

Keepers

Keepers are an essential part of PYFHL. Dynasty leagues don't allow for flexibility and are limited if a player has a bad draft. We also don't want each team to be the same every year, thus PYFHL follows a limited keeper configuration.

Keeper Rules

All primary keeper rules are noted below. All keepers are reviewed and confirmed by the commissioner quorum to verify that they are within both the written rules as well as the league's spirit of competition. Since the rules do have nuance, they are displayed in a FAQ/Q&A format. If you have questions, please ask one of the commissioners. We have spent lots of time verifying that these rules are clear, fair, and applicable to all managers.

“What players are keeper-eligible?

- Rule 1: Players drafted in rounds 1-4 cannot be kept.
- Rule 2: Players drafted in rounds 5-X can be kept.
- Rule 3: A Manager may select up to a maximum of 2 keepers per team, per year (Rule updated 5/1/2023)

“What is the cost of keeper player?

- Rule 4: Each player will cost a draft pick 2 higher rounds than where the player was taken in the most recent draft, with each consecutive year kept costing an additional 2 rounds worth pick
- Rule 5: Free agents can be kept with a 12th round pick (Rule Updated 9/1/2022)
 - Keeping multiple free agents is permitted, picks will simply trend up -- 11th, 10th, 9th.

- Rule 6: If the required pick is not available by the player for forfeiture of a specific round, the following options are available:
 - Acquire a pick from another manager for to satisfy the keeper compensatory cost.
 - Forfeit the next available pick:
 - e.g., if a player was drafted in the 12th Round, his keeper cost would be an 10th round pick. Assuming this manager does not have an 10th round pick, they may choose to forfeit a 9th round pick instead (their next available pick)
- Rule 7: A player holds their draft position status for the entire season. The value does not change based on whether or not the player was dropped (Rule Updated 1/7/2021). Players that went undrafted will be noted as free agents from the perspective of keeper compensation rules.

“How long can I keep a player?

- Rule 8: A player can be kept by the same manager twice, for a total of two additional seasons (cannot be owned by same manager for more than 3 complete seasons)
 - Rule 8.1 If a player is traded to another team, his keeper COUNT resets that year.
 - e.g. new manager can keep player for up to 2 full seasons

“What other keeper rules are there?

- Rule 9: Keeper rules cannot be circumvented via trade. This includes trading a player to someone pre-draft and then trading back post-draft.
 - While the trade will be permitted, the player is not keeper-eligible by the receiving team
 - This trade must also be fair, and in the spirit of league competition (e.g., if the receiving team spends an amount not seen as fair by the commissioner quorum, it will be veto'd with explanation.

- Example below
 - Example: Team A keeps Player A for entirety of 2 seasons, then trades Player A to Team B. Team A is allowed to trade for Player A during this coming season, however keeping this player is prohibited.
- Rule 9.1: Players can be traded based on the value of their keeper status (e.g. their "free agent rights") when they are no longer keeper-eligible by
- Rule 10: LTIR keeper rules:
 - Players either placed onto LTIR for a season-ending injury, (e.g., torn ACL, long term concussion issues, etc.), or players drafted with the intent of not being played for the entirety of the season can be kept for the cost of 2 draft picks lower than original draft position.
 - If this player dresses for a regular season game during this season (NHL playoffs excluded), his keeper value reverts to his original draft cost (Free Agent Cost per Rule 5)
 - Players placed onto LTIR within the last 4 weeks of the season do not qualify for this discounted keeper cost (Player may still be kept using standard rules)
 - If the player was drafted in rounds 1 or 2, the player falls under the "not keepable due to being drafted in the first 4 rounds" and is not allowed. The player can be dropped without any additional implications
- Rule 11: Players can be traded based on the value of their keeper status (e.g. their "free agent rights")

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