**General Overview**

1. Season States: Season broken down into various states
   1. Scouting Combine(Late Feb) 7 days
   2. NFL Free Agency starts(After Combine/Early March)
   3. NFL Annual Meeting(Late Mar-Early April) 5 days
   4. NFL Draft(Late April) 3 days
   5. Minicamps(Early May) 3-4 days
   6. NFL Spring Meeting(Late May) 3 days
   7. OTA’s(Mid May-Mid June) 14 sessions(16 sessions new coach)
   8. Training Camps(Late July/Early Aug) 3 weeks
   9. Preseason(Mid August-Early September) 5 weeks
   10. Regular Season(Early Sept-Late Dec)
   11. NFL Fall Meeting(Late Oct.) 3 days
   12. PostSeason(Early Jan-Early Feb)
   13. Pro Bowl(Mid Feb) 1 day
2. Scouting:
   1. Teams have between 5-12 scouts depending on owner budget
   2. Teams with more scouts can evaluate more players---teams with fewer scouts must rely more heavily on BLESTO scouting rankings(scouting service every NFL team subscribes to each year with their own scouts and reports)
   3. Scouts can be assigned to various areas of the country(possibly assigned to college conferences as well?)
   4. Scouting reports kept by scouts throughout the college season(late August to late January), players can rise or fall based on their production/lack of production
   5. Better scouts give more accurate grades to players, although may be biased towards certain positions/player traits(ie, give higher overall grades based on QB with strong arm than he would give same player with normal arm strength)
   6. Scouts have varying degrees of accuracy and some might be influenced by “hype” surrounding players(players determined by media/other scouts to be great players)
   7. Scouts/GMs attend annual scouting combine/pro days and can be greatly influenced by the results, raising or lowering potential player grades up until the draft
   8. Player grades based on following(actual NFL scouting model)

Grades:

Grade 9.00+ 1st round Generational Player

Grade 8.50-8.99 1st round Franchise Player

Grade 8.00-8.49 1st round Multiple Pro Bowl Player

Grade 7.50-7.99 1st round Pro Bowl Player

Grade 7.00-7.49 2nd round

Grade 6.50-6.99 3rd round

Grade 6.00-6.49 4th round

Grade 5.50-5.99 5th round

Grade 5.00-5.49 6th round

Grade 4.50-4.99 7th round

Grade 4.25-4.49 UFA High Priority

Grade 4.00-4.24 UFA Low Priority

Grade 3.75-3.99 Practice Squad

Grade <3.75 Not NFL Caliber

3) Drafting:

a. All college seniors are draft eligible, as well as select underclassmen who declare for the draft(usually top players at their positions already who are assured of being drafted in the first 2 rounds)

b. Best players are invited to scouting combine in Indianapolis and results can greatly enhance or greatly hurt draft status.

c. Draft held in late April over 3 days

d. Teams create “draft boards” leading up to the draft with players in order of preference

e. Draft Strategy comes into play---teams may want to move up in draft to get player/trade down to stockpile picks. Teams may overreact based on position(if few good players at a position are available, may take player higher than normal if remaining players are substantially below). Draft for Need/Best player available…\*\*very important\*\* area

f. Major trades usually occur leading up to draft day and on draft day resulting in good players being traded for picks

g. Draft Pick Value Chart---pick values based loosely on this---teams moving up have had to pay much more recently to move up.

h. Strong/Weak Draft Classes at various positions(modeled thru college scouting)

i. Teams MUST have plan based on team they want(usually depends on GM/coach). Certain type of schemes require certain types of players. Not all players fit all schemes. Can cause teams to value certain players higher than normal. Also must have plan on building their team and who they plan on going after in FA. Teams may draft for future as well (ie, 1st round QB if currently have old QB on roster to groom as starter later)

j. Players may be drafted to play different positions than they did in college if teams feel they have no chance to make it at their college position. Common switches are:

QB to S(athletic QB), OT to OG(too short/light, not athletic), C to OG, OG to C, DE to OLB(too small), S to LB(too slow), CB to S(too slow), TE to OT(too big), QB to WR(athletic QB), RB to FB(too big/slow—good blocker)

4) Player Development:

a. Development strongly related to “hidden” ratings, which is why scouts are wrong about highly regarded players so often. TranslateToNFL skill will properly model how so many great college players fail in NFL(skill sets do not translate to NFL---too small, too slow, weak arm(QB), slow mental abilities(QB), can’t separate(WR), etc..) WorkEthic, Instincts, and Intelligence all will play part as well. Good coaches can get players to rise above their potential limits while poor coaches can force players to fall below their actual levels (Why good coaches take same team and win while poor coaches take same team and lose)

b. Players have potential ratings that are moveable, but take time to move (ie, no more scouts decide 1st round player sucks overnight). Early draft picks are usually given more time to fail because teams have lots of time/money invested in them. Scout ratings decline/raise slowly over time rather than right away for players overachieving or underachieving based on their expected potential. Small school players have harder time of increasing their potential due to stigmas that apply to them.

c. Development is position based…certain positions are able to have bigger impacts early in their careers because their skills more easily translate to the NFL (lower learning curves). RB, LB, S, OG, OT, CB are among players who are usually able to contribute right away. QB, WR, TE, DE, DT usually, but not always take longer to develop as their learning curves are higher.

d. Dynamic development---players get better faster with game experience…players develop slower with lack of playing time. Injuries can significantly impact player development and can derail players careers if serious enough.

5) Roster AI

a. Training Camp rosters expand to 80-85 players

b. Positional Battles throughout training camp with winners usually announced by 3rd or 4th preseason game

c. 1st round of cuts due after 3rd preseason game with remaining cuts to get down to 53 man roster due 2 days after final preseason game

d. Up to 8 man practice squad able to be established 48 hours after final cuts---establish rules for practice squad based on NFL rules

e. Final Rosters need to follow loose guidelines for all teams. All teams must keep certain numbers of players at all positions or groups of positions(Off. Line, Receiver, etc…) Will vary based on offensive/defensive scheme(3-4, 4-3, etc)

f. In season roster moves are common for bottom end players due to injuries, lack of development, etc… players are typically “brought” in during middle of the week for team tryout…

g. Free Agency---FA’s make multiple visits to teams, sometimes cancelling later visits to sign with team. Premier players usually signed quickly by teams, usually by overpaying for them. Lower tier free agents usually wait for the best deal to become apparent. Fading star veterans finding teams don’t want them in many cases (recent development---Marvin Harrison, Shaun Alexander, etc)

h. Franchise/Transition Tags—GMs can prevent pending FA’s from becoming FA’s by designating them as a franchise or transition player. Different rules for each designation to follow NFL rules. Many times results in unhappy players/holdouts if no long term agreement is reached. Franchise/trade agreements are also fairly common, ensuring team gets compensation for player instead of losing player for nothing if they can’t sign.

i. Money/Salary Cap can play large role in veteran players getting cut(due huge salaries, roster bonuses, etc) if team thinks it has viable options with younger players. Signing Bonuses can have large impacts on “dead cap space”. Significant AI needed to properly manage caps and allow teams to act like they do IRL…\*\*very important\*\*

j. Injured players to be put on various lists---PUP before regular season starts(player eligible to come off by week 6 or must be placed on IR, IR(ends players season), etc…

6) Weekly Preparation

a. Monday---coaches study prior game film and have coaches Meeting to discuss players performance/grades. Players usually have day off to recover. 3 hour Coaches conference to discuss previous game.

b. Tuesdays---coaches review game film for next opponents and develop Gameplans. If team wins, players have day off, if team loses, usually do some conditioning, film study.

c. Wednesday—start installing gameplan with players, go over prior game, watch film. Media Day for 3-4 players on each team, and head coach. Practice.

d. Thursdays---practice gameplan/scrimmage scout team

Update injury report for upcoming game.

e. Fridays---final practice/last minute additions to game plan. Final injury report given to NFL.

f. Saturdays---final walkthrough and preparations

7) Staff/Personnel

a. Firings/Hirings start with Monday following final game for non-playoff teams. If teams want to talk with assistant coaches in playoffs, they must wait until that team is eliminated.

b. Owner fires/hires GM and can have significant input into Head Coach hiring/firing. Patience rating will have major factor into how long owner will let GM have losing seasons…

c. GM fires/hires head coach, scouts and can have significant input into assistant coaches. Patience rating plays major role…

d. Head Coach fires/hires assistant coaches

e. Scouts, Team Doctors, etc hired by GM

8) GameDay

a. Pre-game warm-ups---gameday decisions on certain injured players follow(can they play or not), slight chance for players to get injured in warm-ups and miss game.

b. Teams must declare inactive players for the game(53 man roster becomes 45 man active game day roster) before game starts--- includes injured players not on IR

c. Coin Toss---visiting team calls toss and winner gets option of taking ball or deferring decision to other team.

d. Game Start---Teams follow gameplans for various situations based on actual NFL teams/schemes…can change drastically due to key injuries on both sides of ball

e. HalfTime---Teams make adjustments---success/failure depends on coaching ability on that side of the ball/head coach.

f. Second Half Starts---Teams follow gameplans with adjustments made to other teams offensive/defensive play calls.

g. Post Game Press Conferences---affects media relations/ player relations if call player out

h. Plays can be challenged---players/coaches recommend to head coach to throw red flag based on what they saw/replay(only if at home). Coaches skill plays a part in winning challenge.

i. Referee error/bad calls included as part of the game

9) NFL Office

a. Each week players/coaches are fined/suspended for plays during games regardless if penalties were called.

b. Drug testing---during season 10 players randomly tested each week. Offseason players can be tested randomly up to 6 times. 1st offense results in 4 game suspension, 2nd offense results in 1 year suspension.

c. Suspensions under NFL Conduct Code Policy---players eligible to be suspended for off-field incidents. Various ratings to effect likeliness of incidents off field. Suspensions vary from 1 game to whole season for multiple offenders.

d. CBA(Collective Bargaining Agreement)---contract between Owners and NFLPA determine things like Salary Cap %age, Revenue sharing, Players %age of revenue, number of preseason games/regular season games etc…(likely something for future versions). CBA would be signed for length of time and then would need to be renegotiated and terms could change. Chance for owner lockout/player strike if terms can’t be decided on.

10) Finances

a. National TV Contracts signed and renegotiated when getting ready to expire. Sunday Afternoon, Sunday Night, Monday Night, Playoffs, Super Bowl, NFL Sunday Ticket all have their own contracts thru various networks and play a huge role in determining salary cap.

b. Owner sets team budget/financial strategy. If team owner is cheap(Ralph Wilson—Buffalo Bills for example), team only allowed to spend up to a certain amount. Alternatively wealthy owners spend money and huge signing bonuses, but can hurt themselves with dead cap space. Based on various owner ratings.

c. Revenue Sharing implemented per NFL policy of what constitutes shared/unshared revenue.

d. Merchandising/Concession/Parking/Stadium Naming Rights revenue

e. Expenses for all front office, coaches, and various other positions within organizations(game day personnel, ticket office personnel, marketing dept., etc…) and health insurance

f. Luxury box revenue/corporate revenue based on market size/wealth

g. Ticket prices vary widely due to market conditions—local economy, football interest, etc…

h. Salary Cap management \*\*very important\*\* must be logically tied into roster management/restructured contracts, rookie pool(must have certain $ amount set aside for rookies based on where you are selecting in draft)etc…

i. Owner can sell team, relocate team, choose to build new stadium(need government/community support?), reduce or expand stadium(based on sales), etc…

11) Agents

a. Players choose agents once declaring for draft. Different agents have different traits and may not like certain teams/GMs. Might advised client to holdout, etc…

b. Spokesperson for player and can “leak” information about negotiations, player unhappiness, etc...

c. Can request extension for players entering final year during season, etc…

12) Team Doctors

a. Determine how players heal and to some extent how soon players can resume playing

b. Opinions will vary based on injury/length of time

c. Examine draft prospects and can fail them(team refuses to take them)---each doctor is different, what may be considered serious for one might not be a concern for another…

d. Can hold player out of games/practices due to medical reasons(varies for doctor)

13) PBP

a. Create PBP Groups, which allow for widely varied PBP. For instance create groups based on play type, time left, down and distance, etc. Creating random combinations of these will give a huge amount of varied PBP.

b. Include in-game stats with PBP…for example “with that 6 yard run, Thomas is closing in on 100 yards on the ground today…” thru use of tokens

c. Include some color commentary regarding what is happening in game thru use of tokens…

14) Situational gameplans

a. different situations call for different strategy. Based on Down, distance, time of game, coaches gameplan, score of game, weather, etc..

b. Each situation will have play call options based on strategy coach wants to implement, etc…ie, 3rd and 5 at own 40 yard line with 10 minutes left in 1st quarter will have a different strategy than 3rd and 5 at own 40 yard line with 2 minutes left in 4th quarter…

c. VIP \*\*situational play calling must make sense\*\*, ie no runs on 2nd and 10 from opponents 30 yard line when down by 7 with 45 seconds left in game and no timeouts. This is a killer when the AI makes dumb decisions that basically allow player to win game without any challenge in last 2 minutes

d. Timeout usage---teams use timeouts in sensible manner.

15) Gameplay settings

a. Customizable rules for just about everything

b. Use of .ini files for various data needed?

c. Allow users to change team/player names

d. Global Player Editor to allow for mass changes