ARDENT WORKSHOP

AN ARDENT WORKSHOP PRODUCT

League Constitution Starter

Eight clauses, free, and one page shown filled in.

Free · fillable PDF · no signup

General league templates — not legal or tax advice.

A FREE STARTER FROM ARDENT WORKSHOP

Eight clauses, and a league stops arguing

Every fantasy league has one person doing unpaid administrative work, and most leagues run on rules that live in a group chat from two seasons ago. A rule in a thread cannot be quoted, cannot be searched, and gets remembered differently by every manager involved.

This starter is eight clauses out of the full league constitution — who runs the league, what it scores, what a legal roster is, how players are acquired and traded, what happens to the money, and how the rules themselves get changed. It is sport-neutral: football, basketball, baseball, hockey, or a league you invented.

HOW TO USE IT

Open it on a computer and click any highlighted field to type — that works in the free Adobe Acrobat Reader and most desktop PDF apps, though some phone and browser previews show the fields flat. Or print it and fill it in by hand. The page headed “Shown filled in” completes the same clauses for an invented league, so you can see how specific a blank has to be before you write a word. Then circulate it and ask every manager to reply with a yes — silence is not ratification, and it is the first thing a losing party says was never agreed.

WHERE THIS STARTER POINTS ELSEWHERE

A few of these clauses name companion documents from the paid kit — the scoring and roster settings sheet, the trade rules addendum, the dues ledger — and two refer to Sections 10 and 11, which are not in this file. With the starter on its own, write that rule straight into the clause instead of referring out. Nothing here depends on owning anything else.

HOW TO FILL IT IN

The rules everyone agreed to, written down before anyone needs them.

The charter of your league, in eight clauses: who runs it and where the rules live, scoring, rosters and lineup locks, waivers and acquisitions, trades, dues and payouts, how the rules themselves get changed, and a ratification page. It is sport-neutral — the same document works for football, basketball, baseball, hockey, or a league you invented — because what makes a league argue is never the sport, it is the gap between what people assumed and what was written.

When to use it: Fill it in before the draft and circulate it for a ratification vote. A constitution adopted after a dispute starts is not a constitution; it is one side's position with a title page.

Common mistakes to avoid:

- Assuming the platform settings are the rules. The site enforces scoring and roster limits and is silent on everything that actually causes fights: collusion, an abandoned team, a trade the league hates, whether a keeper costs a draft pick.
- Writing it in the group chat. A rule that lives in a thread from two seasons ago cannot be quoted, cannot be searched, and gets remembered differently by every manager involved.
- Leaving the amendment rule for last, or out entirely. Every other article in this document is settled by the article that says how articles get settled. Write Section 12 first if you have to.
- Not naming what happens to a team that stops setting a lineup. It is one of the most common ways a season goes sideways, it decides who makes the playoffs, and it is unfixable in week 12 if it was not written in week zero.
- Ratifying by silence. "Nobody objected" is not a vote, and it is the first thing a losing party says was never agreed.

DO NOT DELETE THIS CLAUSE

Section 12 — Amending This Constitution — It is the only clause that makes every other clause binding. Without a stated method for changing the rules, any manager who dislikes a rule can argue it was never really settled — and a commissioner who changes one mid-season has no cover for having done it properly.

SHOWN FILLED IN

How specific a blank has to be

Below are two of the starter's clauses, filled in for an invented league. The words **in amber** are the ones the commissioner typed; everything else is the template as it ships. The league, the managers, and every number below are invented. The rule generalizes to every blank in the file: a blank filled with a fact settles something later, and a blank filled with an adjective does not.

LEAGUE CONSTITUTION

This constitution governs **The Foxglove Street Invitational**, a **football** fantasy league of **12** teams playing on **a standard fantasy platform**, for the **2026** season and every season after it until amended under Section 12. It was ratified on **August 14, 2026** by the managers listed in Section 13.

1. The League, and What This Document Is

This document is the final authority on how **The Foxglove Street Invitational** is run. Where it conflicts with a platform setting, the league fixes the setting to match this document. Where it is silent, the commissioner decides under Section 11 and the decision is recorded in the Dispute & Precedent Log, where it becomes the default for the next identical situation.

The commissioner for this season is **Priya Raman**. The co-commissioner or deputy, who acts when the commissioner is a party to the dispute, is **Devon Achterberg**.

This league is played for **a traveling trophy, a modest prize pool, and a punishment nobody wants to serve**.

12. Amending This Constitution

Any manager may propose an amendment in writing to the commissioner. The commissioner circulates it to the league within **three days**, discussion runs for **one week**, and then the league votes.

An amendment passes on **a two-thirds vote of all twelve managers, not just those who vote**. A manager who does not vote counts as **a no**.

Amendments take effect **at the start of the next season**. No amendment takes effect mid-season except to correct something that makes the season unplayable, and that exception needs **a unanimous vote of all twelve managers**.

Every passed amendment is appended to this document with its date and the vote count. This document is never quietly edited.

THE STARTER — FILL THIS IN

LEAGUE CONSTITUTION

This constitution governs [League Name], a [Sport] fantasy league of [Number of Teams] teams playing on [Platform Name], for the [Season Year] season and every season after it until amended under Section 12. It was ratified on [Ratification Date] by the managers listed in Section 13.

1. The League, and What This Document Is

This document is the final authority on how [League Name] is run. Where it conflicts with a platform setting, the league fixes the setting to match this document. Where it is silent, the commissioner decides under Section 11 and the decision is recorded in the Dispute & Precedent Log, where it becomes the default for the next identical situation.

The commissioner for this season is [Commissioner Name]. The co-commissioner or deputy, who acts when the commissioner is a party to the dispute, is [Co-Commissioner Name].

This league is played for

[Stakes Description - for example: pride, a trophy, and a modest prize pool]

League fact	This league	Notes
League name		
Sport		
Platform and league ID		
Number of teams		
League type (redraft / keeper / dynasty)		
First season		
Commissioner		
Co-commissioner / deputy		
Where the rules live		

Fill the middle column before circulating this for ratification. A blank here is the first thing a new manager asks about.

2. Scoring

Scoring is set out in the Scoring & Roster Settings Sheet (document 02), which is part of this constitution and is amended the same way.

The scoring format for this season is [Scoring Format] . Scoring is locked once the season begins and may not be changed mid-season for any reason, including an error discovered in week one — a scoring change after any game has been played rewrites results that have already been played out. An error is corrected for the following season and noted in the Precedent Log.

If the platform issues a stat correction after a matchup is marked final,
[Stat Correction Rule - for example: the platform's correction stands, and the result changes with it]

3. Rosters, Lineups, and Locks

Roster sizes and starting-lineup requirements are set out in document 02. Setting a valid lineup is each manager's responsibility, every week, without a reminder.

Lineups lock
[Lineup Lock Rule - for example: at the individual start time of each game]

A lineup left unset scores whatever the platform gives it; the commissioner does not set another manager's lineup, and does not retroactively swap a player who was ruled out after lock.

A manager who fields an invalid or empty lineup
[Empty Lineup Consequence - e.g. it counts as one strike]

Injured-reserve and taxi-squad slots may be used only as described in document 02. Parking a healthy player in an injury slot is a roster violation, not a strategy.

4. Waivers, Free Agency, and Acquisitions

The waiver system for this league is
[Waiver System - for example: FAAB blind bidding, rolling priority, or reverse standings]

Waivers process [Waiver Process Day and Time] , and free agency opens [Free Agency Rule] afterward.

Each team's acquisition budget or priority is
[Waiver Budget or Priority Rule]

Tied FAAB bids are broken by [FAAB Tiebreak Rule] .

A team may make at most [Acquisition Limit] acquisitions per [Acquisition Limit Period] . Waivers close for the season at [Waiver Deadline] .

Dropping a player solely to help another team acquire them is collusion, and is handled under Section 10.

5. Trades

Trade rules, including the veto method this league uses, are set out in the Trade Rules & Veto Method Addendum (document 04), which is part of this constitution.

The trade deadline is [Trade Deadline Date and Time] . Trades process [Trade Processing Rule] after acceptance.

Every trade is logged in the Trade Proposal & Approval Log. A trade is final once processed; buyer's remorse is not grounds for a reversal, and the commissioner will not undo a completed trade because a player was later injured or suspended.

Trades involving anything other than players and draft picks — cash, future considerations, a promise about next season's draft — are
[Outside Consideration Rule - for example: prohibited]

9. Dues, Prizes, and Payouts

Dues are [Dues Amount] per team, due by [Dues Deadline] , paid to [Dues Collector Name] by [Payment Method] .

A manager who has not paid by the deadline
[Unpaid Dues Consequence - for example: does not draft until paid]

The full prize structure, and the arithmetic behind it, is set out in the Dues, Prize Split & Payout Ledger (document 05).

Prizes are paid within [Payout Window] of the final matchup. The league pays out exactly what it collected, less any amount the league voted to spend on a trophy or an in-person event, and the ledger is shared with every manager at the end of the season.

No manager is required to wager anything beyond the stated dues. Side bets between managers are their own business and are not enforced by the league or the commissioner.

Money rule	This league
Dues per team	
Dues deadline	
Who holds the money	
How it is paid	
Payout structure (see document 05)	
Amount spent on trophy / event	
Payout deadline after the final	
What happens if a manager does not pay	

Money that moved without a written record is one of the most reliable sources of lasting resentment in a league. This table plus document 05 is that record.

12. Amending This Constitution

Any manager may propose an amendment in writing to the commissioner. The commissioner circulates it to the league within [Proposal Circulation Window] , discussion runs for [Discussion Window] , and then the league votes.

An amendment passes on

[Amendment Threshold - for example: a two-thirds vote of all managers, not just those who vote]

A manager who does not vote counts as [Non-Voter Rule] .

Amendments take effect

[Amendment Effective Rule - for example: at the start of the next season]

No amendment takes effect mid-season except to correct something that makes the season unplayable, and that exception needs

[Emergency Amendment Threshold]

Every passed amendment is appended to this document with its date and the vote count. This document is never quietly edited.

#	Date passed	What changed	Vote

The amendment record. An amendment that is not written here did not happen.

13. Ratification

Each manager below has read this constitution and agrees to be bound by it for the [Season Year] season. A manager who drafts a team has ratified it whether or not they signed.

Team name	Manager	Contact	Agreed (date)

One row per team. Fill in every row before the draft — an unratified manager is the first person to say they never agreed.

Ratified [Ratification Date]. Amendments are appended to Section 12 with their dates. The current version of this document lives at [Where the Rules Live].

SIGNATURES

Commissioner

Name:

Signature: _____

Date:

Co-Commissioner or Deputy

Name:

Signature: _____

Date:

WHAT THIS STARTER LEAVES OUT

The clauses that matter once something goes wrong

The eight clauses in this starter make a league a league. The five below are the ones you reach for the week a team stops setting a lineup, a manager misses the draft, or two teams finish level and one of them is you. They are in the full constitution, along with the other sixteen documents.

- **6. Keepers and Dynasty Rules** — with the addendum that prices them and the three-season escalation table
- **7. The Draft** — the pick clock, the missed pick, the absent manager, and in-draft pick trading
- **8. Standings, Playoffs, and Tie-Breakers** — including a tie-break order that actually terminates
- **10. Conduct, Collusion, and Abandoned Teams** — the clause that decides who makes your playoffs
- **11. The Commissioner** — what the commissioner may not decide alone, and how they are replaced

THE REST OF THE KIT

The **Fantasy-League Commissioner & Draft-Day Kit** ($9.95, one time) adds the other sixteen documents — seventeen in all, 71 fillable pages — including a printable wall draft board, an auction budget tracker, the dues and payout ledger, the season calendar, the trade and precedent logs, and a multi-season record book — plus a **24-dispute rulings library** giving each argument its two or three defensible answers and the precedent wording to make one stick, and four reference tables that do the arithmetic for you, a 41-page Start Here guide, and a printable router from 33 league moments to the page that covers each. Every page as a fillable PDF and an editable Word file.

Everything Ardent Workshop makes for the things you do for fun is at ardentworkshop.com — trackers, planners, and kits you buy once and keep. No subscription, no account, and no app that gets discontinued between one season and the next.

BEFORE YOU RATIFY IT

This is a general template for running a hobby league, not legal or tax advice, and downloading it does not create a professional relationship. Anything involving pooled money is treated differently from place to place: payment apps may flag pooled transfers, and how a contest pool is handled varies by state and country. Keep the pool modest, keep a written ledger, pay out exactly what you collected, and check your local rules before running a league at any real scale.

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