voters that submit properly completed ballots prior to a stated deadline (**Historical Precedent**)
    - ii. The commissioner will determine deadlines and what constitutes a properly completed ballot
  - e. Mid-season votes [after the draft before Week 17/18]
    - i. Are allowed (**Ratified 8-9-09**)
    - ii. Require 51% approval of all league members (**Ratified 7-15-09**)
    - iii. No identical issue will be voted upon more than once during a given season (**Commissioner Opinion**)

## Section VIII Ledger of

1. NH3
  - a. Held a vote at during Week 16 creating an early version of the Week 17 rule.
    - i. Exact counts do not exist, but the rule change was approved.
    - ii. The change allowed Ryan to overtake Mollie in the final standings
2. NH4
  - a. Held a number of votes were held regarding scoring and rosters, following a discussion/vote on how the voting process would work.
  - b. Added a Can't Cut List
  - c. Dropped from 13 to 12 starting slots
  - d. Dropped from 7 to 6 Bench slots
  - e. Exact issues and results were lost because the vote was largely held within the NH site message board.
3. NH10 (July)
  - a. Reaffirmed Week 16/17 Rules
  - b. Agreed to keep NH a free league
  - c. Restored trades following NH9 suspension of trades
  - d. Trade veto votes exclude those involved in the trade
  - e. In order to vote veto league members must do so because they believe someone is cheating (collusion or something of the sort) and they must post/email their intention to vote veto along with an explanation of their decision. Said explanation must detail what wrong-doing you believe has occurred.
  - f. The commissioner can process a pending trade/transaction when:
    - i. There is little to no chance that trade/transaction will be vetoed
    - ii. An involved party has requested it be processed
  - g. Reaffirmed existing Tiebreakers
    - i. 1. Total Wins, 2. Head-to-Head Record, 3. Total Points, 4. Points during Head-to-Head Weeks, 5. Number of Wins against Opponents with Winning Records 6. Remaining Yahoo! Tie-Breakers
  - h. Reaffirmed existing draft style (serpentine)
  - i. Mid-Season rule changes:
    - i. Rules/league settings may be changed mid-season as prescribed defined by other sections/issues.
    - ii. The commissioner may temporarily freeze disputed transactions/processes to allow time for the completion of a league vote
4. NH10 (August Run-Off)
  - a. Dead-team rules: A team is considered dead after two consecutive weeks without logging into the site
  - b. Transaction holds may last no longer than 48 hours past the scheduled execution of the transaction
  - c. Mid-season changes require a vote of 51% of league members
  - d. New Commissioner is appointed by outgoing Commissioner
5. NH14 (XX)
  - a. Dead Team Rules:
    - i. Redefined to consider a team dead after two consecutive weeks without starting a reasonably complete line-up.
    - ii. Continuous Dead Team rules were added: Once you are considered a dead team, you can return to setting your own line-up, however any time you fail to start a reasonably complete line-up your line-up will be corrected using Commissioner Control.
    - iii. Abandoned Team Status was added for teams that go 4 straight weeks without signing-into the site. Abandoned Team managers will be locked-out of the site and their roster will be managed using Commissioner Control for the rest of the season.

- iv. All Dead Team and Abandoned Team changes will be made using only players currently on the roster. No adds or drops will be permitted.
- 6. NH16
  - a. Votes held on reducing roster size, adding 100-point milestone bonuses, and adding per carry point scoring. None passed
- 7. NH16 (1-2-16)
  - a. Emergency vote held following Week 16 to clarify Week 16/17 rules due to protest of Commissioner's interpretation of Week 17 eligibility and final ranking methods.
  - b. The standard for competing in Week 17 is now that Technically has a chance of winning.
  - c. Week 17 qualifying teams will now be ranked separately from non-qualifying teams.
- 8. NH19
  - a. A vote was held to consider awarding .25 or .5 points per rushing attempt
    - i. 4-2 voted in favor of changing nothing
    - ii. If we were to award points 5-0-1 voted that it would have been .25 points per rush
- 9. NH20
  - a. Two votes were held:
    - i. Should Rushing Yards be Equal to Receiving Yards (1 per 15)
      - 1. Passed: 4 to 2
    - ii. Should We Award Points per Rushing Attempt (0.25 per attempt)
    - iii. Failed: 1 to 5
- 10. NH21
  - a. Forced to drop to 8 players before the season started
  - b. Held an emergency vote in Week 4 to add two temporary bench spots to assist with COVID related issues
    - i. Passed 5-3
- 11. NH22
  - a. Removed emergency bench spots