Season Long Fantasy FIRST Rules

General

**What is Fantasy FIRST, and specifically Season Long Fantasy FIRST?**

Fantasy FIRST (FF) is a fantasy league patterned after fantasy football. The concept is that at various FIRST Robotics Competition (FRC) events, players who wish can pick an alliance and score points. Season Long FF (SLFF) takes this a step further by having every player pick an alliance at every event in the FRC season, from the first regional through the Championship event. This rule set is geared towards SLFF play, but may easily be modified for a single-event league.

**Joining:** To join, a participant simply signs up as wanting to play. It is highly recommended that after signing up, players check the thread on a regular basis; schedule of drafts and number of players may change frequently.

**Team play:** Players have the option to group together in teams of up to 5 players each. Each team competes as a single player. Choosing a unique name is highly encouraged. All team dynamics are left up to the team. After drafts begin, players on teams may be substituted, added, or removed within reason, with commissioner approval, provided that no team is larger than 5 players. (Note: From this point forward, “player” refers to a team of between 1 and 5 players; if for some reason an individual on a team needs to be singled out “participant” will be used instead.)

**Organization:** The Commissioner is the head of the league and has final say on all decisions. The Commissioner may appoint a Key Committee of up to 5 members including himself, no more than two of whom may be on the same playing team, to advise and make decisions. The Key Committee makes decisions in the Commissioner’s absence or recusal by majority vote, excluding members who have a stake in the decision, and the Commissioner abides by their rulings. The Key Committee may also be asked for input (or freely give it) on tough decisions. Appointments to the Key Committee will be made prior to drafts starting.

Typical Key Committee makeup: Commissioner, 4 draft runners with the most events, scorer, and/or past Key Committee members to total 5 members.

**Glossary:** Some terms are used that may require definition.

Commissioner: The head honcho of the league. Has final say on any dispute or other decision regarding the league.

Key Committee: Several members of the league that are involved in helping the commissioner make decisions on the current year’s rule changes, approving trades and COI’s, and general league management. Key committee members are chosen based on involvement in running the league/drafts

Draft Runner: Person who runs a draft. Has final say on anything within a draft, subject to commissioner review.

Official: Someone, not the Commissioner, who oversees or works on some aspect of FF. Scoring, Waivers, and Draft Running are all handled by officials. Officials may take any action needed to enforce the rules governing their areas.

Player: A group of one to five persons who play Fantasy FIRST together as one unit.

Draft: The team-selection process for any given event.

Waiver: Method used to parcel out teams that were not in the initial draft but became available later, OR teams from dropping players.

Drafts

**Timing and Sources: Official**

Official draft slot times are to be timed to CD time. Prior to drafting season, the Commissioner will check the difference between CD time and Internet time and pester the CD Webmaster to make adjustments as necessary.

In the event of a discrepancy between unofficial lists (TBA, player pick lists) and the official FRC lists found on [www.firstinspires.org](http://www.firstinspires.org), the official lists will take precedence on which teams are attending.

**Drafting**: Each player gets three selections in each draft, unless otherwise noted. The draft order is 1-x, x-1, 1-x. All drafts begin at 7:00 Eastern time, unless otherwise announced. Different times are allotted for each pick; typically, each player will have 3 minutes to make a pick in the first round, 2 minutes in the second round, and 2 minutes in the third round. In some cases, extra rounds may be called for, in which case the protocol will be posted at the time of the initial posting of the draft. For this league, drafting order is randomized, then “rotated” one slot per draft until every player has been at the top and bottom of the order, then re-randomized and the cycle starts again.

**Tiers**: To ensure that all players get three-team alliances at every event, it may be necessary to break up the league into tiers for one or more events. Tiers will be of roughly equal size. If possible, all tiered events will be in the same rotation.

**Pick lists**: Should a player not be able to attend a draft, or simply desire to have backup in case they cannot make one of their picks live, they may send in a list of their picks to the draft runner. Lists may be submitted by any method not otherwise banned. If the draft runner changes, the previous draft runner is responsible for forwarding any lists received as soon as possible.

**Random teams**: In the event of a player not making a pick during their allotted draft slot, a team will be assigned from the random teams list. This list will be posted before or shortly after the draft begins in the draft thread.  If a player is randomed due to missing their slot, they will be continued to be randomed until they indicate that they are at the draft. Should a player desire a fully random alliance, it is requested that they notify the draft runner of this, so as not to be counted absent for that event. Players may also request random teams to fill holes in completed drafts.

**Trades**: Trades are allowed within a drafting tier, either between two (or more) players or between a player and the pool of available teams. Draft slots may be traded, provided that no teams have been drafted for either slot. All parties to a trade must agree on the trade. No trade may result in a player or team having fewer or more than three teams in any event; however, multi-event trades are allowed.

**Slot Trade Special Rules:** Slot trades must be publicly posted on the official Google Spreadsheet no later than 24 hours before the first affected draft. The Key Committee will review and approve the trades no later than 1 hour prior to draft start time. Other players may comment. No approver may approve his/her own player’s trades.

Any trade that does not follow these restrictions is unlikely to be approved:

* Players that fall under one umbrella organization may not trade with each other under any circumstances. (TBC/TLC)
* There is a limit of 1 trade per trading partner per player per rotation.
* No slot may be traded more than once.
* No more than 3 trades between the same partners are allowed within the same season.

**List lock**: At midnight of the Wednesday before a week’s events, all events for that week will be locked for trading. After that time, changes may only be made by league officials to replace missing teams.

**Conflict of Interest Drafting:** Any player may determine that they have a conflict of interest by both playing Fantasy FIRST and volunteering at a given event with knowledge of which teams that player has. (The conflict of interest may cover the player or participants within the player, at the player’s discretion.) This may create uncomfortable situations, both for the player and for teams at the event. If no mitigation offers, two options are available.

           Randomize All Picks. This is the preferred option, and in most cases should be sufficient.

           Conflict of Interest Draft (COI). If simply randomizing all picks won’t work, the player may request a COI draft by contacting the Key Committee offline. The message must include the event, the volunteer position(s), and possible countermeasures to conflicts of interest. At least 3 Key Committee members must approve.

                       *Approval Guidelines*: The volunteer position needs to have the capability to directly influence FF points or event outcomes—this includes but is not limited to referees and judges. Additionally, the possible countermeasures—including non-FF-playing superiors/volunteers—will need to be reasonably considered to be inadequate if questions are asked.

                       *COI Denied:* If the COI request is denied, the player will be assigned random teams unless they make a pick.

                       *COI Draft Implementation:* If a COI request is approved, the following rules apply:

* Draft runner will place “COI” in all of that player’s slots.
* COI slots will be as close to the middle of the draft as reasonably possible.
* No COI slots may be filled by any means or persons, including picking, trading, or waiver claims, until after the event has run.
* COI slots will be the last open slots filled by random teams during scoring.

**Districts and District Championships:** District events will not be drafted individually. Rather, each district area will be drafted as a single draft, with all teams in the district included. No team may be picked twice. Some of the larger drafts may extend over multiple days; in such cases the draft order will be reversed between days, and the available teams list from Day N will be used as the team list for Day N+1 (where 1 <= N <= # of days the draft runs).

The District Championship will be a single 3-round draft, with players being ordered based on FF score from the previous draft for that district area. Teams that are not registered, but ARE competing for a given award without their robot being present may be selected at a player’s own risk.

**Championship changes**: Aside from the scoring changes described below, there are few changes. Draft order is determined by ranking from the regular season; each division is drafted separately. All players are in one tier unless enough players finish the season to force two tiers.

Post Draft

**Attendance**: Failure to make any pick for three days in a row will result in a warning, delivered both as a public notice and via private message. Should the player make no pick during the next day’s drafts, at the end of the last draft, the player will be removed from the league, and all of his or her teams will be up for grabs via the appropriate waiver process. It is advised that would-be players who don’t have time either not sign up in the first place, or drop as soon as possible. Three warnings in the same draft year will cause an automatic removal from the league for the rest of that year, on the spot.

**Missing teams**: It is up to the players to check that their teams are attending the event that they are selected for. Should a team not show up, the player will need to pick a replacement. If the replacement is not made, a random team will be substituted after the lists lock. Any available team in the appropriate tier may be selected as the replacement. If the team is on waiver, reference the waiver section for the process. Commissioners or other officials may assist the process by noting who is missing which team, but this cannot be guaranteed.

**Redrafts**: At the sole discretion of the commissioner, Key Committee, and/or draft runner, a redraft may be held for a properly submitted list not being used or for a registered and active player being left out of a draft. In either case, the redraft will start from the first affected pick and run to the end of the draft, utilizing all available lists and live draft choices wherever possible. Should a redraft be judged necessary, it will happen as soon as practical after the reason is brought to the attention of the draft runner, including during the draft in question. Redrafts will ***not*** be held for ***any*** other reason—the waiver/free agent process is to be used instead. Note that failure of the commissioner to forward a list may be counted as one of the reasons for a redraft.

**Waiver Rules**

Any team added to an event after that event’s draft, or dropped by a player who has left the league for any reason, is subject to waiver. Additionally, all changes to rosters after Week 1 events are done by waiver, unless the change is post-event when an official replaces a missing team with a random team.

**Waiver Priority:** A list of waiver priority will be maintained. The initial list will be random. A waiver claim being awarded drops the player who receives it to the bottom of the list.

**Waiver Scheduling:** Every two weeks or so, a “Waiver Draft” will take place. During drafting season it will slot into one of the normal draft slots. One will be held immediately after build season; during build there may be one or none. During competition season, waiver drafts will be held every Tuesday night.

**Waiver Drafting:** A draft will be set up using the current priority order (as determined by the previous draft/random sort). The next player in line will have 3 minutes from the time their slot opens to either make a pick, indicate that they are done (by saying “No Claim”), or be assumed to have no claims. If a pick is made, the player will be placed at the back of the line with a new draft time.

**Waiver Picks**: A valid claim pick includes the team being picked up, the team being dropped, and the event. All three elements must be present. Lists will be accepted provided that all three elements are present for each claim pick.

**Missing Teams:** No extra priority will be given to players who are missing a team. In such cases, the waiver claim should be flagged with “missing” on the team being removed, in order to facilitate rapid removal.

**Suggestions to improve the league**: May or may not be implemented. The Commissioner has final say, with the Key Committee providing input. Major format changes are likely not to be implemented without lengthy discussion; anybody wanting to run their own league under their own rules certainly can. Minor tweaks may be implemented very quickly, assuming rough consensus and commissioner approval.

Scoring

**Normal Scoring**: Barring any changes due to FRC game or tournament rules, standard FF scoring is as follows:

Seeding is scored by the district ranking formula:



Picking Points: 17 - (Alliance # or accepted pick #, as appropriate for the team in question)

Elims: If your robot is on the field and wins a match (won match), 5 points

Chairmans – 60
EI - 45
RAS - 25
RI - 15
Robot Award - 20
WFFA - 10
Any other award - 5

**Championships Scoring Changes:**

Rankings and division elims are the same as all other events.

Awards change to:

CCA - 110

CCFA - 90

WFA - 30 (1 winner for BOTH Champs)

EI - 60

Dean’s List - 15

RAS - 35

RI - 20

Robot Award - 30

All other awards - 10

Teams making Einstein get an additional 5 points per won match and 5 points for making finals

Any deviations from above will be publicly announced via official channels.

**SLFF Awards:** There are several awards given to SLFF players.

Elgin Clock Award: Named after the winner of the first Championship FF event; awarded to the player at the top of the standings at the end of regionals and the District Championships.

Fantasy FIRST Champion: Awarded to the player who scores the most points at the Championship event.

FF MVP Awards: Two awards, one for Regionals and one for Districts. Awarded to the player with the most “Event Points” for the event category. “Event Points” are given as: 3 for highest score in the draft, 2 for the second-highest, 1 for the 3rd-highest. Ties result in both players receiving the “Event Points”

FF Rookie of the Year: Awarded to the rookie player\* who ranks the highest in the Championship event standings. (\*No veteran members)

FF Wildcard: Awarded to the player who ranks the highest in the Season Long without “winning” an event. In the event that there are fewer than two eligible players, awarded to the player with the highest points/wins ratio. \*Includes: A 1-slot boost in the first division draft of EACH Championship.