

Welcome to the [Dominators Football League](#)

“D.F.L.”
(est 2019)

[PREAMBLE \(click here\)](#)

Thank you my friend for joining me on this journey for fun, challenge and camaraderie. For those of you that prefer short and sweet. You will have it! This is the reader's digest version of the constitution. 65% shorter and sections are reorganized as well. This version is not intended to change any rule or cause ambiguity. When in doubt you can look at the original complete constitution or the embedded links. The tools you need to build your teams will always be provided to you by the DFL when needed to complete the mission to build champions. DKS team files should contain the same team data that the online DFL links including salary, roster and contract information.

Short version of the [Official Constitution](#)

[\(latest material changes and additions will be highlighted\)](#)

The DFL is a 28 team [APCFB](#) NFL simulation league. League is divided into two conferences and six divisions.

League Structure

- We build our teams in preseason and start play with NFL.
- We have a salary cap and floor and player contracts.
- We use discord and web links for all league communications.
- We draft rookie players and bid on RFA players with [Strat Draft](#).
- We bid on Free agents players.
- We use exclusive libre calc bidding sheet DFL will provide in [Discord #files](#)
- We use exclusive [trade jarvis](#) to facilitate and validate trades.

[Voluntary Donation for Tournament play.](#)

- Participation in the DFL is free however, A \$15.00 annual voluntary donation will be collected from members. The three teams that will get an annual award from proceeds after expenses are: The League Champion 50% The Runner up 30% [Annual Bonus Bucks](#) champion 20% See [Donation Google Sheet](#) for more info.

[Salary Cap and the Salary Floor](#)

Like in the NFL, competitive teams at all times are a primary goal of the DFL.

- Salary cap increases by at least 2.5% each year. Salary cap will also be adjusted upward to reflect the value of additional bonus bucks awarded during the previous season.
- Once a team reaches the salary floor they must remain above it. If a team is at or below the salary floor only transactions/trades which increase salary will be considered valid.
- Team 53 person roster may never project over the salary cap no free agent bids are legal if they project a team over the salary cap.
- The minimum DFL team salary will be calculated at 75% the value of the salary cap maximum.
- **Salary floor violation penalty:** The failure to meet the cap minimum/floor by the end of the bidding free agency period shall require an automatic cap penalty as set forth in full constitution.

Rosters 53 active + 3 optional Taxi.

- **Rosters:**

- are complete when composed of 53 active players and up to three optional taxi players.
- DKS game files should match online teams DB rosters, salaries and contract information.
- You also cannot exceed 56 total players or go above the cap at any time. If you reach 53 players you must declare who you put on the taxi squad before bidding or adding additional players.
- You can never bid on more players than available active slots. Review Cap/floor and team Roster requirements, at the top right of your [Google drive team page](#) and your team's bidding sheet.
- Once a team has 53 players on roster, the team must maintain that number.
- If after the declaration date a team is over the salary cap penalties and cuts will be applied until there is roster compliance. See full Constitution for more detail.

“Cutpenalt**” or “Cappen” is not a DFL player. It should always be marked inactive in the DKS team file. This placeholder tracks the cap penalties which are added to your current team salary. The \$ amount assigned to this *does reduce your available cap space but does not increase it.*

Trades or cuts that cause cap/floor violations are not permitted. The Salary value of players and the value of draft pick will be used to determine cap effect. See [draft \\$ value chart. Pick 14](#). See Full Constitution and trade Jarvis for more detail.

Trade analysis procedure: Use the [Trade Jarvis](#) it is will available as an essential tool to calculate and validate potential trades. For further detail see full Constitution.

Player Acquisition:

NFL DKS simulated players can be to the added to a DFL team roster by rookie draft, via trade, free agency and waiver. They can be part of the active or inactive Taxi Squad”roster. Un“carded” players can be placed only on the Taxi Squad” See Pgs 16-22 for (FA) and Sub Sec. F Pg 13 Waiver players:. See full Constitution for more details.

- **NFL Rookie players** may be added to the drafting DFL team the year after they are drafted. They are signed for 4 years. 1st round picks eligible for 5th year option. See full Constitution for more details.
 - Minimum salary cost for 5th year option player is the average DFL salary of players 3-25 at the position in the prior season. See full Constitution for more details.
 - Rookies that are drafted in Rounds 1-3 have guaranteed contracts. See Official Constitution for more details.

“Taxi Squad” (Optional).

- All [DFL teams](#) must have 53 active players on their roster at the conclusion of (FA). In addition, you can optionally designate a total of 3 additional “Taxi Squad” players. Post in [#Rosters-transactions](#) in Discord. There are two types (TSIR or TSR). Players placed on “Taxi Squad” during the league season are not considered active roster.

Taxi Squad IR (TSIR) players count 50% toward the cap.

- TSIR players once designated can only be traded not cut and if traded they are traded at full salary value. They cannot be picked up UFA's. :

Taxi Squad Return (TSR): A player is eligible for taxi squad designation if he has played in less than 8 NFL games.

Waiver players: *These players are considered unsigned free agents picked up during the regular DFL season to replace a player at the same position that goes to season ending IR. Waiver players are available up to the start of week 15. Bonus Bucks cannot be used to sign waiver players. See full Constitution for more details.*

Uncarded players are not eligible to be signed in free agency not even as a restricted FA or franchise player. Free agent players that have Zero NFL games played DFL/DKS stats are not considered valid UFA's. Do not bid on them. See Full Constitution for details. You may keep uncarded payers on your roster "Taxi Squad" until their contract expires.

Contracts and Salaries:

1. All Free agent players receive 2-5 year contracts. No signing bonuses.
2. Each year the minimum cost for a DFL new contract increases by at least 2.5% see Full Constitution for details..Subject to the team's available salary cap, the free market decides the maximum salary of a new player contract.
3. Renegotiation of Contracts for Non-Free Agents:
4. Teams may renegotiate/extend the contract of two non-free agent players per year.
5. Players on their "5th year option season" are considered Non-Free agents.
6. No team can renegotiate the same player more than twice,
7. The player must have one or two years remaining on their contract at the time of the renegotiation.
8. The contract may not exceed 5 years and the new salary must be the greater of 80% of the franchise player salary for that position or a 25% raise over their current salary. On Error: Reference source not found Declaration Day use built in DEC sheet calculator or after use [EIT calculator](#) for assistance in calculations.
9. No contract may be re-negotiated for a decrease in salary or years.
10. The contract may be renegotiated up until the DFL release of the week 1 files.

I Termination of Contracts Free, 30% penalty 50% penalty 100%

Any player who has played in less than 8 games in the preceding regular NFL season, regardless of durability rating, may be released on or prior to the declaration date

An updated online "[Dec](#)" sheet will be provided to each team to list contracts to be terminated and players to be removed from team roster. See Full Constitution for more detail.

Missing of the deadline may be subject to fines and penalties.

If the player has played in 8 games or more and is released prior to the declaration date, then the cap penalty is 30% of the remaining contract (years remaining * annual salary).

If players are released after the declaration date but before the start of the POST FA PERIOD, then the cap penalty is 50% of the remaining contract (years remaining * annual salary) regardless of a player's durability.

If a player is released after the POST FA PERIOD period but before the start of the regular season the releasing team is responsible for paying 100% of the player's contract against current cap as a cap penalty,

No players can be released from their contracts during the regular season.

Players that have their contracts terminated prior to the start of the UFA process become eligible for the unrestricted free agent bidding period. Players released after the UFA process *has started* can be re-signed by any team (except for the team that releases the player) but that team will assume either the remainder of the existing contract at the time the player was cut (i.e. if Team A cuts LT on July 1st and he has 3 years \$10 million remaining, then that is what the new team assumes) or 2 years @ league minimum wage whichever is greater.

New Ownership Free Cuts: If a new owner takes over a team, at the commissioner's discretion, they may have the ability to cut up to 3 players at no cap penalty.

J. Rookie Draft

- Rookie salary structure will increase by 2.5% each year
- 7th round rookie matrix will equal league minimum wage.
- [True rookies](#) cannot be traded in season drafted.
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- The rookie draft will be held during the week communicated by the Commissioner but as close to after the completion of the NFL Draft as possible.
- The draft will be five rounds with one round per day for a period of approximately one week. There could be 6th and 7th round compensatory (type II) /Sub (type III) and Bonus (type IV) picks.
- Each team will have a half hour time slot to make their selection in rounds 1 thru 3 and at least 15 minutes in rounds 4 thru 7. If the time slot elapses and no choice has been made the next team may pick. The skipped team may then make their selection at any time up until 11:59pm Eastern Time. If no selection is made by that time the pick is forfeited. Fines may be issued. The League Commissioner automatically assigns the highest drafted player from the NFL draft at the end of each round to any team that forfeited their pick
- Rookie Draft Pick Trades: 0-1 year coach can trade only current year draft picks in RD 3-7. 1-2 year coach can trade draft picks all rounds. 3 year + coach can trade draft picks in all rounds in current league year and following league year.
- L. [Compensatory Picks](#) Awards for the loss of free agents (not "free" players cut only true free agents)
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- Compensatory picks would be determined during preseason following FA. These type II draft picks are allowed to be traded. The picks would be awarded in the next season rookie draft at the end of rounds 3 through 7 in draft order (similar to the NFL) based on a formula. See Full Constitution for details.
- [Draft order will be determined as follows:](#)

- First and second tie breaker formula for all team rankings matters are: (1) which team has missed fewest HTH games. (2) which team coach has league fewest fines Then: [\(NFL tie breaker rules will apply\)](#) then unless DFL tie breakers have applied,
- after the first round, the order is determined by revolving the non playoff teams with the same records, with the team that just picked first of the group picking last in the next round.
- If there is an expansion team, that team will pick first, and if there are two expansion teams, they will flip a coin with one team getting the first pick in the draft and the other in the expansion draft of current players.

K. Free Agency (FA) 2 types [RFA and UFA](#).

All players in the final year of their contract are pending free agents and will become free agents immediately upon the conclusion of the [Dominitor Bowl game](#).

Teams may not trade the signing rights to a pending free agent.

Teams may not cut a FA in the same league year they are signed. Sign or cut and Trade rule Sign-Cut-Trade rules apply to newly signed FA's.

Restricted and Franchise Tag Designation: Owners will have the option of placing the restricted tag on up to three "carded" free agents. One of these tags may be used as a franchise player tag. All DKS nfl players that are not restricted by tag or DFL Contract are considered unrestricted free agents. (UFA's.)

FA players that are not retained but signed by other teams would be considered in calculating next season future draft compensation See Compensatory picks.

Franchise players (FP) can be tendered a two to five year contract with an annual salary equal to the average of the top 5 salaries at the players carded position or a 20% raise whichever is greater. If a player plays multiple positions, then the position with the highest salary will be applied. See Members DB for [Salary Cap and Franchise Sheet](#)

No team may Franchise the same player more than once.

Restricted and Franchise tags are due to the commissioner by the declaration date which is 1-2 weeks after DKS rating have been publicly released.

Restricted Free Agency (RFA) begins no earlier than 1 week from when the commissioner communicates the list of eligible players to the league.

[Restricted Free Agent \(RFA\)](#)

Designation of RFA/FP

Team GM's may attempt to restrict up to three free agents including one Franchise Player.

If one Franchise Player is designated then only 2 Free agents can be RFA. See Full Constitution or #RFA-FA for details on how to designate.

The league office will make public the salary tiers as soon as possible to allow owners to see where the free agents will be grouped and to allow ample time for GM's to make decisions.

All tender offers must be designated on the DEC sheet or when indicated and may not be changed once established.

FRANCHISE PLAYER BIDDING & COMPENSATION:

STRAT DRAFT PROCESS You login to [strat draft site](#) to bid on other team's RFA/FP players. Process details will be found in full Constitution or pinned at [Discord RFA-FA](#):

Restricted Free Agent Bidding Process

Bidding for restricted free agents and Franchise players will be held on strat draft site with posting on [Discord RFA-FA](#)

Each day 20% of RFAs are put out for bid.

A franchise player offer is made during the RFA process. (See Paragraph 2 Below) See *Full Constitution or [Discord RFA-FA](#) for details.*

Compensation to the restricting team for losing the "Franchise player" to a valid bid is two 1st round rookie draft picks in the current draft year. If two #1's are not owned in the current year by the "winning" team then the compensation is one first round pick in the current year plus a 1st and a 5th round pick in the next year. -- See *Full Constitution or [Discord RFA-FA](#) for details.*

End of Bidding: At the conclusion of the bidding on a player the team owning the players rights can chose to match the high bid with a home town discount of either 20/10/5%--if available. (Franchise Tagged player not eligible for "Home Town Discount" (HTD). HTD applies only to players that have received bids.

Each owner can only use each "Home Town Discount" tag once per year. *Except if owner used FP tag then 20% HTD is forfeited.*

With the home town discount the salary can be lower than the original tender to that player but never lower than the league minimum.

Teams have 24 hours to make decision to match or not. They post their decisions on [discord #RFA-FA](#) Decisions should indicate type of HTD if any to be applied.

See full Constitution for more details.

UFA Bidding

All "carded" Players (Players found in the DKS NFL roster files that played in at least 1 regular season game) not currently under contract to a .D.F.L. team are eligible to receive bids.

Rules for FA and uncarded players going on IR after signing: (a) If you match or tender an RFA player and keep him he can stay on IR....if you sign an RFA player away from the team with rights you cannot. You cannot sign a UFA player, even if he was on your team, and put him on TSIR. (b) Uncarded free agents are not available to be resigned.

Free Agent Bidding over 4 weeks.¹

- a. Week One (RD1): (i) Players who are bid at minimum of 2,300,000
- b. Week Two (RD2): (i) Players who are bid at minimum of 1,150,000
- c. Week Three (RD3): (i) Players who are bid at minimum of 748,000

¹ Player opening RD bid prices increases 15% starting S6-2025

d. Week Four (RD4): (i) Any player bid on during this week must have at least equal to the league minimum wage

FA Bidding Procedures:

- We use exclusive [DFL bidding sheets](#) to be provided to do bids.
- No team may place any bids that would put them over the salary cap.
- No team may place bid on more players than current open “active” slots.
- RFA bidding rules apply. *Unless otherwise noted.*

POST FA PERIOD: Players not bid on during the 4 round UFA bidding period ([late or post FA's](#)) may be signed by any team prior to the start of the regular season by submitting a claim via Discord to the commissioner. It is first come first serve.

Process details will be found in full Constitution or pinned at [Discord RFA-FA](#)

Maximum compensation for loss of FA is 3 picks per team per year.

M. Trading See full Constitution for more detail.

The pros and cons of an "official trade" shall not be discussed in any PUBLIC DFL chatroom EXCEPT AS PROVIDED BY THE CONSTITUTION. We are a "no drama league."

Players Acquired/eligible via trade:

Subject to the limitations set forth in the Constitution, any player that is under contract can be traded. No player can be traded back to the team that traded them that season and they must be on the active season roster for at least 1 game. . See full Constitution for more details. *The only exception to this rule is*

[Sign or cut and Trade rule now Acquired Trade and Cut \(ATC\)²](#) This means that each team is allowed to trade OR cut 1 acquired player that they signed during the preseason including newly signed rookies. Each team may also receive only one player, during the current league year that was previously acquired by another team that pre-season. See Full Constitution for more detail.

Trades that are “acquire and trade” will be highlighted in the [trade log](#) . Trading of players and draft picks will be allowed from the conclusion of the D.F.L. championship game until the conclusion of week 4 of the regular season.

Uneven trades such as 2 players for 1 or 3 draft picks for 1 are permitted from end of season up until end of Free agency. At that point player trades must be even to maintain 53 player active rosters. Trade periods are determined by the sole descretion of the comissioner.

If Trades are allowed during the UFA process they will be effective 1 minute after the deadline that bids are due for that day.

Rookie draft pick trades permitted consistent with limitations set forth in this constitution. They are to be considered in all trades that could subject a team to cap/floor violations with a cap value determined by the rookie draft matrix. **For future picks TBD the \$ value of 14th pick in the round will be used.**

Trade review: See full Constitution for more detail.

2 Trade Jarvis also tracks sign and trade violations to consider valid trades.

If within a 24 hour period of a trade being posted to the league 4 or more owners question the fairness of the trade the trade will be reviewed by the league office. The league office will make a decision within 24 hours.

If the trade is deemed to be so unfair that it impairs the competitiveness of the league, it will be overturned.

Trades must be submitted to the entire league via Discord and confirmed by both owners.

Trading must involve an even number of players (I.e. two for two etc...) during the season and neither team may violate the salary cap or any other league rules as a result of the trade.

A [trade log](#) will be maintained online to check all executed and approved trades.

H SEASONAL POSITION REQUIREMENT CONDITIONS (SPRC)³

- 2 QB and minimum total pass attempts 300 (Exception if QB is 10+ Durability rated with 300 + attempts then no additional QB required, but highly recommended.)
- 2 RB and minimum total rush attempts 220 (Non QB rushes by all players)
- 5 WR/TE/HB and minimum total receptions 150 by all players.
- 6 OFFENSIVE LINEMEN
- 5 DEFENSIVE BACKS
- 6 DEFENSIVE LINEMEN
- 3 LB/16 FG attempts total
- 32 PUNTS
- 16 KR or you have a minimum of 5 different DKS designated Kick returners⁴.
- 16 PR including fair catches⁵

SEASONAL ANTI HOARDING RULES SEE BELOW:

If you have⁶

1. 3WR 50 + rec WR under contract you cannot acquire a 4th 50+
2. 3TE/HB/RB 50 + rec under contract you cannot acquire a 4th 50+ catch TE/HB/FB.
3. 2QB 300+ passing attempts under contract cannot trade or get in FA a 3rd 300+ passing attempt QB
4. Dur 21 QB Rule: 3 "Primary" Quarterbacks under contract with total DKS durability rating in excess of 21 you cannot acquire a 4th. For this rule to apply DKS NFL player must have DKS QB designation and have more NFL pass attempts than touches at any other DKS designated position.
5. 2 RB 200 + carries cannot acquire a third RB with over 200.
6. 2KR 20 + kick returns cannot acquire a 3rd 20+ returner
7. 2PR 20+ punt returns cannot acquire a 3rd over 20 PR including FC.
8. 2FG kickers 15+ attempts cannot acquire a third 15+ attempt kicker.
9. 2 Punters with 120 + combined attempts or their total durability is equal to or over 12, you cannot acquire another one. At no time can you carry more than 3 punters on your roster.

Anti Hoarding Violation exemptions: This rule is intended to permit three types of players to be able to remain after DEC day on team despite violation of the antihoarding rule above. (1) True rookies 1st 4 years only (2) ATC exemption. (3) Players that played 17 games. See Full Constitution for more detail.

3 Also tracked in trade Jarvis and TOC page in Members DB.

4 This is an exception to the SPRC requirements permitted to avoid league sanctions. ALL SPRC must be met for Post FA trades to be valid.

5 See Full Constitution for details on penalties if conditions not met by start of season.

6 Unless player has played in 17 games then Anti hoarding violation exemption numbers increase to 53/320/212/21/16 respectively. Note these players would still potentially violate the rule but are permitted to stay on the team.

Rule Changes and enforcement:

- Rule Changes will only be considered in the off season.
- Send a proposal to the Commissioner. We are a “no drama” league. See Full constitution for more details.
- a 60% majority and a quorum of 80% is needed to pass a new proposal,
- Commissioner retains right to VETO or delay vote or implementation of new rule. If proposal is not logistically feasible or will go against league concept.
- [Discord is the official](#) and only means the league will use to communicate league business.
- Commissioner has discretion to create rules without voting if he deems best for the league. This includes all rules relating to procedure. See full Constitution for more detail.
- Owner fails in GM duties **The league will complete necessary duties** including to assign all unassigned contract years evenly as possible among all previously drafted rookies. Fines may be applied to owner that fails in any GM duties.

Game Play

DFL is a Head to Head league: If the game cannot be played *and finished* head to head, it will be simulated. Games will not be played against the computer. If a game must be simulated, both teams may be penalized. Games are to be played consistent with NFL principles, DFL principles (see PREAMBLE (click here)) and in the spirit of competition. Teams should be built and managed the same way. This is for the enjoyment of [both teams, all the DFL members and to maintain the integrity of DFL rules and records.](#)

Consistent with D.1 it may be considered unsportsmanlike conduct for a coach to play a QB with DKS "major" season fatigue if there is another QB that is not season fatigued QB available on the roster to play instead.

QB major overuse penalty- Starting S5-2024 regular season if any DFL QB exceeds 125% of his NFL regular season pass attempts during the DFL regular season. a team coach will be penalized with 3 fewer HTH games for Tie breaker formula and have 2 won games added to the won-loss record to calculate the rookie draft order at the conclusion of the DFL season *EXCEPTION to penalty: All QB's on roster have equal or exceeded their NFL regular season total pass attempt numbers.*

[Herman Edwards Rule](#) – “We play to win the game!!!”

owners are expected to play to win. Owners found to be giving up during the first 3 quarters of the game will be penalized draft picks, salary cap or even termination. If you decide to call it in during the 4th quarter you must run the ball.....taking knees, or non strategically punting, or taking safties to avoid calling plays on offense is not allowed. QB Kneels are only permitted during the last 2 minutes of each half.

Game Rules Settings for Action! PC Football

- All current NFL rules apply with regards to goal line placement kickoffs, OT rules and penalties.
- Instant replay will be “on”.
- Home Field Advantage (HFA) will be turned on and be chosen by stadium.
- In future seasons coach will have option of overriding stadium HFA See full Constitution for more detail.
- Fatigue Usage will be set in DFL rules see Full Constitution for details
- Playoff module will handle playoff Fatigue. It adds 6.25% per game played. **New DKS settings no longer require changing fatigue levels.**
- Injuries Will be set as in rules see full Constitution for details.

- League Type = Draft and Game Era = Standard offense/defense blend.
- Penalties will be set to level 3 for all teams during the regular season and for the playoffs

Scheduling of games and fines: See *POT and POC rules pinned to [#Scheduling](#) in Discord.*

- *Home team has first choice for purposes of connection. If home team equires hamachi or other third party software to connect then away team has first choice to host without software.*
- *45 second game clock is to be used unless both teams agree not to use it.*
- *Owners are responsible to play their games. Owners are allowed to miss 2 games per year before being fined.⁷*
- *If you have issues scheduling your game and have to find a sub please contact the commissioner or designee who will keep tabs on each team and determine who will ultimately sub the game.*
- See [Discord #subs](#) for pinned procedure on how to find a proper sub.
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- No person is permitted to sub more than 4 times in a season without express permission from the league.

Reward for Being a [Sub](#) : See full Constitution for more detail.

Sub 2 games – 6th round subbing pick

Sub 3 games – 5th round subbing pick

Sub 4 games—4th round subbing pick

Note: Before an award of subbing draft picks, the first two subbed games will be applied to first remove either a tie breaker penalty or fine up to 1000K per game subbed.

Fines must be imposed, by the commissioner for reasons set forth in the full constitution and may be imposed for the failure to follow other league instructions.

Game Files (xbx extension) are due as communicated by the commissioner each week. Compliance with instructions posted to [#gamefiles](#) required to gain bonus bucks for week. .

Penalty for not playing your games: If you do not have the lost pick you will lose your next highest pick the following year. For example....if you are supposed to lose your 5th round pick but do now own one you will lose your 4th round pick in the following year.

Miss 1 or 2 games – no penalty but tiebreakers and bonuses affected.

Miss 3 games – 5th round pick and 1000K fine.

Miss 4 games – 4th round pick and 1 game lost or added to won loss record or subtracted to calculate [rookie draft position](#) for tie breaker purposes

Miss 5 games – 3rd round pick and loss of accumulated bonus Bucks during season and two games lost or added for tie breaker purposes.

Miss 6 games – – automatic removal from the league (exceptions see 5.)

**** Commissioner can make exceptions****. See full constitution for more detail.

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Unowned Teams

The league either assumes ownership or assign ownership within the league to make transactions on the team's behalf until an owner is found. No trades- free agency only.

⁷ (Tie breaking penalties still apply)

Playoffs participation

- Six teams from each conference qualified for the playoffs, with the top two franchises in the Thorpe and Lombardi earning first-round byes. See full Constitution and [#playoff](#) channel for details on how the playoffs will be set up using the DKS playoff file.

Tie breakers determined by current [NFL playoff team tie breaker rules](#) except that **First and second tie breaker formula for all team rankings matters are: (1) which team has missed fewest HTH games and (2) which team coach has league fewest fines.**

Assignment of DFL Team Name, Location & Home field

- **Owners will select their team name, helmet, colors and stadium. Their home city or County should be the City name for the team. Original Stadium to be found in DKS files within 200 miles from home city.**

DFL BUCKS/ BONUS BUCKS ADDENDUM

In order to encourage winning, participation and league loyalty “DFL bucks” will be awarded to coaches who show success and or strong participation in our league. Bonus bucks accrue to coach not team. Bonus bucks AKA **BB are considered a voluntary nominal “rewards incentive” program and the program application criteria and eligibility is at the sole discretion of the commissioner.** See [Discord #Bonus Bucks](#) for more detail.