Rosters, Trades, Waiver Wire

Rosters and Roster Management

Rosters consist of 10 active players and 5 bench players, with various designated injury/not-active slots. Roster positions are noted in the chart below.
Roster sizes can be increased post-draft, however this is only actionable upon unanimous league approval, as roster sizes cannot be easily downsized.
Waiver wire is running a *Continual Rolling List.* All un-rostered players are available for pickup via waivers from each players game time until Wednesday Morning each week. Waiver claims are processed on fixed days of the week as defined by the commissioner. When a player is dropped, he must remain on waivers for a set number of days (this league imposes a 48-hour waiver waiting period for dropped players) before he can be claimed; that number of days is indicated by the Waiver Time setting.
Claims are processed Weekly on Wednesday at/around 4AM EST. The person who has the highest claim order will win the waiver entry. After this point, all players go into Open Free Agency and can be picked up/dropped at any time until the start of their game.

Roster Chart

Forwards/Defensemen	
Quarterback (QB)	1
Wide Receiver (WR)	2
Running Back (RB)	2
Tight End (TE)	1
Wide Receiver / Running Back / Tight End (FLEX)	2

Kicker	1
Defense	
Defense/Special Teams (DEF)	1
Inactive	
Bench	5
IR	2

Trades and Trading Rules

All trades undergo commissioner review. There is no manager-veto system in place due to complications with both timeliness to push trades through, as well as arbitrary opinion of league managers going up against each other. We believe that trades are between two parties, with only the commissioners' quorum weighing in only when a trade is believed to go against the spirit of the league and the innate competition.

Any trade that is deemed to be **out of the spirit of competition will undergo a commissioner veto with a provided explanation to both parties**, as well as the ability to re-make and re-submit the trade. Please note that the goal here is to NOT limit trading via arbitrary decisions (e.g., remove manager autonomy), but to disincentivize tanking and ensure a competitive league year over year.

There is *NO TRADING OF DRAFT PICKS* in this league.

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