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. We may request an attendance check.

**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 will appoint a Deputy Commissioner to fill in in case of Commissioner non-availability or involvement.

**Communication:** The League uses a variety of methods of communication.

--The official drafting schedule will be found in a posted Google Calendar.

--A posted Google Sheet will contain a copy of the drafting schedule, the current list of players’ alliances, any trade notifications pending/approved, and an attendance record.

--Chief Delphi posts are used for official communications, drafting, and any smacktalk players want to engage in.

--Participants may join the [SLFF Community Discord server](https://discord.gg/th96XCS). No official communication takes place other than as a reiteration of something that has previously been announced; however, all other items (talking smack, dishing out slaps, trolling, and making fun of oneself, to name a few) are fair game.

--The Commissioner and Deputy Commissioner use any available method to discuss particularly tough decisions.

**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.

Deputy Commissioner: Runs the league if the Commissioner isn’t available or is disqualified.

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: A series of drafts used to distribute teams that become available after events have drafted, and to allow pool trades during competition season.

Drafts

**Timing and Sources: Official**

Official draft slot times are to be timed to Internet time and posted no later than 3 PM Eastern on the day of the draft. Late postings result in the draft being delayed 24 hours. If there is a dispute involving time, CD timestamps will be used as reference with respect to what happened first/second/third/nth. For the purposes of consistency, league time is referenced from Eastern time. Posted times may be in another zone, provided that the Eastern time is also given. (Example, 7 PM PST/10 PM EST)

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) or <https://frc-events.firstinspires.org/>, the official lists will take precedence on which teams are attending. During an event draft, if a player can show from the official list that their pick is attending, they will get the team regardless of whether or not the draft team list shows them.

**Drafting**: Each player gets three selections in each draft, unless otherwise noted. (See “Districts and District Championships”.) The draft order is 1-x, x-1, 1-x. All drafts begin at 8:00 PM 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. If the number of players is not evenly divisible by the number of tiers, the last few players will be assigned to tiers in reverse order.

**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. Due to the number of drafts and lists, we cannot be expected accommodate “variable picks” (example, “I want a rookie for my third pick but if no rookies are available I want team XYZ”). Lists may be changed after draft start but MUST be PM’d, emailed, or otherwise sent to the draft runner directly, and previous picks will not be affected. See sample to the right.

**Sample Pick List:**

Falcon [player’s name]

Magnolia Regional [event name]

254

1114

2056

Rookie

Random

In this case, “Rookie” will cue the drafting assistant to insert a random team from the rookie teams attending the event; “Random” will tell it to insert the next available team from the random teams list. Note that “Rookie” or “Random” will result in all picks after that tag comes up being rookie teams or random teams until the supply of rookie or random teams runs out.

**List-Only Drafting:** Occasionally, a draft may be declared as “List-Only”. List-Only drafts will be posted a minimum of two days before the draft. For these drafts, picks may be made live, and lists may be submitted, prior to draft start time. After draft start time, the only picks that count are from submitted lists.

**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 first 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.

**Trades**: Players may trade draft slots or drafted teams in a variety of ways. There are a few rules that apply to all trades:

* All trades must be “within the tier”—that is, if a player in Tier 1 of an event trades with a player in Tier 2 of the same event, the trade is illegal. The sole exception is if the players trade tiers—all slots and picked teams—in that event. Due to the extra work this causes, players trading tiers will need to have that trade approved by the Commissioner.
* No real-world items for teams or slots, please.
* No player can end up with more or fewer teams than any other player.
* If two or more players are in an association/group, they may not trade with each other.
* The Commissioner retains the right to review trades for rules compliance and fairness.

Draft Slot Trade:

* Trades of draft slots must be posted at least 24 hours before the first affected draft. If negotiations are ongoing for later drafts, the trade may be posted as incomplete but must be completed within 24 hours.
* Every effort will be made to make sure that as many rotation orders as possible are up as soon as possible. However, due to player attendance dynamics, there may need to be changes at very short notice. If that happens, trades will remain in effect as much as possible, and the Commissioner may extend the deadline for affected events to allow changes to be made.
* Slot trading is not allowed for DCMP and CMP drafts.

Team Trade: Players are allowed to trade drafted teams with each other. Team trades may happen until the start of the waiver draft before the first affected event in the trade. Team trades may be mixed with slot trades. DCMP and CMP teams are specifically allowed to be traded by this method until the list lock for those events, with or without other events’ teams.

Pool Trade: Also known as the Free Agent Trade, swapping teams from the available teams list for the event may happen until the Wednesday before Week 1 events. After that point, Pool Trades become Waiver Claims, except as specifically allowed for DCMP and CMP events. See the Waiver section for details.

**List lock**: After midnight Eastern Time on the Wednesday prior to the first official event of the season, all team selections are locked, except through the Waiver system or Team Trades, or via the scorer(s) placing a random team in a COI draft slot (see below). The other exception is DCMP and CMP drafts, which will lock at a pre-announced time (usually midnight Eastern on load-in day of those events).

**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 itself, 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 Commissioner and/or Deputy Commissioner offline with their reason for requesting a COI draft.

                       *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 filled by random teams during scoring, instead of the MIA process.

**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).

District area drafts will use a “slot” system. Each team fills two “slots”, one for each of their first two plays. *Only* the first two in-district plays will count for points. Teams may be traded into and out of these slots via all normal methods, except that: Only unplayed slots may be traded, and if a team is traded, *all* of their unplayed slots go with them. A sample 6-team scoring chart is below:

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Falcon | 254 | Score1 | 1717 |  | 330 | Score1 | 2767 |  | 125 | Score1 | 900 |  |
| 254 | Score2 | 1717 |  | 330 |  | 2767 |  | 125 |  | 900 |  |

In the table above, 254 cannot be traded. 330 and 125 can be traded, but only their second plays will go with them. 1717, 2767, and 900 can be traded but that means a total removal of the teams in question. If any of the last three are traded for a team that has already played once, only the future play of that team will be included, and the later slot will be an MIA slot to be filled by trading or by appropriate MIA points.

The District Championship (DCMP) will be a single 3-round draft per division of the event, 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. Every effort will be made to draft DCMPs as early as possible, and with as much schedule notice as possible.

DCMPs have a couple of variances from normal trading procedure with respect to allowed time for trades before list lock. See “List Lock” section.

**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. Championship divisions have similar variances from normal trading procedures as DCMPs.

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 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**: Teams that are not attending an event when it happens will be counted as “MIA”, and assigned the lowest score from a drafted team (including random picks).

**Redrafts**: Redrafts may be held in the event of a league official messing up. In such a 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 be announced as soon as the action has been determined on. No redrafts will be held for a player simply messing up their pick.

**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 under Pre-Season Waiver rules. Additionally, all pool trades after Week 1 events are done by waiver under Mid-Season Waiver rules.

**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. The priority list does not change between Pre-Season and Mid-Season waivers.

**Waiver Scheduling:** During drafting season, a Pre-Season waiver will be held every 2-3 weeks. One final Pre-Season waiver will be held between Bag Day and Week 1 events. After Week 1 events, a Mid-Season waiver will be held every week.

**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—“OUT” will be applied to their pick slot if the player is done or assumed done. If a pick is made, the player will be placed at the back of the line with a new draft time. This applies to both Pre-Season and Mid-Season waivers.

**Waiver Opt-In:** Between the time a waiver is posted and the time it is officially scheduled to begin, any players wanting to participate are asked to Opt-In by either sending a list to the draft runner or by posting in the thread. First in line may make a claim. Failure to Opt-In will result in the player’s priority spot being bypassed during the first round. At the end of the first round, there will be an additional (rolling) 3-minute time slot for any players who did not Opt-In to get a claim in and be counted present. After the 3-minute slot is over, no more players may be added.

**Waiver Bypass:** A player who has opted into a waiver draft may choose to be bypassed by posting “PASS”. Their slot will still cycle to the end when it comes around, but it will only be assigned a time if the player makes a claim or indicates that they’re coming back. At the end of the draft, when all players are showing “OUT” or “PASS”, there will be an additional (rolling) 3-minute slot for any player showing “PASS” to jump in and make a claim before the draft officially ends.

**Waiver Picks**: A valid claim pick includes the team being picked up, the team being dropped, and the event (with tier identification if necessary). 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.

**Team Lists:** In Pre-Season waivers, an “Available Teams” list will be posted. Teams not on the list may not be picked, unless their presence has been posted and confirmed on official lists prior to the scheduled draft start time. For Mid-Season waivers, there is no team list; any team that is not already picked but is attending the event is fair game. In both cases, teams dropped during the waiver draft are fair game for pickup unless they are MIA.

**Suggestions to improve the league**: May or may not be implemented. The Commissioner has final say. Major decisions may require consultation with as many league members as want to give input (or are asked for input, at Commissioner’s discretion). Foundational changes to the way the league is run will likely be not considered; however, nothing prohibits any other FF leagues from taking place. Changes may be delayed to the next season if they are judged to be too difficult to implement immediately, or worthy of a lot more time.

**Decision Criteria**: If the Commissioner needs to make a tough decision, the decision process loosely follows this list:

--Is there precedent that can be applied? If so, follow that.

--Is there fault resting with league officials? If so, correct that—see “redrafts” above or other similar determination. If not, send the player a message outlining the rules/processes, and why the issue isn’t being corrected.

--Is it a rules change, or a rules edge case? The Commissioner and Deputy Commissioner, and if necessary a small ad-hoc working group (read “necessary” as: One or both are directly involved in the tough spot as players), will discuss and issue a ruling within two days.

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—Delphi, Xerox, Rockwell, GM, Motorola, Ford
WFFA - 10
Any other official award except VoTY- 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

Any other official award except VoTY - 10

Teams making Einstein get an additional 5 points per won match and 5 points for making the Einstein finals (MMP/Ford Field)—the latter is regardless of whether or not they play.

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)