



# **RULE BOOK**

last updated March 30, 2024

## **History of the League's Organization**

*The Knute Rockne Football League is a 24-team draft league that uses software created by Dave Koch Sports to emulate the experience of staffing, coaching, and managing a professional football franchise. Founded in 2001 by Jim Doyle, the KRFL is unique in its use of a salary cap and draft scheme based upon the Big Daddy Baseball league developed by Mike Glander. Jim Doyle was followed as commissioner by Hank Seinzant, Ralph Fick, Steve Ward, and Mark Blume.*

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## **1.0 – MEMBERSHIP REQUIREMENTS**

1.1 - All members must have a LEGAL copy of the most recent version of Action! PC Football Game that can be ordered at [www.dksports.com](http://www.dksports.com) with updates found at [www.dksports.com/service](http://www.dksports.com/service). There are no dues other than the annual purchase of the football computer software at [www.dksports.com](http://www.dksports.com). Team owners may be asked to make voluntary contributions of \$10.00 annually to defray the cost of the league website.

1.2 - All owners are expected to schedule and play a head-to-head game between the release of the League File and midnight Eastern Time of the following Tuesday. Hosting owners are responsible for reporting the results of each weekly game to the league Statistician in zipped format by the same deadline.

1.3 - All members are encouraged to contribute to the league's web page, contributing news items, essays, a team logo or anything else remotely interesting.

1.4 - All owners are required to meet all deadlines. The league's calendar of events is always available on the league's website.

1.5 - All owners must be reachable by email throughout the year. Please report any changes to your email address to the League Commissioner and the League Statistician and update your profile on the League website to make sure you receive all League communications. The league will maintain and distribute a listing of email addresses found in the game under Team Information.

1.6 – All owners are encouraged to use free LogMeIn Hamachi or similar software to facilitate head-to-head play.

1.7 – Owners are responsible for naming their teams and choosing a stadium. Team names and stadiums can only be changed during the off-season.

1.8 - Intentional disregard for the articles and bylaws of this rulebook will result in immediate expulsion from the Knute Rockne Football League.

1.9 - Throwing games or losing games on purpose in order to gain a better draft position the following year will result in a 1 million dollar fine against the cap, a loss of between five and ten positions in the draft, and possible expulsion from the League.

## **2.0 – THE LEAGUE MANAGEMENT**

**Commissioner** (Mark Blume)

Oversees the league and creates the league calendar. Adjudicates rules disputes. Posts regular reminders about the league calendar and deadlines. Eliminates bad members and recruits and vets replacements.

**Assistant Commissioner** (Steve Ward)

Assists the commissioner on an as-needed basis.

**Trade Committee** ( Jeff Paulsen, Jim Rice, Jerry Banko, first alternate Steve Ward)

Evaluates possible trades in a timely manner after being informed for salary and roster requirements and in a timely manner. Responds on the league forum within three days after trade is proposed.

**Historians** (Jim Rice & Jeff Paulson)

Updates and adds to historical files.

**Hall of Fame Committee** (voting members)

Coaches with a minimum of 200 regular season games coached.

**3.0 - LEAGUE STRUCTURE**

The league is comprised of 24 teams divided into the American Football Conference and the National Football Conference. The American Football Conference includes the Shula, Halas, and Madden Divisions while the National Football Conference includes the Lombardi, Landry, and (Paul) Brown Divisions. The assignment of teams to a conference or division will, when possible, be based upon the geographic location of the owners to make scheduling games easier by grouping teams according to time zone. Realignment, if necessary, will take place every three years at the discretion of the League Office. Divisions will look like this:

AMERICAN CONFERENCE	NATIONAL CONFERENCE
MADDEN DIVISION: North Region	LANDRY DIVISION: Eastern Region
BROWN DIVISION: Central Region	LOMBARDI DIVISION: Central Region
SHULA DIVISION: Southern Region	HALAS DIVISION: Western Region

- The last division realignment occurred in 2023. The next realignment could occur for the 2026 season.

**4.0 - ROSTER REQUIREMENTS**

4.1 - Each team consists of a 55-man active roster and a rookie squad.

4.2 - The active roster can only contain players listed on the player disk.

4.3 - At the start of each season each team must have at least the following number of attempts by the skilled players on their rosters:

a. 450 pass attempts
b. 350 rushes (includes attempts by QB's & WR's)
c. 250 receptions
d. 20 field goal attempts
e. 40 punts
f. 9 kickoff returns
g. 20 punt returns (including fair catches)

These minimums were adjusted beginning with the 2022 season after the NFL & KRFL moved from a 16 game to a 17-game schedule.

4.4 - **At the start of each game throughout the entire season** (including the playoffs) each roster must include 55 players including the following minimum number of players at the following positions:

2 Quarterbacks
3 Running Backs*
6 Receivers (minimum of 1 Tight End*)
7 Offensive Linemen (minimum of 1 Center, 2 Tackles, and 2 Guards)
1 Place Kicker
1 Punter
7 Defensive Lineman with a minimum of 3 defensive tackles and a minimum of 3 defensive ends
6 Linebackers** with a minimum of 3 outside linebackers and a minimum of 2 inside linebackers. The team can have only one inside linebacker if he has a durability rating of 10+ or 10 (10- does not satisfy this exemption)
7 Defensive Backs** with a minimum of 3 Cornerbacks and 3 Safeties unless the team has 2 safeties who both have durability ratings of 10+ or 10 (10- does not satisfy this exemption)
1 Kickoff Returner
1 Punt Returner
1 Long Snapper
1 Holder
* - Halfbacks can be used as TEs or RBs. ** - Players rated as DL count or DE and DT. Players rated as LB count as OLB or ILB, players rated as DB count as CB or S.

The purpose of this rule is to make sure that minimum requirements are met for each team to remain competitive but also to allow the flexibility teams must have in constructing their 55-man roster, especially given the Action! Game has positions for holders, and long snappers.

4.5 - Player Usage: The computer software will determine the extent of each player's usage given it automatically factors in durability, over-usage, injury, etc. and the league rulebook requires rosters to have a minimum number of attempts at the skilled positions. There is no league-mandated penalty for over-usage other than the fatigue rules built into the game.

4.6 - Teams which do not comply with Rule 4 roster requirements will be given a warning and opportunity to correct their roster before being penalized \$500k per infraction applied to the current and next season's salary cap. If the League Office needs to act to bring a franchise into compliance, players will be assigned by alphabetical listing of free agents at the given position and players will be cut on the basis of the lowest salaried player and then by alphabetical order. Teams which make no reasonable attempt to comply with the roster requirements will risk expulsion from the league.

4.7 – Moved to 14.3.c

4.8 - Coaches are not permitted to selectively de-activate players until they've either clinched their

division or after Week 14, whichever occurs first.

## **5.0 – DRAFT ORDER**

5.1 Determination of Draft order for KRFL teams is based on the record and playoff finish by each team in the previous season. The selection order is based on each team's win-loss record in the previous regular season and whether the team reached the playoffs.

Teams that did not reach the playoffs the previous season are ranked in reverse order of their records (so the team with the fewest wins is awarded the first selection). Ties between teams with identical regular season records are broken by the following tiebreakers (in order):

1. The team with the higher Strength of Victory percentage, as calculated in the Action PC game (which is the combined winning percentage of the opponents a team has beaten), is awarded the earlier pick.
2. The team with the best won-lost-tied percentage in games against common opponents is awarded the earlier pick.
3. The team with the best won-lost-tied percentage in Conference games (if the teams are in the same conference) is awarded the earlier pick.
4. Winner of a coin flip(s), administered by the Commissioner, is awarded the earlier pick.

5.2- After following the procedures in section 5.1, the determination of the draft order of the first four picks, in the FIRST ROUND ONLY will use a lottery system.

5.2.a - The twelve (12) teams that did not make the playoffs in the prior season are entered into the lottery. The odds of winning for the four teams with the worst prior season win-loss record per rule 5.1 is 15% each, the odds for the four teams with the 5th through 8th worst prior season records per rule 5.1 is 7% each, and the odds of the four teams with the 9th through 12th worst records per rule 5.1 is 3% each.

5.2.a – The winner of the lottery must choose if the team wants the first pick in the Rookie Draft or the first pick in the Free Agent Draft. The first four picks in the other draft, which was not chosen, are in the inverse order. For example, if the lottery winner chose the Rookie Draft, the lottery winner picks 1st in the Rookie Draft and picks 4th in the Free agent Draft, the team picking 2nd in the Rookie Draft will pick 3rd in the Free Agent Draft, the team picking 3rd in the Rookie Draft will pick 2nd in the Free Agent Draft, the team picking 4th in the Rookie Draft will pick 1st in the Free Agent Draft.

- If the lottery winner traded its 1st round Rookie Draft pick, then for purposes of the choice between the drafts, the Rookie Draft will be considered to be the draft chosen and not the Free Agent Draft and the team holding the lottery winner's Rookie Draft pick has no choice in the matter.
- If the lottery winner traded its 1st round Free Agent Draft pick, then for purposes of the choice between the drafts, the Free Agent will be considered to be the draft chosen and not the Rookie Draft and the team holding the lottery winner's Free Agent pick has no choice in the matter.
- If the lottery winner traded its 1st round picks in both the Rookie Draft and the Free Agent Draft, then for purposes of the choice between the drafts, the Rookie Draft will be considered to be the draft chosen and the team holding the lottery winner's Rookie Draft

pick has no choice in the matter.

5.2 b -The following state lotteries, in the order listed below, will be used on the designated date.

The Commissioner will go down the list and match-up the pre-determined lottery number for each team with the corresponding range of winning lottery numbers to determine the order of the draft. If we get to the bottom of the state lottery list below and do not have the draft order set, we will continue the lottery the following day with the same state lotteries. Once a team has been assigned a spot in the lottery if their number comes up again, they will be ignored.

1. Maryland Midday Pick 3 approx 12:30pm EDT
2. Georgia Midday Pick 3 approx 12:30pm EDT
3. New Jersey Midday Pick 3 approx 1pm EDT
4. South Carolina Midday Pick 3 approx 1pm EDT
5. Maine Day Pick 3 approx 1pm EDT
6. Texas Day Pick 3 (Morning drawing is ignored) approx. 1:30pm EDT
7. Florida Midday Pick 3 approx 1:30pm EDT
8. Connecticut Day Play 3 approx. 2pm EDT
9. Virginia Day Pick 3 approx 2pm EDT
10. Wisconsin Midday Pick 3 approx 2:30pm EDT
11. Maine Evening Pick 3 approx 7pm EDT
12. South Carolina Evening Pick 3 approx 7pm EDT
13. Georgia Evening Pick 3 approx 7pm EDT
14. Texas Evening Pick 3 approx 7pm EDT
15. Maryland Evening Pick 3 approx 8pm EDT
16. Florida Evening Pick 3 approx 9:45pm EDT
17. Wisconsin Evening Pick 3 approx 10pm EDT
18. Connecticut Night Play 3 approx 10:30pm EDT
19. New Jersey Evening Pick 3 approx 11pm EDT
20. Virginia Night Pick 3 approx 11pm EDT
21. Texas Night Pick 3 approx 11:15 EDT
22. Georgia Night Pick 3 approx 11:30pm EDT

Draft Lottery results can be found at <https://www.lotterypost.com/results> and/or <http://www.smartluck.com/usalotterieslinks.htm>

5.2.c - After the first four draft positions in the first round are selected using this rule (5.2), the remainder of the draft order for the first round and all subsequent rounds is according to rule 5.1

5.3 - The non-lottery and non-playoff teams will be ranked based on section 5.1 above.

5.4 - Teams that reached the playoffs the previous season are then slotted in the order in which they were eliminated (1st round of playoffs, 2nd round of playoffs, Conference Championship, Superbowl). Within each tier, the slotting is determined as in 5.1 above (i.e., worst regular season record picks first and the same tiebreakers apply).

5.5 - Draft choices may be acquired by trade and teams may draft as many rookies as they have draft choices.

## **6.0 - FREE AGENT AND ROOKIE DRAFTS**

6.1 - Only players appearing on the Action! PC Football disk are eligible to be drafted during the free agent draft. Only players chosen in the NFL Rookie Draft are eligible to be drafted during the KRFL Rookie Draft.

6.2 - The free agent and rookie draft will each occur over dates selected by the Commissioner.

6.3 - All owners are responsible for drafting at the specified time and date.

6.3a - An owner may have someone else make a pick for him if he is unable to be present.

6.3b - The owner doesn't make a selection in the rookie draft, the highest rated undrafted player (using a rating list determined by the Commissioner) will be assigned to that team for that round.

6.4 - Each draft (rookie and free agent) will proceed in the same order for every round until the draft is completed.

6.5 - An owner may pass during any round of the free agent draft, but must eventually fill all 55-roster spots while staying under the salary cap. For examples, if you do not wish to pay \$10 million for a franchise player or you cannot afford to pay \$10 million for said player, you can pass during round one.

6.6 – Supplemental Picks During the Free Agent Draft

a. Prior to the 2014 season, the \$5mil, \$4mil, and \$3mil salary tiers used to have three rounds each. Because so few picks were made in the third round of each tier, the league has eliminated those rounds but retained the ability of each team to make an optional third pick added to the end of the final round of each salary tier. To obtain an extra pick, contact the Commissioner and his designee by email at least one day in advance and you will be given an extra draft pick at the end of the final round of the salary tier.

b. Similarly, prior to the 2014 season, the \$2mil and \$1mil salary tiers used to have five rounds each. Because so few picks were made in the fifth round of each tier, the league has eliminated those rounds but retained the ability of each team to make an optional fifth pick added to the end of the final round of **each** salary tier. To obtain an extra pick, contact the Commissioner and his designee by email at least one day in advance and you will be given an extra draft pick at the end of the final round of the salary tier.

6.7 - All owners are responsible for keeping track of their team's total salary during the free agent draft. If any owner exceeds the salary cap limits, the owner will lose the fewest number of free agent players just drafted necessary to get under that salary cap maximum limit and get an opportunity to complete their roster. When possible, the last player(s) chosen in the draft at the salary range required to open enough cap room will be the first player released.

6.8 - Any player automatically released due to the infraction described in Rule 6.7 above may not be re-acquired by the same owner as a free agent during the remainder of the season.

## **7.0 – TRADING**

7.1 – What Can Be Traded.

a. Players may be traded for other players on the team's roster.

b. Other than during the Rookie Draft, only picks in the next season's Rookie Draft or Free Agent Drafts can be traded. For example, during the 2022 KRFL season, only 2023 Rookie Draft picks or 2023 Free Agent Draft picks can be traded. During the 2022 KRFL season, neither picks in the 2024 Rookie Draft (and subsequent seasons) nor picks in the 2024 Free Agent Draft (and subsequent seasons) can be traded.

c. Free Agent Draft picks in Rounds 1 through 12 (round 12 is the final round at \$2.0mil salary level) only may be traded. Free Agent Draft picks in rounds after the \$2.0mil salary round cannot be traded.

d. No money (real, cyber currencies or fantasy), players to be named later, or other gimmicks or loopholes will be allowed.

#### Trading Periods:

There are three different time periods where trading is allowed – In-Season, Off-Season, and In-Draft. Teams may discuss trades at any time, but trades can only be made official during trading periods. No rookie free agents will be allowed to be acquired during any season. The only way to acquire a rookie is via a trade with another owner who has drafted the given rookie.

7.2 – In-Season trading is allowed between the opening of the season and the reporting deadline for KRFL week #8 games.

7.3 - Off-Season trading periods are set and announced by the Commissioner but are typically scheduled prior to the drafts and briefly before the start of the season.

7.4 - In-Draft trading is allowed with the following restrictions:

##### 7.4a - Rookie Draft.

1. Trades must be posted and confirmed by both parties on the Trade Forum BEFORE any action is taken AND BEFORE the deadline set by the Commissioner (typically 10pm Eastern).
2. Trades may involve rookie draft picks in the current draft being conducted and the next season draft only (during the 2020 Rookie draft, only 2020 Rookie Draft and 2021 Rookie Draft picks can be traded), free agent players and/or veteran players, and/or draft picks in the upcoming Free Agent Draft only (during the 2020 Rookie Draft, only 2020 Free Agent Draft picks can be traded).

##### 7.4b - Free Agent Draft.

1. Trading is allowed through the completion of the \$2m tier of the Free Agent Draft. Trading closes with the start of the \$1m salary tier.
2. Trades must be posted and confirmed by both parties on the Trade Forum BEFORE any action is taken AND BEFORE the final pick of the previous day's final round. In other words, if you want to trade in round four, the first \$5m round, you must post your trade before the conclusion of round three.
3. Trades of 1<sup>st</sup> Round picks MUST be reported by 10pm Eastern the day BEFORE the draft begins.



4. Trades may involve drafted rookies, next year's rookie picks only (during the 2020 Free Agent Draft, only 2021 Rookies Draft picks can be traded), players under contract, and picks in the current Free Agent Draft (during the 2020 Free Agent Draft only 2020 Free Agent Draft picks can be traded).

7.4c - Trading can be suspended prior to and during the draft at the sole discretion of the commissioner.

7.5 - Notifying the League Office of a Trade.

All potential trades must be posted in the website trade forum for review by the membership. One member must post the unofficial trade on the league's trade forum page and the other member must confirm the trade, at which point the trade will be processed but considered to be under pending review. The trade will become official after being confirmed unless, within 48 hours after its confirmation: 1) the League Office vetoes the trade for non-compliance with the rules, or 2) two or more owners request that the Trade Committee review the trade. If a trade is under review by the Trade Committee, the traded players and/or draft picks may not be re-traded until the trade becomes official.

7.5a - The waiting period before processing trades is waived during In-Draft trading periods when all trades are immediately processed and assumed to be in compliance with the league rules. It is expected that both parties involved have done their due diligence in making sure that the trade meets all requirements including salary cap limits, contract issues, and the ownership of traded draft picks.

7.6 - Trade may be vetoed by the Trade Committee, if, in their judgment, the trade is not in the best interest of the KRFL. A two-thirds vote will determine the outcome of their review.

7.6.a - Trade Committee Guidelines:

- 1) If the trade is unfair to one of the teams involved, it should be vetoed.
- 2) If the trade seriously impairs the future viability of a franchise, it should be vetoed.
- 3) If the trade is detrimental to the league in any other manner, it should be vetoed.

7.6.b - In the event of a vetoed trade, the Trade Committee will determine the penalties and resolutions, if any, applied to the voided transaction. Vetoed In-Draft trades, where both teams are expected to make sure their trade is in compliance BEFORE listing it, will usually result in penalties applied to both teams.

## **8.0 - WAIVER CLAIM FREE AGENTS**

8.1 - There are two free agent waiver claim periods. The first period is the week before the start of the regular season. The second period is during the regular season. No waiver claims are allowed during the playoffs.

8.2 - Any player appearing on the most recent KRFL League File who does not appear on any KRFL team's 55-man roster is considered a potential waiver claim free agent.

8.3 – Pre-Season Free Agent Waiver Claim Period

8.3.a - Free agent waiver claims are not allowed during the off-season until the week prior to the start of the KRFL regular season. Beginning and ending on the dates announced by the Commissioner, during the week before the regular season starts, eligible free agents may be

claimed.

8.3.b - Teams are limited to obtaining a maximum of four waiver claim free agents during this period. Before the deadline, any interested team should email to the Commissioner a list of players of any number, in order of preference, the team wishes to claim, and the two players, in order of preference, the team wishes to release from their roster if their claim(s) are successful. Claims are awarded based on the Rookie Draft order on a round by round basis.

8.3.c - If multiple teams claim the same player, the player will be awarded to a team based upon following the most recent Rookie draft order.

8.3.d – Players successfully claimed will be rostered as if the player was acquired during the Free Agent Draft, which means the team may retain the player after the season. The players contract status will as if he was drafted during the most recent Free Agent Draft.

#### 8.4 - In Season Free Agent Waiver Claim Period

8.4.a – Beginning after the start of the regular season and ending with the Monday preceding the final week of the regular season, eligible free agents may be claimed by posting the claim in the appropriate league discussion forum on the league website, in the required format.

8.4.b - All waiver claims must be posted by Monday, Noon EST deadline or other deadline established but the commissioner to be considered valid for the next week's games.

8.4.c - Waiver claims will be awarded based on the most recent Rookie draft order for claims during week one, and the game's Power Rankings thereafter.

8.4.d – Players obtained on a successful waiver claim during the season are contracted for the current season only and will become free agents at the end of that KRFL season.

8.5 - There is a 24-hour period directly following the posting of that week's transactions where owners may appeal any decisions made by the Statistician/Transaction Secretary. No appeals may be made after the deadline has expired.

8.6 - The salary of a player released as a result of a free agent signing will continue to count toward the team's salary cap for the season unless the player is picked up on waivers by another team.

## **9.0 - SCHEDULES**

9.1 - The regular season will consist of 17 games. The schedule will require everyone to play home and away games against divisional foes, six games against other conference teams and five inter-conference games against all the teams in one division of the other conference. The inter-conference game schedule will rotate every year so that each team will face every team in the league at least once every three years (assuming no movement from division to division due to realignment).

## **10.0 - GAME INSTRUCTIONS**

10.1 – The Statistician will email the league file containing the league organization, game rules, and

league results to each coach. This league file will be updated weekly and must be used to play league games. The league file must not be altered in any way except by direction of the commissioner, or the non-hosting coach for team unit moves.

10.2 – Game Rules are set to accord with all contemporary NFL rules including two-point conversions, overtime, booth reviews of scoring plays and turnovers, etc.

10.3 – Specific League Settings include:

Audibles - three per half
Replay Challenges – two (2)
Booth Replays of All Scoring Plays and All Turnovers = Turned On
Home Field Advantage – three (3)
Injuries - Realistic
Limit Games Missed to Real Life Total - Yes
Penalties - Realistic
Season Usage - 110%/115%/120% used (the only exemptions are Place Kickers with at least 20 NFL season FG attempts and Punters with at least 50 NFL season punt attempts.)
Game Usage – 15%/30%/45% used (no exemptions, box allowing QB 30 attempts checked only.)
Weather effects will be used for all games.
No limits on onside kicks, hurry up, or slow down offenses.
Play Clock – The play clock will be turned on and set to 45 seconds. By agreement from BOTH teams, the play clock may be turned off at any time. Likewise, the Play clock may be resumed/turned on at any time by EITHER team requesting it, and cannot be turned off until both teams agree to the suspension of the play clock.

10.4 – All games are expected to be played head-to-head over the internet. The home team typically will host the game but that is not required. The hosting team is required to submit the game results to the Statistician in zipped format IMMEDIATELY following the conclusion of the game.

## **11.0 – PLAYOFFS**

11.1 – Within each conference the three division winners would be seeded 1-2-3 based on record (winning percentage) and the Wild Card teams would be seeded 4-5-6 based on record.

A. Ties between two teams – In the event two teams have equal records/winning percentages, ties will be broken using the following tie-breakers:

- |  |
|--|
| a. Head-to-head (best won-lost-tied percentage in games among the clubs) |
| b. Best won-lost-tied percentage in games played within the division     |

c. Best won-lost-tied percentage in common games
d. Best won-lost-tied percentage in games played within the conference
e. Strength of victory
f. Strength of schedule
g. Best net points in common games
h. Coin toss

B. Ties between more than two teams – In the event more than two teams have equal records/winning percentages, ties will be broken using the following tie-breakers:

a. Best won-lost-tied percentage in common games
b. Best won-lost-tied percentage in games played within the conference
c. Strength of victory
d. Strength of schedule
e. Best net points in common games
f. Lottery

### 11.2 - Playoff Game Schedule

- A. Playoff Round #1 – The two division winners with the best records get a first-round bye. In this round, seed #3 hosts #6 and seed #4 hosts #5. Seed #1 and #2 get a bye.
- B. Playoff Round #2 – The #1 seed hosts the worst surviving seed from Round #1, and seed #2 hosts the best surviving seed from Round #1.
- C. Round #3 (Conference Championship) – The highest surviving seed hosts the lowest surviving seed. The winner goes to the KRFL Super Bowl.
- D. The Super Bowl will take place at a neutral field. The neutral field will be the same field the NFL used for the Super Bowl for the NFL season we are replaying. For example, after the NFL 2007 season, the NFL Super Bowl was held in Arizona. Therefore, the KRFL Super Bowl following the KRFL 2008 season will likewise be played in Arizona. Of two conference champions meeting in the KRFL Super Bowl, the team with the better record is the home team.

### 11.3 – These changes will be made to the setup spelled out in rules 10.3.

Season Usage Penalties = Yes in regular season, Yes in post-season
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Mild – 110% Moderate – 115% Major – 120%
Game Usage Penalties = Yes in both regular season & post-season Mild – 15% Moderate – 30% Major – 45% . (no exemptions, box allowing QB 30 attempts checked only.)
Injuries – Yes to all in regular season & post-season
Realistic multi-game
Temporary in-game/fatigue
Pre-set injuries
Post-game injuries

**Post-Season length will be set as follows:**

Season Length 18 for Wild Card playoff games

Season Length 19 for Division playoff games

Season Length 20 for Conference Championship playoff

Season Length 21 for Super Bowl

The “Playoff Brackets” feature added to the Action PC game in 2014 will be used for scheduling and playing all playoff games. This “bracket” feature automatically adds 1/17<sup>th</sup> or about 6.25% usage for each playoff round so no other usage adjustments will be needed or made.

11.4 – Given the league relies on the software to prevent overuse of players, injuries will carry over throughout the regular season, the playoffs and the Super Bowl.

**12.0 – SALARY CAP**

Note: For purposes of the various salary caps, a team’s “Salary” is defined as the total of salaries of each of the team’s active and I.R. players **including** any fines that have been levied against the team or/and applied to the team’s salary cap.

12.1 – A strict off-season salary cap shall be set at \$84 million for each team. A team may go above the cap during the season, but their in-season salaries must not exceed \$89 million during the season or post-season, and it must be at or below this cap following the completion of the season. In other words, at the conclusion of the Super Bowl, teams over the cap must release the minimum number of players necessary to go below the cap and to be permitted to begin off season trading. A team can wait to go below the \$84 million salary until the next season disk comes out, but it will not be allowed to make any off-season trades until it goes below the \$84 million salary cap.

12.2 – The salary of the players drafted in the Rookie Draft and placed on the team’s roster do not count against the salary cap in the season they were drafted, as they are drafted one year prior to first playing in the KRFL. Therefore, their salaries do not count against the \$84 million off-season cap or \$89 million in-season cap in the season they are drafted because they are not yet signed by their respective teams, the teams own their rights only.

At the completion of the KRFL season following their draft, rookies become the property of their teams, and their salaries count against the in-season and off-season salary cap. At that point they can be either promoted to the active roster or cut without penalty at the salary cost under which they were drafted (year one with the team). In year two, the rookie salary remains the same and the player can be either be kept

on the active roster or cut without penalty at the salary cost under which they were drafted (year two with the team). In year three, the player must be either signed to a contract with a salary increase for that season and those beyond in accordance with rules 14.10 and 14.11.

12.3 – The cap really isn't all that complicated if you think about it. You can't have more than \$71 million in future contracted salary at any time, you can't have more than \$84 million in present-day salary during the draft, and you can't have more than \$89 million in present day salary from the end of the draft to the end of the season. The salary of a player released during the season shall count toward the team's salary cap for the season unless he is picked up on waivers by another team.

### **13.0 – CUT DOWN DATE**

After the conclusion of the season and prior to the next season's drafts, the Commissioner will set a Cut Down Date wherein rosters are trimmed to abide by a pre-draft salary cap of \$71 million.

13.1 – A team must protect a minimum of twenty-two players from the previous season at a total combined salary of not more than \$71 million.

13.2 – If a team is unable to protect the minimum of 22 players it will be penalized \$1 million from the salary cap for each player under the minimum.

13.3 – Each owner must decide whether to activate any players drafted in the rookie draft two years earlier and the players who drafted as free agents in the prior season, or release them into the free agency pool for the upcoming free agent draft. Activated rookies will be assigned a salary based on the round they were drafted in per the scale listed in Rule 14.2 until they have played two KRFL season. See rule 14.3

13.4 – Any veteran player whose contract has not expired must be protected or cut with a salary cap penalty unless they have a DUR rating (durability) that is no more than 3 (i.e. is 3 or less) as noted in Rule 14.14b. for the 2023 season only:

Any veteran player, other than a QB, whose contract has not expired must be protected or cut with a salary cap penalty unless they have or durability rating of three (3) or less, OR they played in FIVE games or less in the 2022 NFL season.

13.5 – Free agents from the preceding year may be signed to a contract at the starting salary at which they were acquired.

13.6 – Any team missing the Cut Down Date deadline without a legitimate reason (as determined at the sole discretion of the Commissioner) will be penalized \$500,000 against the upcoming season's salary cap for each day past the deadline, up to a maximum of three days (and \$1.5million). A team who has not submitted its roster cuts & contracts after three days without a legitimate reason will be removed as a member of the league. The league office will then do the following:

a. Release any Contracted player with a Durability Rating of three (3) or less.

b. Release any player acquired in the prior season's Free Agent Draft in descending order of salary costs until the 22 players / \$71Mil salary cap is met. Remaining Free Agents will initially be signed to a one-year contract; however, the team's new owner will be allowed to modify those contracts.

c. All players drafted in the Rookie Drafts will be kept unless cutting them is required to get meet the 22 players / \$71million salary cap.

**14.0 – CONTRACTS AND SALARIES**

14.1 - A player’s initial salary is determined by the manner in which the player was acquired. Players acquired through the Free Agent draft are assigned an option year salary as follows:

Round 1: \$10 million
Rounds 2: \$7.5 million
Rounds 3-4: \$5 million
Rounds 5-6: \$4 million
Rounds 7-8: \$3 million
Rounds 9-12: \$2 million
Rounds 13-16: \$1 million
Rounds 17-20: \$500K
Rounds 21-24: \$300K
Rounds 25+: \$100K

14.2 –Players acquired through the rookie draft are assigned an option year salary as follows:

Round 1	Selection 1	\$2.0m
	Selection 2	\$1.9m
	Selection 3	\$1.8m
	Selection 4	\$1.7m
	Selection 5	\$1.6m
	Selection 6	\$1.4m
	Selection 7	\$1.3m
	Selection 8	\$1.2m
	Selection 9	\$1.1m

	Selection 10	\$1.0m
	Selection 11-14	\$900k
	Selection 15-18	\$800k
	Selection 19 – 24	\$700k
Round 2	Selection 25 – 36	\$600k
	Selection 37 – 48	\$500k
Round 3		\$400k
Round 4		\$300k
Round 5		\$200k
Rounds 6 and 7		\$100k

14.3 – There are SIX types of players on a KRFL roster:

a. Players under contract (identified as ‘Contracted’ or “Contracted-Franchised” on the league salary spreadsheet)

b. Option year free agent players drafted in the prior season Free Agent Draft (identified as ‘FA##’ on the league salary spreadsheet with the ## representing the player’s option year season)

c. Injured Reserve players (“I.R.”) - KRFL will allow players to be retained by their KRFL team on an injured reserve (I.R.) designation if they have a Durability rating of three (3) or less.

The player can be either a player with at least one season remaining on his contract, an option year free agent or rookie player who is given a contract. Declarations of Injured Reserve players must be done at the annual Roster Cut Down Deadline before the annual player drafts or other deadlines set by the Commissioner. Injured Reserve players will count against the salary cap but will not count against the team’s 55-man active roster. Injured reserve players cannot be traded or cut.

d. Players drafted in a prior season Rookie Draft – Players drafted in a prior season’s Rookie Draft whose salary Count against the team’s salary cap. These players are listed as FA##/Drafted## in the salary worksheet where the ## in FA## is the players contract “option year” where the player will need to be signed to a contract or the player becomes a free agent and where the ## in Drafted## is the season the player was drafted in.

For example.... Joe Smith is drafted in the 2020 KRFL Rookie Draft.

He is listed as a “FA23/Drafted20” in the Salary Worksheet since he was drafted in the 2020 KRFL Rookie Draft.

- In the 2020 KRFL season, his salary does not count against the team’s salary cap.
- He will first appear in a KRFL game in the 2021 KRFL season and his salary based upon rule 14.2 will count against the team’s salary cap beginning with the 2021 season.
- The 2022 KRFL season will be his second season. As noted, his salary in 2022, his second KRFL season, is the same as his first season (i.e. based upon rule 14.2) and will count



against the team's salary cap.

- The 2023 KRFL season will be his contract "option year" season. So, during the 2023 Roster Cut Down period, the team will need to contract Smith or Smith becomes a free agent and will be in the 2023 free agent draft. If Smith is contracted, his salary for the 2023 season will automatically increase based on Section 14.10 & 14.11, and this salary will count against the team's salary cap in 2023 and future contract years.

e. Players drafted in the current season's rookie draft. – Players drafted in the current season's Rookie Draft who do not count against the team's 55-man active roster nor whose salary does not count against the team's salary cap since that cannot appear in a KRFL game until the following season.

f. Developmental Reserve players ("D.R.") – KRFL will allow players to be retained by their KRFL team on a developmental reserve (D.R.) designation if they are a player who was drafted in the Rookie Draft (only, players drafted in the Free Agent draft are not eligible) but who has not reached his option year (and so the team is not required to offer the player a contract) and who has a "value" in the game as determined by Action PC Football of \$500,000 or less. Declarations of Development Reserve players must be done at the annual Roster Cut Down Deadline before the annual player drafts or other deadlines set by the Commissioner. Development Reserve players will count against the salary cap but will not count against the team's 55-man active roster.

14.4 – A Player's option year salary expires at the end of the season in which his option year began. The KRFL owner has three options which he may exercise between the end of the season and the cut down date:

- a. Release the player into the free agent draft,
- b. If the player was drafted in the Free Agent Draft, sign the player to a multi-year contract starting at the same initial salary, or sign the player to a one-year contract at the same initial salary.
- c. If the player was drafted in a Rookie Draft, sign the player to a multi-year contract starting at the salary he was drafted at PLUS the increase for one season based on rules 14.10 or 14.11, or sign the player to a one-year contract at the salary he was drafted at PLUS the increase for one season based on Rule 14.10 or 14.11.

14.5 – Players signed to a contract will automatically become free agents at the expiration of their contracts, unless the Franchise tag is applied to the player or the Free Agent Tender Offer is invoked.

14.6 – **Franchise Tag:** One player may be tagged as a franchise player per year, per team. A player under contract for a minimum of three years with the same team, and has zero years remaining, can be assigned the franchise tag before the start of the FA draft.

(a) A team may only use the Franchise tag on a player once per tenure on that team's roster. Franchise players who are traded are treated as regular veterans and must be under contract for a minimum of three years with a new team to regain eligibility for the franchise tag.

(b) The franchised player gets a salary equal to the average of the five highest paid players at his position, according to KRFL salaries. If that averaged salary is lower than his previous year's salary, the previous year's salary will be used instead. If the player is carded at multiple positions, the position that has the highest average will be used. The salary average for the five highest paid players per position will be calculated after the FA draft from the previous season.

(c) A franchised player must be given a new contract at the time of the Franchise tag designation and rejoins the team as a veteran.

(d) Franchise eligibility is not portable. Because a franchise eligible player has an expired

contract and will enter the Free Agent pool unless designated as a franchise player on the Cut Down date, that player IS NOT available for trading until AFTER his franchise contract has been signed. Reminder: A player may only be franchised by a team once per career (except in the unlikely circumstance where he is traded back to the previous owner with three or more years remaining on his contract).

14-7 – **Free Agent Tender Offer** – Allows teams to keep select veterans whose contracts have expired and who have been previously signed to contracts of three years or more. A player who is traded mid-season with three years left INCLUDING the current season will retain eligibility. *Traded players who do not meet the three-year limit will be marked with an asterisk in the spreadsheet.* Tender offers are made during the free agent draft beginning with round two. Players drafted by other teams in the first round are ineligible for the tender option. The tender offer dollar amount is linked to the round in which the offer is made. Tender offers are made prior to the beginning of a draft round before the rights to that player are assumed by another team drafting in that round. Simply put, if Team B drafts a tender eligible player before Team A declares a tender offer, Team A surrenders the tender option. Successful tenders are not treated as draft choices so a team exercising (for example) a tender offer in round four still retains the opportunity to utilize their round four draft choice. No team can make a tender offer which, if accepted, would put their total salary amount over the \$84 million cap.

14.8 – Teams may only retain a combined two players through the Franchise Tag and Tender Offer options during each season’s roster cut down and free agent draft.

14-9 – Multi-year contracts may be for as many years as an owner desires.

14.-10 – The salary of a player with a multi-year contract of no more than four years will increase \$1.0 million per every additional year, except players at the K and P positions whose salaries will increase \$0.5 million per year. For example, a non K or P with an initial salary of \$500k signed to a four-year contract will have salaries of \$500k, \$1.5 million, \$2.5 million, and \$3.5 million during the four years. A K or P with an initial salary of \$300k signed to a four-year contract will have salaries of \$300k, \$800k million, \$1.3 million, and \$1.8 million during the four years

14.-11 – Players signed to contracts of 5 years or more will have yearly increases of \$1.5 million per year, except players at the K and P positions whose salaries will increase \$0.75 million per year. So, a player with an initial contract of \$500k signed to a five-year contract will have salaries of \$500k, \$2 million, \$3.5 million, \$5 million and \$6.5 million for the relevant years. A K or P with an initial salary of \$300k signed to a five-year contract will have salaries of \$300k, \$1.05k million, \$1.8 million, and \$2.55 million during the four years

14.-12 – There is **no** cap on a player’s salary in the KRFL. All players are subject to the salary escalation provisions of rules 14.10 and 14.11. However:

14.-13 – College players drafted in the rookie draft will not have a salary assigned to them that counts against the cap in the year they are drafted.

14.-14 – An owner may only release a player under contract if:

- a. The team pays a fine equaling half (50%) of the player's salary over the life of his contract (payable and deducted from the cap for the next Free Agent Draft and upcoming season). For example, a player with two years remaining on his contract for \$4 million and \$5 million, can be released by paying a \$4.5 million fine. There is no maximum fine.
- b. The player may be released without fine if the player’s DUR rating (durability) is no more than 3

(i.e. is 3 or less) in the prior season.  
c. for the 2023 season only:

Any veteran player, other than a QB, whose contract has not expired must be protected or cut with a salary cap penalty unless they have or durability rating of three (3) or less, OR they played in FIVE games or less in the 2022 NFL season.

14.–15 - Players retain their contract status upon trade.

14.–16 - Any player who is playing under his initial salary and not under contract will retain his initial salary through the end of the year regardless of whether or not the player has been released to the free agent pool.

14.–17 - The salary and contract status for any player not occupying a spot on a KRFL roster at the end of the season will be reset. No player acquired through the free agent draft will have a prior contract or salary attached to him.

14.–18 - Any player acquired as a free agent after the initial free agent draft (e.g. a waiver claim free agent) and not subject to an existing assigned salary will be assigned an initial salary of \$500k.

## **15.0 – RULES FOR SCHEDULING GAMES & REQUESTING A SUBSTITUTE COACH**

The typical KRFL week runs from **Wednesday to Tuesday** with league files distributed on Tuesday evening.

15.1 – No later than 10pm Eastern on Thursday of each week the HOME team is required to submit to the AWAY team’s coach a list of dates and times that he will be available to play the game to allow for the submitting of the game files to the Commissioner by the deadline. This list should include AT LEAST THREE available times the home team owner could play the game. Please be as accommodating as possible, considering time differences between the two teams. The Home team should email the Away team at least twice if no response is received to his first email. If the Home team does not submit a list of dates and times by 10pm Eastern Thursday, then the Away team can request a substitute coach for the Home team.

15.2 – No later than Friday at 10pm Eastern, the AWAY team is required to send the HOME team a response to the Home team’s available times, either by agreeing to a time the Home team has proposed or by replying with a list of days and times the Away team is available. Again, please be as accommodating as possible considering time differences. If the Away team does not respond to the Home team by 10pm Eastern on Friday, then the Home team can request a substitute coach for the Away team.

15–3 - If by 10pm Eastern Saturday, the two teams cannot agree upon a time for the game to be played, then the HOME team takes precedence over the Away team and the Home team should request a substitute coach for the Away team.

15.4 – The HOME team is obligated to host the game. If the home team cannot host a game and the away team can host, then the away team is obligated to host. If neither the home nor the away team can host a game, then Home team loses its right to control which team must use a substitute coach and the

AWAY should request a substitute coach for the Home team. Why does the home team lose control in this situation? To motivate the home to make the necessary changes to be able to host a game.

15-5 - If two teams have an agreed upon time of game that has been confirmed by both, and for any reason either team cannot keep that time, then the team that was available at the original game time has precedence for all further times for that game. For example, Tampa Bay and Rolling Green have a confirmed time of game, but Rolling Green, being the home team, cannot keep the originally scheduled time for any reason. Then the availability of the visiting team (in this case Tampa Bay) takes precedence if the two teams cannot agree on a time to reschedule the game and Tampa Bay can request a substitute coach for Rolling Green.

15-6 - Any team that is stood up for an agreed upon and confirmed game time for any reason has the option of requesting a sub for that game after 30 minutes past the scheduled game time have elapsed (subject of course, to having proof of a confirmed scheduled game time that can be forwarded to the Commissioner). The offending team will be subject to penalties per this section.

15-7 - All games must be scheduled each week for a start time of no later than 6:00 P.M. Eastern time Tuesday. This is to allow enough time for the playing and reporting of the game by the 10 P.M. Eastern deadline.

15-8 - Seeking a Substitute

If a member needs to request a substitute coach for his opponent as a result of one of this section, he can seek a substitute by posting on the league website or by posting an email via the KRFL Google group, or preferably both. This leaves a public record available to the Commissioner in case of disputes. Requests should include a range of a possible game times. If a member seeking a substitute gets multiple offers to sub, they should sort volunteers accordingly:

- a. First choice should be a player from another conference.
- b. Second choice should be a player from another division in the same conference.
- c. Last choice should be a player from the same division.

15-9 - Getting Credit for playing as a Substitute

To gain credit for playing as a substitute coach, a member should post in the appropriate forum on the website. Due date is the same as the deadline for submitting game files. The website forum will serve as a means of tabulating both non-participation and volunteer subbing.

15.-0 - Penalties for non-participation. **These penalties are cumulative:**

If a member uses a substitute coach for three games, the team will lose its 5th round rookie pick in the following Rookie Draft and incur a \$.5 million salary cap penalty in the following season.
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If a member uses a substitute coach for four games, the team will also lose its 4th round rookie pick in the following Rookie Draft and incur another \$.5 million salary cap fine in the following season.
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If a member uses a substitute coach for five games, the team will also lose its 3rd round rookie pick in the following Rookie Draft and incur another \$1 million salary cap fine in the following season.
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If a member uses a substitute coach for six games, the team will also lose its 2nd round rookie pick in the following Rookie Draft and incur another \$1 million salary cap fine in the following season.
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If a member uses a substitute coach for seven games, the team will also lose its 1st round rookie pick in the following Rookie Draft and incur another \$2 million salary cap fine in the following season.

If a team uses a substitute coach for eight or more games, the member will be dropped from the league.

15.1-a - If you do not have the rookie pick to lose (because it was previously traded), you will lose the next best pick (e.g., if you should lose your fifth rounder, but 'don't have a fifth rounder, you lose your fourth instead). If you have two picks in a given round, you will lose the lesser of the two in that round (e.g., if you have the 3rd and 5th pick in the fourth round and the penalty is loss of a fourth round rookie pick, you lose the 5th pick). In the event a member has insufficient draft picks to forfeit pursuant to this rule, an additional \$1.0 million salary cap fine per pick will be incurred in the following season.

15.-1 - Rewards for Volunteer Substitute Coaches. For each game a member acts as a substitute coach, the member will receive one "credit" which can be used one of two ways, or both if a member has earned multiple credits.

15.11a - A member may use a credit against any game the team was assessed a penalty for in section 15.10

15.11b - A member may use a credit towards the annual lottery for an additional Rookie Draft pick.

15.11c - A member who acted as a substitute coach for more than one game and therefore earned more than one credit, can use credits under both 15.11a and 15.11b

15.11d - After the conclusion of the season, the Commissioner will request that each coach who earned a credit to choose between a credit against any game missed in rule 15.10 or a credit in the Rookie Draft pick lottery for each credit the member has earned.

15.1-e - For the members choosing the Rookie Draft lottery credit, after the conclusion of the season and before the rookie draft, the commissioner will hold a lottery. Credits earned will be entered into a random lottery to distribute rookie draft choices given up by teams penalized for non-participation in rule 15.10. Rookie draft choices given up by a previous owner through penalty will be retained by the new owner but will be added as supplemental picks in each applicable draft round for the purpose of the non-participation lottery. Example: A number two pick in the second round (draft choice 2.2) forfeited by a previous owner **will be retained by the new owner. The penalized pick will be added to the end of the round as pick 2.25.** If no rookie draft picks were forfeited, the league will award a supplemental 5th round rookie draft pick, the final pick of the 5th round, using the process described above (this pick is not tradable).

15.-2 - Guidelines for Substitutes. Substitutes are expected to play as if they were the team owner, taking into consideration reasonable usage of personnel and giving a full effort to win, substitutes who violate the standards of good sportsmanship and the trust they have acting as temporary caretakers of a team will be subject to penalty determined by the Commissioner that may include loss of future salary funds and/or rookie draft choices.

## **16-0 - New Owners**

16-1 - New members assuming the ownership of a penalized franchise are absolved of all accumulated penalties.

16-2 - New owners may terminate any player's contract without penalty during the off-season League Business period by a deadline set by the Commissioner. For an owner taking over after the free agent draft or during the season, cuts of this nature will be allowed only after the season. Cuts or trades of veteran players in-season by new coaches will be fined as per rules and applied to the next season's salary cap and will void the chance to cut veteran players without penalty.

16.3 – New owners who were previously members of the KRFL are not eligible for these waivers.

16.4 – Current owners who take over a vacant franchise are not eligible for these waivers.

### **17.0 Amending the Rule Book**

17.1 - The Rule Book may not be altered except by amendment, or to codify or clarify procedures already in place. During the league business period preceding each season, owners are encouraged to suggest any changes and/or clarifications to the rulebook via the forum. Any amendment getting the support of three other owners shall be placed before the membership for a vote. Members are required to cast either a Yes or No vote on all amendments. Abstention is not permitted. A 2/3rds approval of the active membership is required for passage of all amendments.

17.1 - The Commissioner reserves the right to make any rulings necessary that are not expressly covered in this by rule book. This includes but is not limited to interpreting rules, defining and closing loopholes, or any other ruling that may become necessary in the best interest of the league.

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### **2024 Amendments**

Using an “NBA Style” draft lottery of 12 teams beginning in 2025 – PASSED 17-7.

### **2023 Amendments**

Proposal 1: Revised Rookie Draft Salaries for the first 14 picks in the draft beginning in 2024 – PASSED 18-5

Proposal 2: Teams are limited to obtaining a maximum of four (instead of two) waiver claim free agents during this period beginning with the 2023 season. - PASSED 15-8

Proposal 5: Place Kickers and Punters will be immune from the season usage limit if they have at least 20 FG attempts or 50 punt attempts. - PASSED 19-4

### **2022 Amendments**

Proposal Two: Expand Injured Reserve eligibility to include players with a Durability rating of three (3) or less. Previously, only players who were not active the entire NFL season (i.e. “uncarded”) players were eligible. Passed 21-3.

Proposal Four: Increase minimum attempts/receptions needed by skill position players. Passed 21-3.

Proposal Five: Move the trade deadline from week 6 to week 8. Passed 19-5.

Proposal Six: The winner of the draft lottery chooses if they want the first pick in the Rookie Draft or the Free Agent Draft. The first four picks of the other draft are then in inverse order. Passed 16-8.

### **2021 Amendments**

12/31/21 – After Discussion on the league forum, the Commission revised Rule 15 – RULES FOR SCHEDULING GAMES & REQUESTING A SUBSTITUTE COACH

Proposal One: Set the Play Clock to 45 seconds in the game rules. Passed 18-6.

Proposal Two: Increase roster size from 52 to 55 and increase the salary cap by \$1.0 million (off season salary cap from \$83 mil to \$84 mil. In-season salary cap from \$88.0 mil to \$89.0 mil). Passed 17-7.

### **2020 Amendments**

Proposal One: Limit Trading of Rookie and Free Agent Draft Picks to the Next Draft. Passed 17-7.

Proposal Six: Delay the Rookie Signing Option by One Year. Rule 14.3 Starts with players drafted in the 2020 Rookie Draft. Passed 21-3.

Proposal Nine: Move Trade Deadline from the end of Week 4 to the end of Week 6 of the regular season. Passed 20-4.

### **2019 Amendments**

Amendment 2 – Rule 8. All Waiver Claim Players awarded during the free agent signing period one week before the season begins can be retained at the end of the season and will be treated like a player drafted in the free agent draft instead of becoming free agents at the end of that KRFL season. Passed 16-8.

### **2018 Amendments**

Amendment 1 – The salary of a player with a multi-year contract of no more than four years will increase one million per every additional year, {what follows will be added} except players at the K and P positions whose salaries will increase \$0.5 million per year. AND Change rule 14.11 to be: Players signed to contracts of 5 years or more will have yearly increases of \$1.5 million per year, {what follows will be added} except players at the K and P positions whose salaries will increase \$0.75 million per year. Passed 16-8.

Amendment 2 – 13.4 and 14.14b - The player may be released without fine if the player's DUR (Durability) Rating is no more than 3. Passed 18-6.

### **2017 Amendments**

Amendment 1 – Mirror current NFL playoff system. Rule 11.1. Passed 18-6.

Amendment 2 – Add a free agent claim period after the drafts and prior to the first week of the season. Rule 8.1. Passed 19-5

### **2016 Amendments**

Amendment 1 – Add reward for substitute coaches when no draft picks were forfeited. Passed 21-3.

Amendment 3 – Move In-Season trade deadline from week 8 to week 4. Passed 17-7.

Amendment 4 – Reduce In-Season salary cap from \$93 mil to \$88 mil. Passed 18-6.

Removed maximum salary cap fine for releasing a player (Rule 14.14) by consent during rule proposal period.

### **2015 Amendments**

Amendment 1 – Draft Order (Passed 16-8)  
Amendment 3 – Maximum Player Salary (Passed 16-8)  
Amendment 4 – Long Snapper and Holder (Passed 21-3)

#### **2014 Amendments**

Amendment 2 – Change the waiver claim order. (Passed 17-7)  
Amendment 3 - Tender eligible rule. (Passed 22-2)  
Amendment 5 – Eliminate permanent waiver pickups. (Passed 16-8)  
Amendment 6 – Reduce rookie draft rounds. (Passed 16-8)  
Amendment 7 - Salary of released players. (Passed 19-5)

#### **2013 Amendments**

Amendment 1 – Change assignment of divisions from geographic location of NFL stadiums to geographic location of owner. (Passed 19-5)  
Amendment 2 – More effective trade committee – (Passed 21-3)  
Amendment 4 – Change in-season trade deadline from week 8 to week 4 – (Passed 20-4)