1. **Objective**
   1. Get Money
2. **Governing Body**   
   a. The initial governing body will consist of Sean S. as commissioner, with Marc D. and Mike A. as Senior Committee Members (SCM)

b. The SCM will be part of all major decision making processes  
c. The number of SCM will remain an odd number. Any new members will be added in pairs  
d. The current SC consists of: Sean S.; Marc D.; Mike A.; Dom S.; Mike W.; Danny K.; Andrew R.; Pete E.; Brendan C.

1. **League Set-up**
   1. Owners: Sean S; Marc D; Mike A; Dom S; Mike W; Steve C; Andrew C; Andrew R; Danny K; Pete E; Lou D; Brendan C. The league’s player pool consists of all NFL players including rookies and free agents
   2. The league will aim for 10-12 teams. There is the possibility of expansion or retraction
      1. Expansion teams will be provided with a special expansion draft (see Amds. J & K) and first pick in the Rookie Draft (more on this later)
      2. Teams folding from the league will have their entire roster released to free agency (more on this later)
   3. League Fees are $75 for returning teams and $60 for expansion teams (Amd. ii)
2. **Conferences & Divisions** 
   1. There are 2 conferences, with 2 divisions each (Amd. Y)
   2. If the league consists of 12 or more teams, a vote will take place to expand to 3 or more divisions
   3. Divisions are chosen at random each season from a hat (Amd. AA)
3. **Salary Cap**
   1. Each team is given a hard salary cap of $275 to spend on their roster
      1. ~~The salary cap will increase by 1% each year, rounding down~~  (Amd. D)
   2. **Each team also has an extra $25 in “soft” cap space to complete trades**
      1. **I.E. a team at the cap limit makes a trade in which they take on $10 in salary and only give away $5 in salary, the trade is allowed to pass. The owner must simply be under the cap at the beginning of the following season**
4. **Rosters**
   1. Each roster consists of 31 spots, with 21 starters
      1. **Offensive Starters: 1 QB, 2 HB, 3 WR, 1 TE, 2 Flex (HB/WR/TE)**
      2. **Defense Starters: 1 DE, 1 DT, 1 DL, 3 LB, 1 CB, 1 S, 1 DB**
      3. **Special Teams Starters: 1 Kicker, 1 Punter, 1 Head Coach**
      4. **Each team has 12 Bench spots (Amd. M)**
         1. **Positional maxes are listed on the league website**
      5. **Each team is provided with 4 Injured Reserve (IR) spots**
5. **Scoring**
   1. **Games are decided by head-to-head scoring**
   2. Scoring rules are listed on league website (<http://games.espn.go.com/ffl/leaguesetup/settings?leagueId=712872>)
6. **Regular Season**
   1. The regular season will occur from Week 1 through Week 13
7. **Transactions**
   1. Teams can add and drop players during the season through the waivers process
   2. **Adding players is done through a Free Agency Auction Budget process (FAAB). Owners can use their excess cap space to offer a contract to a free agent player, with the highest bidder receiving the player**
      1. **Any player selected from waivers is automatically given a one-year contract for the amount of money bid on him. The contract also has a built-in, one-year Team Option (TO)** (more on this later)
   3. **Any player can be dropped from a team during the course of the season, however certain drops can be penalized**
      1. **A player whose salary is $5 or less can be dropped at any time with no penalty. The player simply falls back into the waivers pool (Amd. CC)**
      2. **A player whose salary is $6 or more, however, *cannot* be dropped without penalty. The owner retains *half* of that players salary for the remainder of the contract (Amd. CC), rounded up (Amd. DD)**
         1. **The Amnesty Clause - Each team is granted 1 use of the amnesty clause (Amd. C), which allows the owner to drop a player making $6 or more with no penalty. These moves must be made before the Free Agency Draft (Amd. W) and are listed in a note on the team website**
   4. **Add/drop is locked at the conclusion of the championship game (after Week 16)**
      1. **This lock is virtual, since ESPN does not offer the ability to lock the process after a given week**
   5. Trading
      1. **A team’s assets are available to trade for any combination of another team’s assets (i.e. players, draft picks, expiring contracts)**
      2. **“Cash” (in the form of excess cap space) is *not* eligible to be traded as teams cannot individually alter the cap during or after a season**
      3. **As opposed to a veto process, any owner has the ability to offer more value for either player package in any supposed trade. If no owner is willing to do so, and no collusion is assumed, the trade will go through**
8. **Playoffs**
   1. Playoffs!?
   2. **Six teams receive playoffs bids.**
      1. **The two conference winners receive byes and are seeded No. 1 and No. 2**
   3. The tournament occurs in weeks 14, 15 and 16
   4. The playoffs are eligible for modification depending on the number of teams, as per league vote
9. **The Offseason (Listed In Chronological Order, Starting July 1)**
   1. **Negotiating Expired Contracts**
      1. **Franchise Tags – Any player whose contract expires at the end of year x is eligible for a franchise tag, which acts as a one-year contract. The price of the tag is determined by averaging the top five salaries at the player’s position. At the end of the FT contract the player *must* be released to free agency**
         * 1. **If the player’s salary is higher than that five-player average, his franchise tag price is 110% of his previous salary.**
      2. **Team Options – Any player who was signed from waivers in year x can be re-signed for one additional year at the salary provided off of waivers. These contracts are fully guaranteed (Amd. O). At the end of the TO contract, the player *must* be released to free agency.**
   2. **Rookie Draft**
      1. **The order of the Rookie Draft is determined by final record, with the playoffs teams being ordered by their overall finish (i.e. reaching the semi-finals)**
         1. **Teams with equal records defer to tiebreakers in this order**
            1. **Points Scored**
            2. **Head-to-Head Record**
            3. **Division Record**
         2. **Expansion teams are awarded 1st pick with a coin flip determining the order if there is more than one expansion team**
      2. **The Rookie Draft takes place in August, and lasts 3 rounds**
         1. **Any team can “pass” in any round instead of selecting a player**
      3. **Each team has the option to choose any rookie from April’s NFL Draft as well as UFAs**
      4. **The salary of the selected player is determined by the Rookie Salary Scale** 
         1. First Round (ten teams):
            1. Offense: $20, $18, $16, $14, $12, $10, $18, $6, $4, $2
            2. Defense: $11; $10; $9; $8; $7; $6; $5: $4; $3; $2
         2. **First Round (twelve teams):**
            1. **Offense: $22, $20, $18, $16, $14, $12, $10, $8, $6, $5, $4, $3**
            2. **Defense: $10; $8; $8; $6; $6; $5; $5; $4: $4; $3; $3; $3 (Amd. T)**
         3. Second & Third Round
            1. All second-rounders receive $2 (Amd. F)
            2. All third-rounders receive $1 (Amd. F)
      5. **All rookie contracts are 3 years** (Amd. F)
      6. **Any rookie not chosen in the draft becomes a part of the free agency pool and is eligible to be picked up by any of the teams**
   3. **Free Agency**
      1. **Once the Rookie Draft concludes, every player who is not currently under contract with a team is eligible to be signed by any other team**
         1. **This includes players from a recently folded team, however, no player released from a folded team can be paid less than their previous contract**

**\*Unless the player’s contract was expiring at season’s end**

* + 1. **The player’s new team is determined by an auction, with the highest bidder receiving the player**
    2. **The highest bidder then decides whether the contract will be 1, 2 or 3 years. This must happen by kickoff of the given player’s Week One game (Amd. V)**
  1. **Offseason trading**
     1. **Offseason trading is allowed (see Amd. H)**

1. Contract Issues
   1. **Any player who is victim of a career ending injury has their contract made null-in-void immediately**
      1. **An official announcement must be made for this rule to be enacted**
   2. **Any player who retires mid-contract has their contract made null-in-void immediately**
      1. **An official announcement must be made for this rule to be enacted**
   3. **Any douche like Brett Favre who retires and un-retires will have their contract handled on a case-by-case basis**
   4. **The Aaron Hernandez rule: Any player jailed for an extended period of time (longer than the length of the contract) will have their contract voided immediately (Amd. L)**
2. Amendments
   1. All aspects of the league are subject to revision *except* decreasing the amount of starters and augmenting the way players are acquired (i.e. auction, contracts and free agency)
   2. Mike W. and Dom S. were added to the Senior Committee for the 2011-12 season (Section II.a)
   3. Teams may only enact the Amnesty Clause once per season (Section IX.c.ii.1) (prior to 2012-13 season)
   4. The year-to-year cap increase has been eliminated. The cap stays static at $275 (Section V.a.i) (prior to the 2012-13 season)
   5. ~~“Cut Salary” contracts (i.e. a player with a protected salary of $6+ who was released) cannot be traded (Section IX.e) (mid 2012-13 season)~~
   6. 2nd-round rookie contracts are now 3 years at $2. 3rd-round rookie contracts are now 3 years at $1 (XI.b.iv.3; XI.b.v) (prior to the 2013-14 season)
   7. ~~The maximum amount of running backs on a roster has been expanded to six (Section VI.a.iv.1) (prior to the 2013-14 season)~~
   8. The trade window will re-open on March 1, allowing owners to make trades prior to the League’s offseason (Section XI.d.i)
   9. The new League Year will begin on July 1 (Section XI)
   10. In the event of expansion, each established owner is entitled to protect a certain amount of their roster from the expansion draft. Protection goes as follows:
       1. **Offense: 1 QB, 2 RB, 3 WR, 1 TE, 1 Wild Cards**
       2. **Defense: 1 DT, 1 DE, 2 LB, 2 DB, 1 Wild Card**
       3. **Special Teams: 1 ST**
       4. Eligible for protection are players with long-term contracts, players up for the Franchise Tag, and players up for a Team Option
   11. The Expansion Draft:
       1. Once owners protect their rosters, the expansion teams flip for first pick
          1. The flip winner chooses first pick in the Expansion or Rookie draft, with the other expansion team awarded first pick in the other event
       2. The Expansion owners select in a snake fashion for 15 optional rounds
       3. **A player selected with a long-term deal remains on that deal**
       4. **A player up for the Franchise Tag who is selected must be tagged, but at an “Expansion Tag” price of an average of the top 10 at that position**
       5. **A player selected with a Team Option can be kept for one year at their Team Option price**
       6. **Expansion teams must adhere to the 1 offense, 1 defense, 1 ST maximum for Franchise Tags**
       7. **A maximum of three players can be taken from any one existing team. The rest of their unprotected players are immediately returned.**
       8. **Owners will receive a compensation pick if a player on a rookie contract is chosen from their roster. The pick is awarded immediately to be used in that year’s rookie draft, and it falls between Rounds 2 and 3 and follows the given draft order.**
   12. The Aaron Hernandez rule: Any player jailed for an extended period of time (longer than the length of the contract) will have their contract voided immediately (Section XII)
   13. Two bench spots have been added to each team’s roster (Section VI.a.iv)
   14. Interceptions and Sacks have been increased by one point each (Section VII.b)
   15. **Team Option contracts are fully guaranteed.** Therefore, if you drop a player who is contracted on a team option, that money stays on the books for the remainder of the year. (Section XI.a.ii)
   16. Pete E. and Danny K. were added to the Senior Committee for the 2014-15 season (Section II.a)
   17. Return yardage has been changed to .25 points per 10 yards on Kickoffs and .5 points per 10 yards on Punts (Section VII.b)
   18. A lost fumble is now scored -1.5 for the fumble itself and -1.5 for not recovering the ball (Section VII.b)
   19. A waiver processing period has been added on Saturday at 11 a.m. (Section IX.b)
   20. The 12-team Rookie payscale has been changed to **Offense - $22, $20, $18, $16, $14, $12, $10, $8, $6, $5, $4, $3** and **Defense - $10, $8, $8, $6, $6, $5, $5, $4, $4, $3, $3, $3** (Section XI.b.iv.2.b)
       1. All second-round picks receive a $2, 3-year contract
       2. All third-round picks receive a $1, 3-year contract
   21. Rookies with expiring contracts can now be extended for one additional year for a **“Hometown Discount”** (Section XI.a.i)
       1. The price of the Hometown Discount tag is determined by **averaging the 4th through 10th highest paid players** at the player’s position.
       2. If a rookie is traded, he retains the H.D. clause for his new owner
       3. If a rookie is dropped, the Hometown Discount clause is voided
       4. **Each owner can use 3 HDTs: 1 Offense, 1 Defense, 1 ST**
   22. **Free Agent contract length decisions must now be finalized by kickoff of the player in question’s Week One game**. (i.e. if Team X signs Russell Wilson, his contract length must be hashed out by kickoff of the Seahawks season opener) (Section XI.c.iii)
       1. Any contract not “finalized” by W1 kickoff is locked in without the owner’s consent. **A contract worth $5 or less locks in at 1 year, and $6 or more locks in at 3 years.**
   23. **Amnesty cuts must be used before the Free Agency draft** (Section IX.c.ii.1)
       1. Amnesty cuts can be used on guaranteed contracts (contracts with a team option extension)
   24. The Senior Committee can overrule an add/drop with a vote of 5-to-2 if collusion is suspected or parity is threatened (Section IX.a)
   25. The League will move to 2 Conferences, with 2 divisions each prior to the 2014 season (Section IV)
   26. ~~The League fees are increased to $50 per returning team and $40 per expansion~~ (Section III.d)
   27. The divisions are chosen randomly each season from a hat (Section IV.c)
   28. The official order of offseason events (Section XI):
       1. Rules Summit
       2. Roster Protection for Expansion \*if necessary
       3. Expansion Draft \*if necessary
       4. Roster Decisions (tags, options, etc.)
       5. Rookie Draft
       6. Free Agency Auction
       7. Season Kickoff
   29. The line for Cut-salary retainers has been raised to $5/$6 (Section IX.c.ii & iii)
   30. Cut-salary retainers are rounded up. (Section IX.c.ii)
   31. Contract length numbers are lowered at the start of the League Year (July 1)
   32. The Trade Deadline will be one week before the Playoffs (Section IX.e)
   33. Player’s Cut Salary Contracts can be traded (Section IX.e)
   34. All owners must clear their IR slots by the day after the Championship game (VI.a.v)
   35. The Buy-In for returning owners is $75, expansion team buy-in is $60 (Section III.d)
   36. The Max Per Position for Roster Construction has been increased by 1 for all positions