

Rules/Constitution for the (BSL) Blue Sky Fantasy Football League (ALL CHANGES SINCE Year 1 Consolidated – Year-to-Year Changes No Longer Annotated):

- I. Introduction
- II. Rosters
 - A. Total Make-Up
 - B. Weekly Starters
 - 1. The OUP
 - 2. The RUP
 - 3. The DUP
 - 4. Kick Returner
 - C. Submitting Lineups
 - 1. Real Time Lineups
 - D. Injured Slots
 - E. Roster Integrity
 - F. Developmental Practice Squad
 - G. Misc. Player Definitions and Qualifications
 - 1. BSL Rookie Eligibility
 - 2. End of Season Voting Eligibility
- III. League Make-Up
 - A. Divisional Setup and Schedule
 - B. Playoffs and Playoff Schedule
- IV. Scoring System
 - A. Point Values
 - B. Week-to-Week Scoring
- V. Draft Rules
 - A. Initial (First Draft Only)
 - B. Intro. to the Yearly Collegiate/Free Agent Entry Draft
- VI. Intro to Finance Points
- VII. Waiver Picks & Trading Rules
 - A. Waiver Picks and Weekly Allotments
 - B. Waiver Picks and Finance Points
 - 1. How Waiver Picks Work
 - 2. Purchasing Extra Waiver Picks
 - 3. Post Season Waiver Rules
 - C. Trading
 - 1. Player - Player Trades
 - 2. Player - Waiver Pick Trades
 - 3. Player - Finance Points Trades
 - 4. Waiver Pick - Finance Points
 - 5. Three Way Trades
 - 6. Misc. Trade Rules
 - D. Trading Deadline & Effect on Waiver Picks
 - E. Weekly Transaction Period, Trade and Waiver Pick Deadlines
- VIII. Post Season Roster, Off-season and Free-Agent Rules
 - A. Finance Points (In Detail)
 - 1. Starting Season Points
 - 2. Earning Points During Season
 - a. Initial Wins Bonus
 - b. Win-streak Bonuses
 - c. Underdog Rules
 - d. Player of the Week Bonuses
 - i. Player of the Week
 - ii. PoW Sweep Bonus
 - 3. Getting Finance Points for Post-Season Results and Regular Season Standings
 - 4. Carrying Finance Points Over to Next Season
 - 5. Pro Bowl Finance Point Bonus
 - 6. Player of the Year Finance Point Bonuses

- 7. Profit Sharing - aka League Finance Point Fund (LFPF)
- B. Post Season Roster Setup & Player Protection Lists
- C. Assigning Players Values & Defining Player Labels
- D. Free Agent Signing Periods and Signing Free Agents
 - 1. Free Agency & Contract Status - How you designate protections lists and its effects on Contract Status
 - 2. Free Agency Signing Auction - How the FASP Works
 - 3. Franchise Player Bidding / Loss Compensation Rules
 - 4. Restricted Free Agent Resigning Rules
- E. Preseason Roster Limitations
- F. Collegiate/Free Agent Entry Draft (Rules in Detail)
- G. C/FAED Draft Pick Time Limits
- H. Preseason Waiver Period Rules and Roster Integrity Deadlines
- I. Offseason Roster Rules Regarding Practice Squad Players
- J. Offseason Roster Rules Regarding Injury and Suspension Slot Players
- IX. Misc. Rules and Notes
 - A. Commissioner Powers - Best Interests of the League
 - B. Executive Committee Challenge Veto Power
 - C. Other Misc. Rules
- X. League Resolutions
- XI. League Dues, Prizes & Off-Season Voting
 - A. League Fees
 - B. League Awards & Prizes
 - C. Rule Change Amendment Voting
 - D. Off Season Calendar

I. Introduction

We have tried to figure out a way to have fun and realistic, yet still competitive year-to-year keeper fantasy football league. We have been in enough to figure out what works and what doesn't, and what is just plain stupid. We believe we are on the right track. By no means are we saying this system is perfect, but it should be fun and competitive.

Below are outlined the rule system. Over the years since our first back in 1999, we have worked out most problems, we believe, but remain open to tweaking and changing to make things better, more fun and to maintain competitive balance as much as possible for those teams and owners that spend the time to manage their teams successfully. If anyone has suggestions let us know. Now for the league rules...

II. Rosters

A) **Total Team Make-Up**

Each team will consist of a 36-43 man roster. Of the total roster spaces they include – MAXIMUM 36 are active, with 2 long term injury slots (IR), 1 short term injury slot – NFL PUP list (IL), 1 Suspension slot (SUS), and up to 3 Practice Squad (PS) slots available for use as needed or wanted.

B) **Weekly Starters**

Every week, each team designates the following as starters, who in turn decide the number of points your team scores in that week. The deadline for submitting your starters is (based on NFL scheduling) 15 minutes prior to the scheduled start time of each players' games. Lineups are submitted online thru your team webpage 'Set Lineup' access in the 'My Info' tab. Once saved online the page will confirm your info has been processed and it will appear online live once the commissioner processes weekly lineups. (See section C, 1)

1 QB / 1 RB / 1 TE / 3 WR / 1 RUP / 1 OUP / 1 PK / 3 DL / 3 LB / 2 DB / 1 DUP / 1 KR

OUP = Offensive Utility Player
DUP = Defensive Utility Player
RUP = Receiver Utility Player
KR = Kick Returner

- 1) **The Offensive Utility Position (OUP)** - This is any active NON QB on the roster. All other offensive positions qualify for the OUP.
- 2) **The Receiver Utility Position (RUP)** - The starting RUP position is designated as any active WR or TE on the roster.
- 3) **The Defensive Utility Position (DUP)** - This is any active defensive player on the roster (DLs, LBs or DBs)
- 4) **Returner Position (KR)** - Added to starting lineups to give a Special Teams flair to our league. The KR can be any player on your roster, but only the player designated the Starting KR will be awarded any type of Special Teams/Return Yardage points that occur on either a punt or kickoff in an NFL game. A player can be started in the KR position only or also in another regular starting position if so desired by the owner. But ONLY the Kicker and KR get Special Teams points, not Regular Offensive or Defensive points, depending on the regular positions. *See Scoring Chart for KR Bonuses.*

C) **Submitting Lineups - Real Time Lineups**

A real time lineup feature is accessible through the individual league website once a team has logged into the site. Lineups can be changed up to (approx.) 15 minutes prior to the published start time of a game.

Once a deadline is reached a player in the lineup is locked and cannot be changed. Timing is based on BSL SERVER TIME and NOT the time on an owners' watch or computer so be careful. Once Locked ABSOLUTELY NO CHANGES will be allowed unless expressly agreed to by your weekly opponent AND communicated to the commissioner by email PRIOR to a game's start time.

D) **Non-Active Roster Spots - Injury and Suspension Slots**

(Commissioner's Note: Retirement, Hold Outs, Commissioner's 'Exempt' List, and any other non-injury related time lost for a player is not eligible for an injury/suspension slot!)

- 1) **Short Term Reserve Slot**- NFL PUP (listed on roster as IL) – The BSL uses a PUP slot the same way the NFL does. This limited eligibility injury slot is administered as follows:
 - a) 1 Physically Unable to Perform (PUP) slot available per team.
 - b) A player MUST be on an NFL Reserve/PUP list to be eligible.
 - c) The NFL Reserve/PUP list means that a player WILL miss at least the 1st 6 games of the NFL season and then teams have approx. 3-4 weeks to decide to activate that player or move to the full season IR.
 - d) Teams will have until the week after the NFL team announces the status of the PUP player after the NFL's activation or IR deadline to do the same... to either activate or release the PUP player or move them to an IR slot (if applicable).
 - e) If an NFL team activates the PUP player prior to the normal week 10 deadline then that player MUST be activate in the Waiver week immediately following the announcement. (Ex. if the player is activate on a Tuesday from the PUP he must be activated THAT waiver week. If he is activated on a Saturday then that player must be activated the NEXT waiver week or they will be automatically waived)

- f) If the player is moved to an IR slot from the PUP then that player will be IR Exemption eligible in the following Free Agency period. If the PUP player is moved to the BSL IR and there are already 2 players on a BSL teams' IR, they must release one to make room. If a PUP player is moved to the NFL IR but not to a BSL IR and to a BSL Active roster instead, the BSL player will LOSE off-season IR Exemption eligibility.
- g) One the NFL team makes their related PUP move, any BSL player not submitted for either activation to roster or move to IR will be automatically released into the FA pool.

2) Long Term Injured Reserve (IR) and the NFL IR Designated for Return (IR DFR) Rule (listed on roster as IR and DFR)

The injured list is for players with serious injuries that have been officially announced and will cause them to miss the entire/remainder of the regular season, but the owner may want to keep that player for the next season. Once a player is placed on the injured reserve list, he is out for the year in our league. He may not be activated. The ONLY exception to this rule is if a player has been given the IR DFR designation by their NFL team. Due to a 2014 rule change to NFL rosters, teams can now deem a single player on the NFL IR as Designated for Return (IR DFR). Any NFL player given this designation may also be given the designation by their BSL team. Also like the NFL, teams are only allowed 1 such player under this designation. If a BSL team has 2 NFL players that fall under this rule, they must notify the commissioner which they are setting as DFR. If an NFL IR DFR player is activated by their NFL team, then ONLY the BSL DFR player may be activated. A player on the standard IR list cannot.

BSL teams are allowed two designated long term injury (IR) slots. If you have a marginally injured player that doesn't fit into these two categories, they must stay part of your active roster. It would be like having a player listed as questionable in the NFL, player won't play, but team can pick up a player they may be able to benefit from by trading after the injured player comes back. The minimum reserve period avoids this kind of action. The commissioner's office notes eligibility for the IR slot in this way: (a) prior to the BSL trade deadline, ONLY players on an NFL IR will be eligible, and (b) after the trade deadline any player that has been officially announced to miss a number of games that would cover the remainder of the BSL regular season would also be eligible.

3) Suspension Slot (listed on roster as SUS)

Each team is allowed to move 1 player to their Suspended slot. This is an available slot based on the length of time of the player's announced NFL suspension. The slot carries the following restrictions:

- a) Only 1 available slot per team.
- b) Only players that are on a team's roster at the time they are suspended are eligible to be placed in the SUS list slot. This means you cannot trade for nor pick up a suspended player after their suspension is announced and stash them away.
- c) Once a team uses this slot, the player in this slot can only be waived or traded. They cannot be moved back to the active roster (on current team) until reinstated by the NFL. If a player in a suspension slot is traded, they will move to the active roster of the receiving team and NOT be eligible for the suspension slot (based on #2 -since players must be on their team at the time a suspension is announced to be eligible).
- d) If Team A puts Player A into the suspension slot and then waives him later to make room for Player B, a different suspended player, and then resigns or reacquires Player A later then Player A is no longer eligible for the suspension slot, even if still suspended when Player B is activated (based on #2).

- e) This is not a FA period exemption eligible slot. If a player is on the suspended list for an entire season, if Team A wishes to keep the player for another season they must be kept as would an Active player meaning their full contract amount paid and their Contract Status would increase.
- f) For clarification purposes, RFAs and Franchise players that are RESIGNED during the FA Auctions are considered to NOT be on a roster at the time of the signing. RFA and Franchise designations are Free Agents and were not 'on a roster' even if they do not change teams. Any player that was suspended PRIOR to a BSL FA Auction and is signed or resigned during the FA period, they are NOT eligible for the SUSP slot.

E) **Roster Integrity**

Each team must maintain a minimum number of specific positions on their active roster throughout the year. This is defined as having enough to fill positions that would allow an owner to field a starting team and at least one backup at every position. These minimums would be defined as:

2 QB / 2 RB / 4 WR / 2 TE / 2 PK / 4 DL / 4 LB / 3 DB / = 23

That means there are 13 active roster spots open to any position.

At **NO TIME** between the designated preseason Roster Integrity deadline and the completion of the Super Bowl can a team violate this roster integrity. (Ex. This means that if you have only 2 QB on your roster, and one is injured and you decide to place him in a an injury slot, you must sign or trade for another QB to fill his Position) As long as a player is on an NFL team and on a BSL active roster they will count toward Roster Integrity validation. However a player that is released by an NFL team and is a Free Agent will not. As far as injured players are concerned, if a player is on an NFL IR list, a team **MUST** place that player on the BSL IR, if there is room, if that IR player is on the BSL active roster as the last Roster Integrity player. (ex. Team A has only 2 active QBs. 1 is placed on an NFL IR and Team A has only 1 player on their own IR, Team A **MUST** move that QB to their IR, or can release them, and pick up an active QB to have valid roster integrity. If Team A is already full in the IR, it is not a forced move.) If the injured player is simply sidelined for a week, or is questionable for example, they do not need to be replaced by rule. If the IR for a team is already full, then teams are not forced to release an IR player to make room and only under this circumstance is a Roster Integrity Exception granted.

F) **Developmental Practice Squad.**

Each team will get up to **3** practice squad slots. The following are the restrictions that a player must meet to be eligible to be on the practice squad:

1. **MUST BE A BSL ROOKIE** to be *initially* placed on practice squad. This means the player must be in their first year in the BSL player database which means they have NEVER been on a BSL team in any form to be eligible to be placed on the PS for the first time. Also, even if the player IS in their 1st BSL season, a player can **NEVER** have played in a BSL game (even if it was for another BSL team), meaning been started, prior to being placed in the Practice Squad.
2. Player **Can Not Have:** Started in **ANY** BSL games, **MORE THAN 8 NFL games in total** or **4 Consecutive NFL** games and must be within the players **FIRST 3 YEARS (meaning has NOT completed his 3rd NFL season)** of NFL experience (count starts with the year they are initially drafted by the NFL), to *remain* eligible for a Practice Squad slot.
3. If a player was given a PS Exemption during the previous Free Agency Signing Period (FASP) than he **IS** eligible to be placed there during the current season, but must still meet above requirements of #2 to be placed on the practice squad in the subsequent season. If a veteran that is eligible for the PS in the current season is

released from his current team and signed by a new one, as long as he has not violated #2 above, he maintains PS eligibility for his new team.

During the course of the season, players on the practice squad can be moved to their teams Active roster by that team spending 1 FP to activate him (more on FP [finance points] later). This move does not affect a team's free weekly waiver selection. A team can also use their waiver pick to sign a player the same week they choose to bring a player off their practice squad. The player that was moved from the practice squad, or any other qualifying rookie, may be placed back on the practice squad, for free, at any time as long as they meet the restrictions above. But it costs 1 FP any and every time a player is moved from the practice squad to the active roster or an injury slot, the only exception being the move to the active roster at the beginning of the FASP when PS exemptions are designated.

Once a player starts a BSL game he is no longer eligible to be put back on the PS regardless of his BSL experience. This makes the PS a true Practice Squad to hold players until they're ready for the active roster. As long as a player ends the BSL regular season on the PS and is given the PS Exemption during the FASP, he is eligible to be placed in the PS the next season. See the restrictions above for the maximum length of time a player can remain on the PS.

At any time (from beginning of NFL regular season to the end of the NFL regular season), if a player has passed one of the restricted limits: played in 1 BSL game, started 8 or started in 4 consecutive NFL games (in his career), or has completed his 3rd NFL season, he is no longer eligible to be on the practice squad and must be moved to active roster (by using 1 FP), waived, or traded. If traded in the week a player loses PS eligibility, the team acquiring the player must place player on active roster AND pay the 1 Finance Point.

After the NFL regular season ends, ONLY players still on BSL practice squads can be given a Practice Squad Exemption during free agency periods and not have the players contract status affected. This exemption costs only 2 FP for each player they want protected under the PS Exemption Rule. (Players must end the BSL REGULAR SEASON on Practice squad, not just be eligible for it to fall under this extended protection status. Playoff teams who make moves in the post season that include moving players TO the PS, those players are NOT eligible for the FASP PS exemption. Alternately, any player moved off the PS in the post season and is used in a post season game ALSO loses PS Exemption eligibility) Practice squad players may be traded and waived with no deduction of FP.

If a team trades a practice squad player, that is still eligible to remain on the PS, the team that gets the player may place them on the practice squad or his active roster. If the player is put onto the active roster, the team receiving the PS player must pay the FP if (a) the player going to Active Roster has lost their PS eligibility or (b) the PS of the receiving team is NOT full. If their PS is already full, No FP is charged.

If a team trades for a player that was given a PS exemption during the previous FASP, then that player remains eligible for the new teams' PS as long as he meets the other requirements. If a player ends the regular season on a teams' PS and is traded PRIOR to the FASP, that player does NOT lose his PS Exemption eligibility. The team receiving the PS player can still make that player PS exempt even if his PS is already full. Any team that falls under this category and has more than 3 PS exempt eligible players can only use 3 exemptions, but does not have to designate who they will be until designations are due at beginning of FASP.

G) **Misc. Player Definitions and Qualifications**

1) **BSL Rookie Eligibility**

A BSL Rookie is defined as a player playing in his first year in the BSL. Their **first year** is defined as their season in which they first appeared on a CDL, FSDL or TLSL roster. This means that a BSL Rookie can be a NFL veteran, but cannot have simply sat the BSL bench and is now finally playing.

The first appearance counts even if the player was only on a BSL roster for 1 week at any point.

2) **End of the Year Awards**

Player awards are given in the form of FP Bonuses. Awards for Offensive & Defensive Player of the Year and Offensive & Defensive Rookie of the Year will be awarded at the end of each season as well as the top player at each of the 9 positions (QB, RB, WR, TE, K, KR, DL, LB and DB). Awards are given to the highest scoring player in each category. There is no limit on the number of FPs a team can get based on the final stats.

III. **League Make-Up**

A) **Divisional Setup and Schedule**

The league will be split into three divisions. The schedule will be a 13 game regular season schedule with no bye weeks. Each team will play the teams in their own division twice and three teams from each of the other 2 divisions once, decided by a weighted schedule based on the prior year's final standings, plus one rotating wild-card game against one of the other non-division teams not already on the schedule and this game will not repeat from the previous season.

B) **Playoffs and Playoff Schedule - The Post Season Tournament**

Each season 5 teams will make the "Championship" bracket and play for the league title. The remaining 7 "non-playoff" teams will make up the "Draft Pick" bracket. The Championship bracket will include the 3 Divisions Winners and 2 Wild-Card teams (best 2 non-division winners) and the Draft Pick bracket is for the remaining teams. Tie-breakers to determine ranking and placement in brackets are determined by 3 factors:

- a) In the case of only 2 teams tied with each other: (1) Head to Head, (2) Division Record (if teams even are in same division) and (3) Total points scored.
- b) In the case of 3 or more teams in a tie for the same record, the tie breakers are used to get down to 1 team per division and then administered: (1) Head to Head and then if still tied (2) Total points scored.
- c) In the case of multiple teams tied for multiple slots: use part 2 multiple times to reduce to 1 team and then start process over to determine other(s).

The annual post-season tournament will determine the draft pick order as follows:

The Championship Bracket:

Week 14 (Wild Card Round) – The 3 Division winners get a bye. The 2 Wild-Card teams play each other.

Week 15 (Semi-Finals) – The top seeded Division winner plays the remaining team with the worst record (even if that team is a division winner), the other 2 remaining teams will face each other.

Week 16 (BSL Super Bowls and Consolation game) – Winner of the Week 15 games play each other for the Championship. Losers of the Week 15 games play for 3rd and 4th place.

Super Bowl Winner gets the last pick of each round, Super Bowl loser the 11th pick, Consolation Winner 10th and Consolation loser the 9th pick in each round of the subsequent years draft.

The Draft Pick Bracket:

Week 14 – Teams ranked from 6th to 8th will get byes. The 2 teams ranked 9th and 10th will face off in a best-of-3 series for the 3rd and 4th overall draft picks. The 2

lowest ranked teams (11th and 12th) will face off in a best-of-3 series for the top 2 picks overall.

Week 15 – The Wild-Card loser will play the 8th ranked team and the 6th and 7th ranked teams will play each other. Week 2 of the best-of-3 series' occurs.

Week 16 – The winners between the WCL v 8 and 6 v 7 matchups play each other for the 5th and 6th overall picks in the 1st round. The losers of the WCL v 8 and 6 v 7 matchups play each other for the 7th and 8th overall picks in the 1st round. Week 3 of the best-of-3 series occur (if necessary).

In each best-of-3 series for the top 4 picks, and the other Draft Pick Bracket games, the WINNER of each series will be awarded the higher pick in the first round. All other rounds of the draft (2-8) will be based on final standings of the regular season for all teams. Starting in 2017, when the Rookie Draft is reduced to 4 rounds, this rule remains in effect – 1st round is affected by previous season post-season tournament and rounds 2-4 will be in reverse order of overall standings.

IV. Scoring System

A) Point Values

The following is the point system used to determine weekly scores by teams: **(Includes all Revisions)**

Offensive Scoring:

Passing TD	4
Rushing / Receiving TD	6
per Passing Yard	1/50
per Rushing / Receiving Yard	1/20
Pass Completion Thrown	1/4
Reception	1/3
Rush Attempt	1/5
Pass / Rush / or Receiving 2pt Conversion	2
Interception Thrown	-2

Defensive Scoring:

Solo Tackles	1
Assists	1/2
Sack	2
Tackles for Loss = (TFL - Sacks)	1/2
Quarterback Hits (QH in Gamebook)	1
Sack Yardage (per Yard)	1/10
Interception	2
Pass Defense	1
Defensive TD	6
Safety	3

Special Teams Scoring:

Kickoff or Punt Return for TD	6
PAT	1
Missed PAT	-1/2
All Field Goals	3
each FG yard over 30	+ 1/10
Missed Field Goal (under 50 yards)	-1/2
Missed Field Goal (50-59 yards or more)	-1/4
Missed Field Goal (60 yards or more)	No Penalty
Return Yards (per Yard)	1/33

Any Player Scoring (if player is started in multiple slots, points apply to regular position first before special teams slots):

Any Fumble	-1
Lost Fumble (Any fumble that results in a change of Possession)	-1
Own Recovery (Recovery of your own team's fumble)	1
Opponents Fumble Recovered	2
Fumble Out of Bounds (A fumble Out of End zone, as this results in a change of possession, would count as a Lost Fumble NOT a Fumble Out of Bounds)	1/2
Forced Fumble	1
Any Fumble Recovery Returned for TD	6
Blocked Kick Returned for TD	6
Blocked Kick	1
2pt Conversion Return for Score	2
Turnover Return Yards Bonus (per Yard)	1/10

B) **Week to Week Scoring**

The number of points a team scores will be determined by combining the total number of points scored by a teams' starters that were designated that week, using the above system.

Game winners are determined by comparing team totals vs. the team they played against. In the unlikely event of a tie score, a tie* will show in the standings.

IMPORTANT COMMISSIONER'S NOTE: Please note that the scoring system score players individually first and posts a rounded score and THEN an aggregate team score is produced. In this aggregate combined score it is possible to visually see a total team score that may not add up when adding the individual players posted score together due to rounding. Individual player scores are rounded to 2 decimals for their visual score but the aggregate team score is a combination of all of the NON-rounded individual player scoring that is THEN rounded to 2 decimals to post a visual team score. The final aggregate scoring will determine the final score comparison NOT the totals of the posted individual players' scores added together.

V. Draft Rules

A) **Initial Draft Auction** (Inaugural Year Only, *Should Any More Occur)

In the event that a 4th (or more) league is created the initial creation of the 12 (or other number) of teams in the league would be conducted through an open player auction. Each team would be given a total of 350 points to fill out their 36 man active roster. The auction would have the following restrictions:

1. Only NFL Veterans at the time of the auction would be eligible;
2. Players would have a minimum point bid of 3;
3. Teams would have to fill a MINIMUM of 23 roster integrity spots but beyond that no further requirements are set on the initial auction day;
4. During the initial auction a team may sign a MAXIMUM of 36 players.

After the completion of initial auction, either on the same day or soon thereafter, a rookie only draft will be completed. This will be a 4 round draft with the round deciding the salary of the rookie taken. Only new NFL rookies will be eligible. Round 1 will be given a 12 salary, 2nd round a 10 salary, 3rd round an 8 salary and the 4th a 7 salary. Draft order would be selected randomly and announced prior to the auction. Once the draft is complete, any team will be able to fill remaining open roster spots they wish during preseason waivers.

B) Intro. to the Annual Rookie Draft (ARD)

Beginning in 2107, each year the league will hold its Annual Rookie Draft **IMMEDIATELY PRIOR** to the Free Agency Auction. **ONLY** incoming NFL rookies will be eligible.

Draft order is determined by the results of the Post Season Tournament as described above (see Section III, B.)

The ARD will consist of 4 rounds. The draft will continue until there are no teams left picking players. The order for each round (2-4) will be determined by reverse order of standings from the previous year for picks 1 thru 8 and reverse order of the Championship Bracket for picks 9 -12. The first round is determined by the Draft Pick Bracket results of the Post Season Tournament rule above.

VI. Intro to Finance Points

Finance points are the way the league uses the monetary aspect of football and makes our league a little different than other Fantasy Football Leagues. It isn't exactly Rotisserie league style, but is fashioned like it . Finance points are what teams will use to sway players to come to their team and not an opponent. In this way you can think of them as money. They can be used in the off-season to sign Free Agents (F/A) (Sec. VIII, D, 2, a) as well as to sign waiver players during the season (Sec. VII, A & B). They can be traded like cash, for player or waiver picks (Sec. VII, C, 4) Finance points will be explained in detail in Section VIII. *Each team will receive a five (5) FP bonus to begin each season (issued prior to Week 1 Waiver deadline).* This is added to any FPs carried into the year from the previous one.

VII. Waiver Picks & Trading Rules

A) Waiver Picks and Weekly Allotments

Waiver picks are a way for a team to replace a player not performing to expectations, an injured player, or someone you just don't like anymore. Each week teams will be allowed to make 1 (one) waiver move for free.

Teams may acquire multiple picks in a weekly period through trades, and may use any number of picks each week, but are only giving one free pick each week. These picks are not cumulative. If you don't use your pick, it does not carry over to the next week. (See Sec. IX, A for weekly transaction deadlines).

B) Waiver Picks and Finance Points

1) How Waiver Picks Work

If there is a player you wish to pick up off waivers, you notify the commissioner by submitting a list of players you are interesting in signing, listing the players by which you would like to have more listed higher. In case of two or more teams wanting the same player, the team that is lower in the standings will receive the player. This notification process is submitted online thru the league's website in the MY INFO section and then WAIVER REQUEST. Emails will be accepted but are NOT the preferred method of delivery.

This is where your finance points come into play. When you send in the list of players you would like, you can also list the number of FP you would be willing to use to sign that player. You will not know how many the other team(s) has bid. A team that has used the highest amount of FPs on a waiver selection will sign that player regardless of placement in the standings. Now, if two or more teams want the same player the player that has bid the most FP for that player will receive that player regardless of waiver pick order. In case a of tie bid, the team lower in the standings will be awarded the player.

Teams will be informed which players they have signed by the end of the day following the transaction deadline. In case of a tie bid, team with lower in standings will receive the player. That team loses the finance points bid for that player and adds the player to their roster. Teams that did not get the player will get a player ranked lower on their waiver list.

Any player NOT on a BSL roster, but IS on an NFL roster, is eligible to be claimed with a waiver pick.

Commissioner Note: Do not send in bid of "up to" a certain number of FP. Make sure that if you want to use FPs to sign a player that you are SPECIFIC on the number of FPs you want to use.

(Note: When putting in your waiver list, the total number of FP bid on players that week cannot exceed the number of FP that team has. Ex. Team A has 6 finance points and sends in a list of 5 players they would like to sign. Even though they will normally, barring trades, only be able to sign one player that week, the total number of FP they can bid for those 5 players is 6. So the list could look like this: 1) T. Davis (3 FP) 2) D. Marino (3 FP) 3) J. Elway 4) J. Montana 5) S. Young. It could not look like this 1) T. Davis (6 FP) 2) D. Marino (6 FP) ... etc. Again even though they can only receive one of those players.) Also, If you send in a Waiver list with FP listed for a player and you are the only team attempting to claim that player, you still spend those FP(s) bid.

Also, putting FPs on multiple players within your list will not jump you ahead of other teams should you first be awarded a player and the next person on your list was submitted with points but another team who hasn't yet signed someone has that player listed without points. The waiver order is run thru all teams so that all teams have a chance to sign 1 player before a team can sign a 2nd player (or more). Each waiver pass is run like a draft round. All teams go before you get a second pick. This is where trading for a team's weekly waiver pick is useful as you will then be able to sign multiple players with FP bids before other teams can choose.

2) Purchasing Extra Waiver Picks

Teams may "Purchase" an additional Waiver Pick for 2 FPs. These picks will be at the end of the normal picking order. Essentially after the free pick round is completed, additional rounds of waivers will be administered and any team that purchased an additional pick will select in the regular waiver order in additional rounds with any other teams that purchased an additional pick. This will continue until all submitted moves are completed.

The only limit on the number of extra Waivers a team can purchase is the number of FPs a teams has.

The FPs used in this manner will be placed in the LPPF (see Section VIII, A, 7) for use in the League's Profit Sharing Program.

3) **Post Season Waiver Rules**

Teams in the playoffs can make waiver moves just like during the regular season. Teams still get 1 free move each week and can purchase additional waiver picks if needed. The difference between a regular season waiver signing and a post season waiver signing is that any player signed during the post season is immediately returned to the player pool once the playoffs are complete.

These are temporary signings intended to help injury depleted teams in the playoffs should they choose to make a pick. Any player that is waived in order to make room for a post season waiver signing is permanently released and does not come back to that team's roster once the playoffs end so use the post season waiver picks wisely.

C) **Trading**

Teams can choose to trade any of the following: players, draft picks, finance points, or waiver picks. Each type of trade is discussed below. There is no trade committee; however the commissioner has final approval of all trades. If any issues arise the involved teams will be notified and asked to make any needed adjustments. While the commissioner holds final veto power over trades, this power will only be exercised in EXTREME circumstances. Virtually all trades are approved; this clause only puts teams on notice of the commissioner's authority.

1) **Player - Player Trades**

There is no limit on player for player trades. You can trade any number of players for any number of players. But roster integrity must still be followed.

2) **Player - Waiver Pick Trades**

You can trade a player for a waiver pick or picks. A team can trade waiver picks for multiple future weeks, but teams cannot trade multiple players for a single waiver pick.

3) **Player - Finance Point Trades**

Teams can trade players for finance points also. There are no real limitations on the number of players that can be traded in this way. Only that roster integrity must be followed and there is a minimum of 1 FP for each player received.

4) **Waiver Pick - Finance Point Trades**

Teams may trade waiver picks for finance points. There is no mandated limitation to this, only that the commissioner will monitor waiver pick for FP trades over 3 FP since extra pick can be purchased for 2 FP from the league.

5) **Three-Team-Trades**

All three way trades must have commissioner approval to be allowed. Three-Team-Trades are defined as trades in which players/picks/points in any combination send pieces to more than one team in order to facilitate a trade possibly without getting something back from a team in which a piece contained in the trade was sent to. (Ex. Team A sends Player A to Team B, Team B sends a Draft pick to Team C, and Team C send Player B and X FPs to Team A.)

6) **Misc. Trade Rules**

- a. Trades involving injured players maintain the players injured status from the previous team. (Ex. T. Davis is put on Team A's Injured Reserve, then traded the next week. He must remain on Team B's reserve list. If Team B has

both of their reserve slots filled he must release one of the reserved players, or the trade cannot be done since IR players cannot be activated nor moved to another classification (i.e. Practice Squad or Suspension List) even should they qualify.

b. Listed are the rules for specific trades, but trades can be any combination of the trades above. (Here is an example of a big trade involving different trade types: Team A trades – T. Davis, D. Marino, 2 FP, their Week 6 waiver pick, and a 1st round draft pick to Team B for – B. Farve, E. George, O.J. McDuffie, J. Seau, their Week 4 waiver pick and a 2nd round draft pick.) Trades can be simple or deep, but can incorporate different trade types into a larger overall trade. This example can be expanded to a three-team trade, but only with Commissioner approval.

D) Trading Deadline & Effect on Waiver Picks

The league will be fashioned after the NFL and will have an in-season trading deadline. Trades can be made during the off-season from the end of the league's championship game through the regular season up until the end of the normal Week 9 Waiver deadline each season meaning 8 games or approx. 2/3 of our season has been completed. After this deadline no trades of any kind involving players can be made. Trades that exchange Draft picks, Waiver Picks or Finance Points (or any combination thereof) can still be made up until the end of the regular season. Once the BSL Super Bowls are completed, open trading resumes until the offseason Free Agency scheduling occurs, in which then restrictions on trading occur once again (per the announced schedule).

The trade deadline also has an effect on waiver picks and players eligible to be signed and released. Any player that is in the final year of their contract (CS 4) cannot be released after the trade deadline. The final waiver period that any CS 4 player may be released from an active roster is at the trade deadline (or Week 9 as noted above). There is 1 exception for injured players and 1 caveat for healthy players.

1. The ONLY exception to this rule is any CS 4 player that is on an NFL IR or has been officially announced to miss the remainder of the BSL regular season may be released after the trade deadline. ANY CS 4 player released after the trade deadline, under this exception, IS NOT ELIGIBLE to be signed by any other team until the following offseason FA Period. This allows teams with an injured CS 4 player to release that player and not make a mandatory roster spot effectively useless since that player would be automatically released during the following offseason.
2. The ONLY caveat to this rule is that any healthy CS 4 player released AT the trade deadline (Week 9 Waivers) can be signed later in the season by any team but they will REMAIN a CS 4 when signed and they will not reset to a CS 1. Once the trade deadline is passed NO healthy CS 4 may be waived by any team. This allows teams that are out of running to drop ineffective healthy CS 4 players before they are locked to a mandatory roster spot after the trade deadline and also keeps the integrity of the Contract rule in place so that CS 4 players finish out their contracts and be eligible for all teams in the upcoming offseason.

This is to ensure that teams, whether in the playoff chase or not, cannot (a) simply dump CS 4 veterans that are healthy to pick up a younger player for the following season and possibly allow a playoff team from adding a possibly impact player with no risk late in the season for the playoffs and (b) to ensure that CS 4 players are not dropped at the end of the year in an attempt to be resigned and have their CS reset to 1.

E) The Weekly Transaction Period, Trade and Waiver Pick Deadlines

Each week there will be a transaction deadline. Now that the NFL has moved to Weekly Thursday games, we will have 2 separate weekly deadlines. Teams can utilize their free move at either of the deadlines, or if they have traded for multiple waiver picks they can be used on same day or on separate days. There will be a weekly transaction deadline on Wednesdays at

10 PM also Fridays at 10pm. Any player can be signed on the Wednesday weekly deadline. ONLY players whose teams have not played in the Thursday game can be signed on Fridays. Consequently, this also works for waiving or trading a player. Any player on an NFL team involved in the Thursday game(s) is locked and cannot be released (or traded) to pick up another player on Friday even if that player was not in the BSL starting lineup that week.

These deadlines will allow trades to be gone over and allowed to occur or, in very limited situations, to be challenged by the commissioner. This will allow traded players to be eligible for their new teams for that week's games.

Any changes to this deadline will be posted on the home page if applicable in the COMMISSIONER'S MESSAGES section.

VIII. Post Season Roster, Off-season and Free Agent Rules

A) Finance Points (FP) (In Detail)

1) Starting Season Points

Each team will receive a five (5) FP bonus to begin each season added to any they are carrying over from previous seasons. These points can be used during the season to sign waiver picks, traded or kept to be added to post season allotment. This bonus is awarded for the beginning of the season and will be added to each team after the final preseason waiver period and before the Week 1 Waiver deadline.

2) Earning Finance Points During the Season

a. Initial Wins Bonuses – Each team will earn a bonus FP for their first and second wins of the season. 1st Win = 1 bonus FP, 2nd Win = 1 bonus FP

b. Win-Streak Bonuses – Teams will be rewarded during the season for putting together long winning streaks. Teams will receive 1 bonus FP for each win streak multiple of 4 games (Ex. Any team that wins 8 or more in a row will receive an additional bonus FP). Any team that finishes the year undefeated will get an additional 1 FP Bonus. In this way a maximum of 4 FP can be earned in season.

c. Underdog Rules - Since everyone loves the underdog, we've come up with the underdog reward system. When games are set each week the favorite and underdogs will be determined. This is found by the difference between the average points scored by Team A compared to Team B.

There are two Underdog designations. If the difference between the two teams' average weekly scores is less than 20 pts, no underdog is declared. A regular **UNDERDOG (UD)** will be if a team is averaging more than 20pts a game less than their opponent for that week, and the other is a **LONGSHOT (LS)** which will be if a team is averaging more than 40pts a game less than their opponent for that week.

The Underdogs can earn bonus finance points by beating the favorite. If the UD wins the game, they are awarded 1 (one) bonus FP. If a LS wins a game, they are awarded 2 (two) bonus FPs. This system begins for the Week 3 games each year (so an average score can be taken after two weeks), and are only used throughout the regular season. No UD or LS will be determined for the post-season.

d. Player of the Week Bonuses

i. Player of the Week - Each week teams can earn up to 3 bonus FPs for starting the BSL player of the week. This bonus will be awarded to

the team owning the highest scoring Offensive, Defensive and Special Teams (Kicker or Returner) of the week.

ii. PoW Sweep Bonus - If a team has all three Players of the Week within one week, an additional bonus of 1 FP will be given to that team.

3) Getting Finance Points for Post-Season Results and Regular Season Standings

After the championship game the Super Bowl winners receive an extra 3 FP and the runners up 2 extra FP and the 3 division winners from the regular season will get 1 FP. These FP are added to any FP you had left over from the regular season and will be used to sign players during the Free Agent (F/A) Period.

4) Carrying Leftover Finance Points into Next Season

You may now carry over any remaining FP's from season to season. Any FPs remaining after the FA period and resigning is over can be carried by teams into the following season. (see Section VIII, D, 4 for information on post FA auction FP conversion/carry over rules)

5) Player of the Year Finance Point Bonuses

Teams get a 1 FP bonus if their player is voted a Positional Player of the Year. (see Section XI, B & C for more)

6) Profit Sharing - aka League Finance Point Fund (LFPF)

As described in other places within the constitution, the LFPF will be distributed among the non-playoff teams each season. The distribution will occur at the same time that any end of year awards are issued. The LFPF gains FPs with any FP transaction not directly between team-to-team moves. This means paying for extra waivers, using FPs on waivers to sign players, leftovers from season to season carryover, etc. FPs are added to the LFPF at any time misc. FPs are paid, during the season or in the offseason. Each league, the CDL, FSDL & TLSL will have separate LFPF's.

The LFPF will be distributed among the non-playoff teams equally, thus discouraging tanking for profit. All FPs in the LFPF will be distributed as evenly as possible regardless of the amount of FPs in the pot. The amount distributed will be the total in each league's LFPF divided by 7 rounded down. If this results in any leftovers they will carryover thru to the next season, if they cannot be distributed evenly.

B) Post Season Roster Setup & Player Protection Lists

After the end of the Super Bowl, teams no longer have to maintain roster integrity until the final preseason waiver period of the following season. They may trade whomever for whomever or whatever with no restrictions at all, except that no team can exceed 44 active players signed to their roster at ANY time. (Trades are still subject to Commissioner approval.) Off-season trading will continue up to the FA Signing Auctions (per the announced schedule).

During the Free Agency Signing Period (referred to as the FASP or Auction) all trading is suspended. However trading does open for the period of time from the end of Franchise Resolutions and the beginning of the FASP Auction (until the date all Freeze lists are due). The rules for the FASP auction will be explained in detail later in this section. Teams must have a protected list into the league by the deadline listed in the NEWS & NOTES calendar that is posted each May or June (No Exceptions)!!!

Following the end of the Super Bowl, teams can have from 36-43 players on their rosters. Players in a Long Term Injury (IR) slot that remain eligible for the Injury Exemption (defined later) will stay in this spot unless the league office is otherwise notified. Eligible

Practice Squad (PS) Players will also remain in their slots unless otherwise noted. Eligible Suspension List (SUS) players will be moved back to the active roster at the end of the season even if they remain suspended. If they are still suspended in subsequent games/seasons they will remain eligible for the suspension slot in the following season per the suspension slot rules. Suspended players are NOT eligible for any FASP exemption label and must be kept like any other active player EVEN if they have missed an entire season.

The make-up of a team's Free Agent Signing Period Protected List will follow the following guidelines and defined in section C:

- 1 (Optional) Franchise Player Tag (designated and resolved prior to full list submission)
- Up to 8 Restricted Free Agent (RFA) Labels
- As many Unrestricted Free Agent (UFA) Labels as needed
- 1 (Optional) Untouchable Developmental Rookie Exemption (1 FP cost PLUS player's FULL salary)
- Up to 2 (Optional) Untouchable Injury Exemption (1 FP cost ea. PLUS player's FULL salary)
- Up to 3 (Optional) Untouchable Practice Squad Exemptions (2 FP cost ea.)

There is no limit to the number of Untouchable Labels a team can have. This is only limited to the number of FPs and FAPs (more on FAPs later) a team is willing to spend on their protections. Only the 3 untouchable exemption slots will not have their CS's affected by being protected as untouchable. (See next section rules for more detail on all labels and exemptions)

C) **Assigning Player Values & Defining Player Labels**

Player Labels & Compensation -

Untouchables - Player given this label cannot be taken off your team for any reason during the FA period. Teams pay the player's FULL salary value to keep a player under this designation. Any player kept in this way will have their CS value increase by 1 for the following season.

Developmental Rookie (1) - This label has exactly the same characteristics of the Untouchable label, except it must be a player who has just completed their rookie NFL season (defined as the first season completed following the year in which they were selected in the NFL draft). This can be any rookie, whether he played or not. If there is any question of whether or not a player would qualify for this label, ask the commissioner. If you do not have a player that meets the label characteristics, you may not use this untouchable slot. This slot costs the FULL salary of the player plus 1 FP to maintain the player's current CS for the following season.

Restricted Free Agent (RFA) (8) - Players with this label are considered protected but available to be signed by teams at higher initial salary costs than unrestricted players and with protections for the current team to retain these designated players. Any team that has one of their RFA bid on during the FA period can keep the player by matching the highest bid. Or if they choose not to beat the offer the team will receive FAPs equal to 1/2 of the bid placed on the player by the signing team UP TO a maximum of the designated slot value (rounded up) compensation for losing that player. **(More on RFA Slot Values later)**

Franchise Designation (1) - Players with this label are like RFA in that they can be signed away from their current team, but with a higher minimum bid they are worth more. **(See Franchise Player Loss Compensation below for greater detail)**

Unrestricted Free Agents (UFA) (rest of team) - Players with this label may be bad, hurt or just unwanted. They may also be the sleepers or underachieving rookies, overpriced veterans, or just wouldn't fit into another listing and/or teams have no room for. Either way an UFA has minimum bid of 3 to be signed. If the current team wants to get a player back in which they designated as an UFA, they must outbid the other team or lose the player with no

compensation. UFAs are NOT eligible to be resigned by their former teams if the designated players are not bid on during the FASP and all unsigned UFA simply remain on the FA list and are eligible for waiver selection in the preseason and regular season.

Injury Exemption (up to 2): Owners who have players who suffer serious injuries before a significant portion of our regular season is played will be eligible for this label. A player given this designation would be considered an Untouchable for the purpose of our FASP, but at a cost and with the restrictions outlined below.

- **ONLY** Players on a BSL IR (out for year slot) by Week 4 Waivers will be able to be protected under this rule at years end. This is for players who had no chance for a true impact on a BSL team during the season which has been set at LESS THAN 25% of the games played (or max 3 of 13).
- Teams must pay the player's FULL salary plus 1 Extra FP to take advantage of this exemption for the designated player to be labeled Untouchable for Free Agency. Teams have 2 possible slots to use in this fashion and any player designated under this rule maintains their current CS for the following season (even if the player was a CS 4 at the time they were placed on the IL).
- With the addition in 2008 of a second IR slot, if both slots are full and both players meet the about qualifications, BOTH players can be made exempt for **1 Extra FP** each.
- Players are only eligible if on the roster, in an IR slot at seasons end that were on the same team by the week 4 deadline. This means that any player placed on a team's IR on or before Week 4 that is subsequently traded to another team AFTER Week 4 will LOSE IR Exemption eligibility.

Practice Squad Exemption (up to 3) – Any player that ends the BSL regular season in a team's PS slot can be given the PS Exemption label during the FASP, assuming they maintain eligibility thru the end of the current NFL season. Any player given this exemption cost 1 FP to protect as exempt and 1 FP to pay as qualifying salary, teams do not need to pay the full salary of a PS player to protect as untouchable. This is the only designation with this special caveat. Any player designated under this rule will maintain a CS 1 into the following season. If a team acquires by trade a PS Exemption eligible player during the offseason prior to the FASP and that team already has a full PS, all players (original full PS for team and those acquired) maintain exemption eligibility but ONLY 3 players can be given the exemption during the FASP.

MORE ON PLAYER FASP COSTS

Every player on a team is assigned a salary value. Salaries are based on predetermined values for players drafted during the CFAED and those picked up on waivers. Salaries for those signed during the FASP Auction are based on open market values for players picked up in free agency and are equal to the number of FPs/FAPs it cost to sign the player during FA.

All teams receive 300 FAPs (Free Agent Points) to use to re-sign their own players and use during the free agency auction to sign new free agents. After free agency is completed, starting in 2017, any remaining FAPs (either from the original 300 or any gained due to RFA loss compensation) may be carried over into the subsequent preseason and regular season by converting them to FPs. Any FAPs remaining after the end of the FASP Auction are converted into FPs at a rate of 4 FAP = 1 FP. Only even conversions will be done with any remaining FAPs/4 being forfeited. Any FPs the team had to bring into FA from the previously completed season may be used in addition to the 300 to complete your protection list and sign free agents or may be carried on after free agency is over and are added to any converted remaining FAPs. During the auction the FAPs are used first for signing players; if the team spends more than 300, or 300+ any gained from player loss compensation, that's when they start to use their own FPs. The 300 only goes toward free agents and does not apply for preseason waiver picks, in-season waiver picks or drafted players (their salaries are only paid if a team decides to retain a player during the following season's free agency). FAPs may **NOT**

be traded. A new 300 FAP is assigned for each FASP to be used to re-sign players/free agents.

At the end of each season, FP bonuses for post-season results and Player of the Year awards are added to any FPs a team had at the end of the season.

Part 1 - Assigning Predetermined Salary Values:

For drafted players, their salaries are based on the round they are drafted: Round 1 = 12 FPs; Round 2 = 10 FPs; Round 3 = 8 FPs; Round 4 = 7 FPs; Round 5 = 6 FPs; Round 6 = 5 FPs; Round 7 = 4 FPs; Round 8 = 3 FP. Beginning in 2017, the Rookie Draft will be reduced to only 4 round but the assigned salary values listed for Round 1-4 will not be affected.

Compensatory Draft picks awarded due to Franchise signings = 11 FPs (this is due to them not being a 1st round and not a 2nd round pick but a betweenner). These salaries are considered their rookie contracts and will stay with the player until their contracts expire or they are made available through free agency to sign a new contract. (Example: It will cost 12 FPs to re-sign a 1st round pick during free agency.)

Part 2 - Assigning Predetermined Salary Values:

Players picked up during the regular season through waivers automatically have a 5 FP salary unless their earlier salary is higher than 5, in which case they keep that salary. (Example: Amani Toomer is purchased during free agency for 12 FPs. He is waived during the season or maybe even during the preseason. If a team picks up Toomer, he still has the 12 FP salary. The only thing that changes is that his contract status (CS) resets. Any player that is picked up on waiver during the preseason automatically have a 3 FP salary unless their earlier salary is higher than 3.

Any player that is signed during the waiver period by a team that uses additional FPs to sign that player, then the amount of that player's salary is the waiver salary of 5 FP (or 3FP for preseason signings) + the amount of FPs use to sign that player. If the player signed already has a salary value, like the Toomer example above, then the player is signed for the minimum + the FPs used or the previous salary value the player already has whichever is higher. The FPs used to sign a player that already has a salary value are NOT added to that salary. If a team uses 2 FPs to get an extra pick, that is not added to the waiver salary. Only if they buy an extra pick for 2 FP AND use additional FPs to sign the extra pick.

Franchise Player Designation Tag – the slot value of a Franchise player is determined by the average of the top 5 players at that player's position in each league. This value for the following season will be posted by no later than the beginning of the season on the league home page.

In order to bid on a Franchise Player during the FASP, the minimum amount of the initial bid must be at least the designated slot value of the franchise player +1. If a franchise player is designated but not bid on that team **MUST** resign their designated Franchise Player. Teams **MUST** resign any unbid on Franchise Player for a minimum salary of 15 OR at their slot value whichever is higher (this mostly only effects Kickers and Defensive Backs who normally have a top 5 average lower than 15. In those cases where the Franchise value is lower than 15 and that position is made a Franchise Player and is not bid on during the FASP they will be resigned automatically for a salary of 15 regardless of what the Franchise value was – see example below). The salary for the Franchise Player for the subsequent seasons shall match the amount used to resign the player.

(For example: if a RB with a Franchise value of 55 is not bid on then the designating team **MUST** resign the player to a new CS 1 contract of 55. If a DB with a Franchise value of 9 is not bid on then the designating team **MUST** resign the player to a new CS 1 contract of 15.)

Either way the average of the top 5 salaries for each position will be posted on the site prior to the start of the season immediately following the FASP so teams have plenty of time to know

the next FASP Franchise Values and make the choice on whether to designate a Franchise player or not as well as who that player should be.

Restricted Free Agent Player Designation Tag – Teams get 8 RFA slots to assign. Each RFA slot is assigned a "Tender Salary" which determines their minimum bid by other teams, compensation a team gets back for releasing a RFA, and the amount a RFA can be resigned for if not bid on during FA. The 8 slots are equal to the 8 round draft values. (12 FP for 1st slot, 10 for 2nd slot and so on). Each team will designate their FA list by setting the up to 8 RFAs into a RFA12, RFA10, RFA8 slot, etc. Note that if you do not use all 8 RFA slots you start with the top slot and designate down and you cannot skip a RFA value. Starting in 2017, teams will NO LONGER be required to use RFA slots from the top down and if a team does not have 8 RFAs they do not have to designate from the 12 point slot down and instead may place any RFA in any slot they wish, with the restriction still that only 1 of each slot value is available.

The minimum bid during FA is this tender offer value +1, for example a RFA with in a 3 value slot has a 4 minimum first bid. Once bidding has ended on a RFA the listed team on which the RFA resides has the choice to match the bid and keep the player and reset his contract or release him. If the team releases a RFA, the slot he was in determines his compensation. That compensation is FAPs equal to 1/2 of the bid placed on the player by the signing team UP TO a maximum of the designated slot value (rounded up) for losing that player. (Ex. A RFA in a 12 point slot that is bid on... if the ending bid was 30 and the team with the RFA rights releases that player they would receive 12 FAPs back as compensation. Should that player have ended at a bid of 19 and they released the RFA, they would receive 10 FAPs back.) Any RFA that is not bid on can be resigned by the current team for his Tender Value Salary to a new contract. UFA bids require a minimum bid of 3. UFA designated players are NOT eligible to be resigned by their old team.

Again, the cost of resigning a player and keeping them as UNTOUCHABLE for the following season costs the amount of FPs equal to the player's listed salary value.

Injury Exemption - To keep a player that is Injury Exemption eligible, you can resign him for his full salary and pay 1 extra FP to have his CS remain at its current level. This includes any IR Exemption eligible CS 4 player. While a CS 4 player would normally be automatically released at the end of the season in to the FA pool, if a CS 4 player is in an IR slot and is exemption eligible, then that player can have his salary paid and the 1 extra FP to remain a CS 4 for the upcoming season.

Rookie Exemption - Teams can take one NFL rookie on their roster and designate him as their rookie exemption and pay his salary and pay the 1 extra FP to have his CS not go up.

Practice Squad Exemption - For any player that is still eligible for the PS in the following season AND ended the previous season ON a BSL PS (this can be any team's in case a PS eligible player is acquired thru a trade before FA), teams can pay the 1 extra FP to have his CS not go up. Teams can only use up to 3 PS Exemptions regardless of how many PS exemption eligible players they have. Although PS players are assigned a full salary at the time they are signed or taken in a draft, to keep a PS player with the exemption designation teams simply designate a PS exempt player and a 1 FP PS salary and the 1 FP exemption fee (2 FP total regardless of current full salary) and he is kept as untouchable and will be PS eligible to begin the next season.

D) **The Free Agent Signing Period Auction & Signing Free Agents**

1) **Free Agency & Contract Status - How you designate protections lists and its effects on Contract Status**

This rule gives each player a Contract Status (CS) that follows them in trades and insures all players will be available to the league, in some capacity, at most every 5 seasons.

- a) You may protect as many players in Free Agency as you want and/or can afford to, the cost to do so is determined by their Salary Value (see rule VIII,C), as long as their contract is not up.
- b) Contract lengths are 3 years with a 4th year (1) One addition season option. Each time you designate a player as untouchable during the FASP, this continues their contract. (Adds to their Contract Status [CS])
- c) All players acquired by Draft, a winning Free agency bid, or waiver pick up will get a new contract (3 year with 4th 1 year option). This means that anyone that is acquired during a period in which the player was available to the league as a whole, their contract status resets to 1.
- d) Any player within their first 3 years of a contract (a CS of 3 or less) may be designated in the subsequent season's free agency period as a Restricted Free Agent, Unrestricted Free Agent or you may protect them as untouchable. (Still following limitations listed in section D, 2.) Players just completing the 1st year of a contract (CS 1) are NOT eligible to be designated as a Franchise Player, only CS 2 and 3 players are Franchise eligible. The CS of an untouchable player changes when free agency lists are posted.
- e) Players that have had their 1 year Option bought may only be designated as an Unrestricted Free Agent the following season as they have fully run the course of their contract. **EXCEPTION:** The only exception to this rule is that IR Exemptions supersede CS. Meaning if you have a CS 4 player on the IR prior to week 4 of their final contract year, that player IS eligible for the IR exemption if they end the season on your IR. You may make them exempt during the FASP and therefore keeping their CS at 4 for the following season. Unless eligible for the IR Exemption, all CS 4 players on rosters will be released into the regular FA pool at the end of the season.

Player contracts are carried with the player when involved in a team to team transaction. (If the Team A trades Tom Brady with a CS of 2, his CS is 2 for Team B getting him.)

- f) **The Injury Exemption (1 Extra FP):** If the player falls into the current eligibility for Injury exemption status, you must spend the player's full salary to make them untouchable **and** a 1 FP Exemption Fee to make this injury season exempt from affecting CS. (Ex. Darnay Scott, who has a salary of 14 is placed on the IR before BSL Week 4 and remains there for the season. He is eligible for the exemption if wanted. The X-Men can spend 14 points to protect Scott as an Untouchable and add 1 to his CS or pay 14 points for his salary and 1 FP to protect Scott as Untouchable and not have Scott's CS go up). There is a limit of 2 exemptions of this type per team per year.
- g) **Developmental Rookie Exemption (1 Extra FP):** This is also contract exemption, like the Injury Exemption. You must spend the player's full salary to make them untouchable **and** a 1 FP Exemption Fee to make this rookie season exempt from affecting CS. This can only be used on an NFL Rookie on your roster (NFL Rookie is defined as a player drafted in the previous year's NFL draft and whether that player played in a NFL or BSL game has no bearing on the label eligibility). There is a limit of 1 exemption of this type per team per year.
- h) **Practice Squad Exemption (2 FPs)** – Any player that ends the regular season on a BSL Practice Squad and maintains eligibility through the end of the NFL season and BSL Playoffs is eligible for the PS exemption. The player's current salary is not paid as long as they maintain PS eligibility. To protect the player, you pay **1 FP** as a PS qualifying salary and a **1 FP** Exemption Fee for

the exemption for a total of **2 FP**. Once a player ends a season either ineligible for the PS or on the active roster, their assigned contract salary kicks in and will be used like any other player in the following offseason.

2) **Free Agency Signing Auction - How the FASP Auction Works**

Beginning in 2017, the Rookie Draft shall immediately precede the FASP Auction on the same day. This day will be announced no later than early to mid-June each year for dates in either Late July or Early August (as schedules permit). The calendar for the FASP will be posted on the home page no later than June 15th. (**NOTE:** Or possibly as soon as scheduling conflict for as many owners as possible are resolved.)

The breakdown is as listed below. Each team in the league **MUST HAVE THEIR PROTECTED LISTS IN BY THE DEADLINE SET IN THE FASP CALENDAR** (see the NEWS & NOTES page for the calendar each June). The make-up of these lists has been previously explained.

- a) Before full protection lists are submitted, Franchise Players Bidding and Resolution will take place 2 weeks prior to the Rookie Draft and FASP Auction day. Franchise Players may be bid upon for 4 days and bidding will take place online in a blind auction format (located online on the Free Agents page. Once Franchise Bidding closes, owners must declare their intentions to resign or release franchise players they designated that have bids on them, they will be contacted by the commissioner in standings order of the previous season, meaning the highest ranked team must declare resolution first down to the worst team. (See Franchise Loss Compensation for more Details - Sec. VIII, D, 3)

Players will be bid on the using the above rules for minimum bids and franchise bidding will end at 11pm Eastern of the 4rd day. Teams will then be contacted to declare if they are resigning or releasing their Franchise Player. If a team releases a franchise player, it will not be revealed which team obtained the released player until after all the teams have signed/released their franchise player. Once the commissioner has talked to all teams who have players that are bid on a league notification will be sent out and the players adjusted on the rosters. Any Franchise players without a bid are automatically resigned by rule and all newly acquired and resigned Franchise players have their contracts reset to 1 and their salaries paid immediately, meaning they do not have to be accounted for when the full protection list is due approx. 2 weeks later.

- b) After franchise players have been assigned to their respective teams, and FP's have been added/subtracted accordingly, trading will open again until Full FA Protection lists are due. This deadline shall be no less than 5 days prior to the FA Auction date.
- c) ALL players that are currently on an NFL roster (veterans or any rookies that were not drafted in the preceding Rookie Draft) are eligible to be brought up and bid on during the FASP Auction. The only exception to the 'Must be on an NFL roster' rule are yet unsigned NFL Rookies in case of hold outs.
- d) The FASP Auction will take place in an online chat room and all owners are required to attend or have a surrogate available to maintain ownership of their teams. To preserve time, tracking of players signed will be done offline and updated on the web site once the Auction is complete. Nominating order runs starting with the last place team from the previous season, and teams can choose any FA (UFA or RFA) and place a bid on him. Eligible FA may or may not be on the FA page at the time of the auction. Teams will continue to bid on the player until no more bids are placed. In the chat window the Commissioner

will declare bidding open on that player.

- e) No team shall bid until the first bid appears in the chat from the nominating team.
- f) If it appears teams have stopped bidding, the commissioner will put warnings in the chat room. First will be Going 1, then a couple seconds later, Going 2, then a couple seconds later sold. The commissioner will control this timing unless he is involved in the bidding of the current player; another owner will push the Going 1, Going 2 and Sold notes. The owners that will be asked to jump in if the commissioner is bidding shall be determined prior to the start of the Auction.
- g) As soon as **SOLD** hits the board, that's it, highest bid wins. If a team decides to try and outbid another team at the last second, and that bid appears in the chat after the SOLD shows then it doesn't matter. Once the SOLD appears on the board before the next bid, then the player is gone. The commissioner will control the sold button, and once sold has been placed on the chat room the button will be pressed, and the player awarded to the bidding team.

Commissioner Note: Since we are running in an online chat room, lag is possible. Due to this (a) the Commissioner asks owners to not attempt to snipe and simply place a bid as soon as you can and (b) there is possibly a chance for differing visual info from what the commissioner sees and other owners see, if this occurs a consensus of timing (what everyone else sees) will be taken and resolution decided by the commissioner.

- h) Continuing around with the draft order for each round, this process will continue until all RFAs and UFAs that teams want to be bid on are bid on.
- i) If a UFA is bid on, the team with the highest bid gets him.
- j) If an RFA is bid on, the team who currently owns that player's RFA rights has the option of keeping him at the final bidding price, or releasing him (and receive compensation as outlined in Section VIII, C). As soon as an RFA is brought up for auction it will be announced who has matching rights to that player. Teams with matching rights are prohibited from bidding on that player.
- k) Teams owning rights to a player can bring up their own RFA but must start at the same minimum bid as all other teams (slot value +1). If an RFA is nominated by the team owning the matching rights and no subsequent bid is placed that player CANNOT be released and is automatically resigned by their original team at the initial bidding price, NOT the slot value.
- l) After all the players are bid on that want to be bid on, teams are required to resign any unbid on RFAs that remain (should they have the means to do so). [See full RFA resigning rules in Section VIII,D,4]
- m) That is it. FASP Auction is over. This will all be done in 1 day. The commissioner shall make every effort to make this process as short as is possible and asks for cooperation from all owners to be ready and attentive during the Draft/Auction day to make it run as quickly and smoothly as possible for the sake of all owners (and their families).

(**Commissioner Note:** ALL trading is suspended during the FASP)

3) Franchise Player Bidding / Loss Compensation

- The MINIMUM opening bid on a Franchise Player is determined by the average of the top 5 salaries of players at their respective position.
- Designation of a Franchise Player is **optional**. If you do not want to use this spot, you don't have to.
- Bidding on a Franchise Player works the same way as all other FAs (RFAs and UFAs) except that this bidding process is not public but conducted as a blind auction (even to the commissioner – until Franchise Bidding Closes). The team with the highest bid on the board after the 4 days is the final active team.
- If the current team wants to keep the Franchise Players, the team with the rights **MUST** match the final active bid on the Franchise Player to keep him and reset his CS. If the Franchise Player is not bid on during the 4 day bidding period they **MUST** resign the Franchise player for 15 OR the full value of the slot whichever is higher.

Either way the average of the top 5 salaries for each position will be posted on the site prior to the start of the season immediately following the FASP so teams have plenty of time to know the next FASP Franchise Values and make the choice on whether to designate a Franchise player or not as well as who that player should be.

- The Maximum number of Franchise Players you may sign is equal to the number of 1st round picks you have. Teams with either **1 or NO** 1st round pick may sign a Maximum of 1 Franchise Player.

What a team GETS for Losing a Franchise Player:

- Compensation for releasing a Franchise Designated Player will be 1/2 of the FPs offered (Rounded Up), as well as a compensatory draft pick.
- The compensatory pick is between the 1st & 2nd rounds. In the case of multiple compensatory picks being awarded, the team that finished lower in the standings the previous year will receive the higher compensatory pick.
- Current owner of the Franchise Player will not know who the active bidding team is until decision is made to release the Franchise Player.

What a team LOSES for Signing a Franchise Player:

- Teams signing a Franchise Player will lose the amount of FPs bid on that player as well as their HIGHEST draft pick. If that pick is NOT in the 1st round they will lose their two (2) highest draft picks.
- In the case that a team has multiple 1st round picks and signs multiple Franchise Players, they lose the corresponding highest 1st round picks for as many Franchise Players that they sign. (Ex. if a Team A has 3 1st round picks and signs 2 Franchise Players, they will then lose their 2 highest 1st round picks. Teams can sign a maximum number of franchise players equal to the number of 1st round picks they control.
- If a team does not possess at least 2 draft picks at the time of the Franchise Bidding Period, they **MAY NOT** bid on a Franchise player.

Commissioner Note: Since the commissioner will not have access to see who is bidding until bidding closes it is IMPERATIVE that owners not mess this up as there is no mechanism to correct it.

IMPORTANT NOTES:

- In the event that a team has **NO** 1st Round pick **AND** signs a Franchise player **AS WELL AS** loses their Franchise player, then the compensatory pick they would receive for losing their Franchise player will be lost rather than losing their 2 highest picks. **NO** team can go into Free Agency without a 1st round pick and sign a Franchise player **AND** come out with a compensatory pick essentially equivalent to a late 1st round pick. *This is a safeguard enacted by the executive committee in 2002.*
- In the case that a Franchise player does change teams due to being released to a bidding team, the team that decides to release that player **MAY NOT** acquire the released Franchise Player via trade until **AFTER** the completion of the upcoming Free Agency Auction for their league. No exceptions, regardless of direct trade or via multiple teams and multiple trades. *This is a safeguard enacted by the executive committee in 2014.*

4) Restricted Free Agent Resigning Rules

Beginning in 2017, teams are required to resign any unbid on RFAs. During the FASP teams will be **REQUIRED** to hold back a number of points equivalent to the total amount of the combined slot values of all of the team's designated RFAs. Teams will use the following guidelines:

- When designating RFAs, team can place players in any RFA slot they wish. Teams are not required to fill RFAs in any order and can use none or all of the 8 available slots.
- RFA slots will be maintained at 12, 10, 8, 7, 6, 5, 4 and 3 points and the slot used determines (a) the initial opening bid needed to nominate a player and (b) the amount that needs to be held back to resign the player if that player is not bid on during the FASP.
- Teams are required to maintain a point pool equal to the combined total slot value of their remaining RFAs. The exception to this rule is if a team has an RFA nominated and resigning that RFA would bring their required resigning pool to go below their remaining combined total. In this case, teams **CAN** spend points to resign an RFA and go below the limit.

Should this happen, teams have 2 scenarios:

- If a team **ENDS** the FASP with less points than remaining combined slot value total of their remaining RFAs they would not be able to resign **ALL** of their RFAs and could decide which to keep with the caveat they must still resign as many as their remaining points would allow.
- During the FASP if a team's remaining point total dips below the amount needed to resign their remaining RFAs they may **NO LONGER** nominate new RFAs for bidding until a time in which they may possibly regain points due to the loss of another RFA on their list. If a team's point total at a later time returns above the combined slot value of their remaining RFAs then they will have the choice to nominate a new RFA or skip, keeping in mind they are again required to hold back enough points to resign whatever RFAs remain on their list.
- If a team's remaining point total goes below the combined total of their remaining RFAs due to the matching of a RFA bid, that team will not be required, nor allowed to renounce rights to a RFA still on their list in order to free up points.

- In the event a team ends the FASP with remaining FAPs, they may be converted into FPs in order to be carried into the season. This conversion will be at a rate of 4 FAP to 1 FP and only evenly converted amounts will be carried over, meaning no rounding. (Ex. A team with 23 remaining FAPs at the end of the Auction will be able to carry 5 FPs into the season. $23/4 = 5.75 = 5$ FP carried, 3 FAP lost) There is a limit of 20 FPs converted in this way that can be carried into the season, meaning if a team ends the auction with more than 80 FAP any FAP over 80 are forfeit.

The commissioner will provide a spreadsheet to owners that teams can track their own remaining points including the amount required to be held back for RFAs as well announce those totals at the end of each round of auction bidding. It is however each team's own responsibility to keep track of their own teams, rosters and points.

E) Pre-Draft Roster Limitations

Following the end of the resigning period, teams will be notified of remaining FP. Off-season trading is reinstated. This trading is still unrestricted. At no time can a team have more than 44 active players signed to their roster. If a team ends the FA Auction with more than 44 players signed they will have until midnight of the auction day to make cuts to get down to the 44 maximum roster limit. If a team is over the 44 limit AND does not notify the commissioner of their cuts then the last player(s) signed during the auction to place a team over the limit will be immediately and automatically released. Since the mandatory resigning of unbid on RFAs are the final signings of the FASP, these resigned RFAs would be released first if a team is over the limit. Any player that is released due to this rule are NOT rebated back the amount used to sign that player.

F) The Rookie Draft (Rules in Detail)

Beginning in 2017, the league will hold its Rookie Draft each year immediately preceding the FASP Auction. The draft will be reduced from 8 rounds to 4 and any undrafted rookies will be eligible to be nominated and bid on during the FASP auction.

1. The order of each round of the draft will be determined by the reverse order of standings from the year before for round 2-4 and for the 1st round order is determined by the results of the post-season draft pick tournament (see Section III, B). In case of a tie, team with lower number of total points scored will pick higher. Therefore the draft order for each round will be 12-1. Any compensatory picks awarded due to loss of Franchise players will be declared before the draft begins.
2. During the draft, ONLY incoming rookies selected during that year's NFL College draft will be eligible. This is where our draft pool comes from.
3. The Rookie Draft will have a maximum of 4 rounds for teams to sign as many players as they acquired picks for and teams can drop out of the draft at any point. Teams can fill empty roster slots they have up to a 44 player preseason active roster limit. Teams may decide to draft none or one player and drop out, and use the auction as well as the preseason waiver period to fill out their roster. Either way the draft will continue until a maximum of 48 players are selected.
4. Due to each teams' FASP Auction full protection list being due PRIOR to the Rookie Draft and therefore teams not knowing what holes may be filled during the draft that may affect who they need to sign or resign or hold RFA rights to for the auction, owners will be allowed to announce any RFAs they wish to release rights to **IMMEDIATELY FOLLOWING** the Rookie Draft and PRIOR to the start of the FASP Auction with the following restrictions:
 - a. Owners can only release rights to an RFA at a matching position to one in which they selected during the draft.

- b. This is done in case owners selected a player during the draft that make keeping matching rights too either obsolete or no longer an affordable luxury. RFA rights released in this manner no longer are included in the mandatory resigning point pool that teams are required to hold back for unbid on RFAs.
- c. Teams cannot replace with another player any RFA rights released in this manner.
- d. Once the FASP Auction starts, owners can no longer release/renounce RFA rights for any reason DURING the auction.

G) C/FAED Draft Pick Time Limits

During the draft (Rounds 1-4) there will be a 3 minute time limit on all draft picks. The commissioner will keep a running clock during the draft, to the best of his ability, and the time limit will begin **ONLY** when the commissioner announces that the team in "on the clock " or "on the board". And the commissioner shall be the only person keeping the official selection clock.

Teams will be warned when there is 1 minute remaining on the clock, and also with 15 seconds left. Once the final 15 second warning is given, if a team fails to post their selection before the commissioner declares the next team on the clock, then the next team in the order may make a selection. The previous team doesn't forfeit their pick and may make their selection at any time, but as soon as the commissioner puts the next team on the clock, that team may pick.

The Commissioner may allow emergency stoppages of the clock, but is the sole person with the power to do so. With the reduction in rounds no timeouts or breaks will be allowed during the draft. Once the draft ends there will be a 10-15 minute gap until the FASP Auction begins during which teams will notify the commissioner of any RFA Rights being released as well as time to assess potential nomination lists due to the addition of undrafted rookies.

H) Preseason Waiver Period Rules and Roster Integrity Deadlines

After the draft and auction are complete, teams can claim players off the preseason waiver wire to fill these spots. The players available on the waiver wire include any player not on a roster following the draft and auction as long as they are on an NFL team. Waiver periods will last one week each and there will be as many as are allowed between the end of the draft and auction up through the Sunday before the first game of the season. The first Preseason waiver period deadline will be on a Sunday approx. 3 weeks prior to game 1 of the NFL season (scheduling allowed). A full schedule will be posted each season prior to the draft and auction date. (If scheduling dictates shorter waiver periods than 1 week adjustments will be made to allow for at least 3 preseason waiver periods to be completed.

Each week teams can send in a list of up to 10 (ten) players they wish to claim off of waivers. This is the difference between the preseason waiver periods and regular season waiver periods. During the season only 1 (one) player each week can be claimed at no charge, barring waiver pick trades. But during the preseason waiver period, teams can claim multiple players each week for no additional fees. Teams can use any leftover FP carried over from the FASP to help sign waiver selections during these periods also. In this way the preseason periods are just like the regular season periods in every way except number of player that can be claimed. If two or more teams attempt to claim the same player during any one waiver period then the team that finished lower in the standing from the year before is awarded that player. If two or more teams attempt to claim the same player and two or more of those teams have also sent in FP bids along with the choice the team with the higher number of FP bid will receive the player regardless of waiver pick order. Any tie in bids will revert to the normal tiebreaker rules. Teams can claim as many players as they need to during this period. Thee 44 player offseason roster limit will be maintained during this period. This allows for a training camp type environment. But at no time can teams be over the 44 player limit.

Each preseason waiver deadline will have a corresponding preset "Cut Down" roster limit. There will be X number of separate "cut down" dates, to a get down to the Maximum of 36

Active player for the regular season. The number of cut dates and the number of player to cut down to will be posted prior to the draft and will be determined by the amount of time allowed between the completion of the draft and auction and the time needed to get to the Week 1 Waiver regular season deadline on the Wednesday before Game 1 on Opening Thursday Night each season.

These cuts will happen PRIOR to the Week 1 Waivers when roster integrity rules begin to apply and the regular season waiver rules take effect. The Week 1 Waiver deadline will ALWAYS be the night immediately preceding the NFL opening game and the FINAL preseason waiver deadline will ALWAYS be the deadline to be within the Roster Integrity rules.

I) Offseason Roster Rules Regarding Practice Squad Players

Once the FASP starts all players, that are designated as Untouchable or have either an injury, rookie or practice squad exemption used on them, move to the active roster of the corresponding team with the appropriate adjustment to the players' CS if needed. No player can be placed on or back into the Practice Squad until the "Final Cut" date.

The only players that are eligible for a PS slot are any BSL rookies just entering the league through the Rookie Draft, added during the Auction, added during preseason waivers, or any player that was given a PS Exemption during the just completed FASP. Once a player is placed in the PS, regular PS activation rules then apply, meaning any movement off of the PS (other than thru trades) costs 1 FP to make the move. This also means that players placed in the PS slots do NOT count to the 36 man active roster limit.

If a player was given a PS exemption in the previous FASP but is NOT replaced on the PS by the "final cut" date, then he may still be placed in the PS at a later date as long as he continues to meet the PS requirements.

If an NFL rookie holds out, the player is considered on an NFL team for the purposes of our league as long as an NFL team has his signing rights. This extends until the player signs an NFL contract. The player is eligible for a PS slot or can remain on the active roster but is NOT eligible for an injury slot (of any kind) nor is he eligible for the suspension slot. In the chance that a player holds out for an entire year and is not signed before the subsequent NFL draft by an NFL team, the BSL team that drafted him in the previous season shall then lose the rights to that player (on the first day of the NFL draft). The player, for the purposes of BSL rookie eligibility in our database shall be considered never to have been in our league and will be eligible for the next BSL Rookie Draft, assuming he is taken in the new NFL draft. If he is selected in the new NFL Draft, he will be treated like any other rookie incoming from that draft.

J) Offseason Roster Rules Regarding Injury and Suspension Slot Players

Injury slots, both Long Term (IL) and Short Term PUP (IR) slots as well as the Suspension slot (SUS) will open with 1st cuts and moving players into these slots can be made at any of the cut dates during the preseason as long they are eligible for the corresponding slot by rule. Remember that once in an injury slot players may not be activated, for the entire season in the case of the IR slot and at the earliest week 7 waivers in the case of PUP slots. Injury and Suspension slot players do NOT count toward the 36 player active limit and can be released at any time.

IX. Misc. Rules and Commissioner Powers

A) Commissioner Powers - "Best Interests of the League"

We believe that an unconstrained "Best Interests of the League" power is needed to insure the stability of the league over many years. This rule states that any rule in the constitution can be changed at any time by the commissioner if he deems it necessary to balance out the parity of the league, determined a rule just isn't doing what it was intended to do, find unintended loopholes that could affect competitive balance, or just sees it as in the best

interests of the league as a whole. This power is absolute and unquestionable. Although the commissioner will be required to get input from several or all owners before a final decision is made. This power will be taken just as seriously as the Executive Committee rule and should be used sparingly, if ever. It is the hope of this constitution that any amendment to the league's constitution is done by a majority vote by the ownership, but makes it known that none is needed in extreme circumstances.

B) Executive Committee Challenge Veto Power

The commissioner is allowed to at any time he feels it necessary, veto the decision of the Executive Committee. This works both ways. He can veto a trade that was allowed or veto the challenge of a trade disallowed. Again it is important to use this power sparingly and only after great thought. But the purpose is to make it known that the commissioner has the power to take actions he feels are in the best interests of the league. As of 2003, the commissioner is no longer on the executive committee.

The executive committee will be made up of 3 permanent members (currently comprised of A.Abrams, S.Billings and J.Tanzer) and 2 floating spots that may fluctuate from year to year. (the 2 floating spots shall be announced prior to each season). The commissioner's office is not involved in the executive committee, but is a separate entity. The commissioner's job with respect to the Executive Committee is to bring rules or other issues to the committee's attention if needed.

This committee will have the power to question any trade made and be the final word on any rules that may need to be interpreted during the year. Also, they will also be responsible for monitoring any uncompetitive lineups that may be submitted (with respect to LR302 and LR 112).

If a trade is challenged in this way it will be voided and teams trading will be asked to work out something else out. The commissioner's office is the first line of approval on all trades but if any trade is deemed questionable it may be transmitted to the Executive Committee for discussion. This is a very powerful tool at the disposal of the league and should be used sparingly, but will also insure that teams cannot be involved in collusion and one-sided trades that are detrimental to league stability.

If a member of the committee is involved with a trade then a team not involved will answer for that trade. A majority vote from the committee is needed to challenge a trade. (This rule should be taken seriously and anyone found to be abusing the committee rule would be asked to leave the league, with no refund of dues.)

* - The Executive Committee Members can be found on the Owner's Box. It will be marked in the team's entry if they are an Executive Committee Member (ECM).

C) Other Misc. Rule

1) **Death Rebate** – If a team has a player on their roster at the time of their death that team will receive a 3 FP anti-death tax rebate. If said player passes away (due to natural, unnatural, supernatural, or any other means) during the course of the season (regular or post-season) that team shall also be awarded an additional free waiver pick. This pick shall mirror your waiver pick order for that current week and normal waiver rules apply. If this occurs during the post-season however, regular season rules apply and any player signed in this way WILL remain on your roster once the post-season ends.

X) League Resolutions

The following resolutions encompass the rules voted on invoked by the executive committee. They are rules designed to maintain league integrity and stability. *ALL RESOLUTIONS ARE ABSOLUTE AND FINAL!*

LR 202 - NO PAY=NO PLAY

For this point on, the official beginning to the BSL Season is the first day of the Free Agency Signing Period. This is when League Fees are due by.

A team's yearly dues allows you to own your team from one signing period to the other. A team has to pay to go through the FASP and if they drop out before the draft or the start of the season they can be reimbursed (and then a new owner would pay the new dues). If people are concerned with paying so far from the start of the season, they have to understand our season starts with the FASP. This is the first point that a Owner begins to affect the look of his team for the upcoming season, so this seems a logical point to mark the beginning of our official season.

If Fees are not paid by the date that Protection Lists are due, the Executive Committee will assume control of the BSL team until Fees are Paid or Until a new owner can be found (whichever comes first).

(Commissioner Note: The Commissioner's Office WILL update the League Schedule within the Constitution to note this change and also make sure when trading in the off season is allowed is clearly noted.)

LR 302 - Anti-Dumping Protection / Trading Future Draft Pick Guidelines

BSL teams can trade draft picks for the immediate upcoming draft and the one following AFTER the NFL free agency period begins (March 1st) In order to do so, the team TRADING the draft picks AWAY for a draft past the immediate upcoming draft, MUST pay their league fees for the following season by the deadline that normal seasonal fees are due. (Beginning of BSL FASP).

All but \$25 of this prepayment can be returned if the current owner drops out of the league prior to the draft in which they traded away the picks. The \$25 that is kept will become a rebate for the new incoming owner who is taking over a team that has lost draft picks prior to acquiring the team.

This allows for BSL teams to make Pre-FASP trades but ensures that the team trading away the picks will be in the league when their team is affected by the loss of the picks. It also makes it a bit easier to sell the any dropped teams that may have lost future draft selections since the entrance fee for the first season will be lower.

LR 103 - Player Position Change Declaration and Timing Clarification

Many teams have questioned how and when the commissioner's office changes a player's official position eligibility. This resolution is to set it in words, since this is currently not the case in the current constitution.

The League Office officially reserves the right to change a player's position listing at any time during the year (off-season, regular season or post-season). It will however refer to the guidance of the executive committee before any change is declared. It also resolves to make its best efforts to only change a player's position eligibility at the following times: just prior to the FA periods and BSL Rookie Drafts, just prior to the regular season. NO changes will be made during the FA period, but teams should be aware on their own on whether or not an NFL player may be changing the position he plays.

Please note however that there is not deadline for making a change and that it can happen at any time. If an NFL team discloses in the middle of the season that a player is moving positions, than the commissioner has sole authority to change that player's eligibility.

LR 112 - Anti-Tanking Rules

Tanking is not permitting. Tanking is, for the purpose of this resolution, defined as the purposeful and deliberate inclusion of players known to be injured, players known to be OUT of a particular game, or players on BYE weeks in a starting lineup when other active options are available.

Any player that is in a starting lineup that has been declared OUT prior to the day before the start time of the game or that is on a team BYE week when ANY OTHER active player alternative is available to a team will be deemed as tanking. Teams are fully responsible for their lineups and for checking on

player statuses in the days leading up to the game.

If the commissioner's office finds a player that meets the above criteria, either during lineup reviews on game day, while entering stats, or is notified by another team owner, an immediate change will occur and an active player will be replaced (see more below) and the owner of the team in question will be warned.

Any player changed in this manner will be done so at the full discretion of the commissioner's office. The commissioner will 1st make an attempt to contact the offending owner (if games have not yet begun, or at least the game involving the tanked player), 2nd attempt will be to contact 1 or more executive committee members not taking part in the involved game, if neither of those choices are available or can be completed the commissioner's office will make the change to the player deemed as the "best available option" as a replacement. PLEASE NOTE: This change will be made as soon as possible after finding the tanking issue EVEN IF the game has already begun for the hurt players team. The commissioner's office will try to fill the offending position with the best active option available from a game that has not yet started, again, but even if the game for the replacement has already begun in the case on only 1 viable option is available.

Owners that have players changed it this way will face the following level of punishment:

1st Change - Warning and player(s) is changed.

2nd Change - Final Warning, player(s) is changed and penalty of up to 25 FP AND loss of highest draft pick administered.

3rd Change - Team owner forfeits right to compete in the BSL, team is taken over by the league and a new owner will be found at the earliest convenience. If owner owns multiple teams in the BSL then ALL BSL teams are forfeit even if other teams owned are not involved in tanking issues.

LR 112 - Week 7 Rivalry Week Replacement (to remain in effect until the NFL expands its regular season)

"Rivalry Week" is no longer an annually static game. Instead, for week 7 will change each season on a rotating weighted basis. Each team will gain 1 non-division game against 1 of the 2 teams they do not play based on the weighted schedule construction. The league will alternate each season the division in which this additional game takes place against in order to ensure each season's schedule is different than the previous season. Due to this (keep in mind this will change as soon as the NFL goes to 18 regular season games - SEE COMMISSIONER'S NOTE) each team will play 6 games inside their own division (2 vs. each other team in the division) and 7 games against the other 2 divisions (4 vs. all teams in 1 division and 3 against the other based on previous season final standings). The fantasy schedule for each season will be posted PRIOR to the beginning of the Free Agency Auction.

Commissioner's Notes: This will become a moot point if and when the NFL expands to 18 regular season games as that will allow us to go to a 14 game regular season and a completely balanced schedule instead of a weighted one. An 18 game regular season NFL season, we assume, would take 19 weeks to play if not 20 depending if they use multiple bye weeks. Either way, the BSL will switch to a 14 game regular season schedule + Wildcard Week + Semi-Final Week + a 2 Week Super Bowl letting us play games in 18 NFL weeks. If the NFL goes to multiple bye weeks and a 20 week schedule we will discuss that when it happens but that may allow us to play our own "Pro Bowl" as we had voted on and approved a couple of seasons ago but are waiting on the schedule expansion.

XI) League Fees, Prizes, and Voting

A) League Fees

League Fees are \$100 per year. This covers \$80 towards the prize fund and \$20 per owner toward the Internet hosting for our web site. Prizes are described below. Fees are Due by the official Start of the new season, which is the beginning of the FASP (June 1st.) Also note that if you have traded a draft pick for the following season then this fee is due on June 1st as well, or if the pick is traded after June 1st, fees will be due within 2 weeks of the transaction or the

transaction may be reversed.

12 Teams x \$80 League Fee = \$960 Total Prize Fund

B) League Awards and Prizes

Post-Season Awards:

Super Bowl Champs (1st Place) = \$500

League Runner-Up (2nd Place) = \$250

Winner of Consolation Game (3rd Place) = \$70

Division Winners = \$10

Regular Season Awards:

FP Bonuses: (of the Year awards are given strictly to the Highest Scoring Player in each designated category)

Offensive Player of Year = 1 FP

Defensive Player of Year = 1 FP

Offensive Rookie of the Year = 1 FP

Defensive Rookie of the Year = 1 FP

Players of the Year by Positions = +1FP to Owning team (QB, RB, WR, TE, PK, KR, DL, LB and DB)

Commissioner Note: For the purposes of the Rookie of the Year awards, these players are defined as any rookie in the BSL, not necessarily having to be an NFL rookie. Players eligible for the annual Offensive and Defensive Rookie of the Year awards are playing in their first season in the BSL and may be an NFL veteran that had not previously ever been on a team.

Monetary Prizes:

Ea. Team of the Week = \$ 5 Highest scoring team per week

Team of the Week of Year = \$ 5 Highest single weekly total during regular season

Offensive Team of Year = \$ 10 Highest scoring Offense

Defensive Team of Year = \$ 10 Highest scoring Defense

Special Teams of the Year = \$10 Highest scoring Special Teams (Kickers + Returners)

Team of Year = \$ 10 Highest overall team score

C) Rule Change Amendment Voting (2006 Amendment)

Each team in each league shall receive one vote when it comes to league wide voting. The effect of this rule is that there will be 36 votes max each season. For an amendment to pass the rule change proposal must receive a majority of the votes received.

Commissioner's Note: The commissioner's office has added the following caveat to the vote count to pass rule and that is that any MAJOR Procedural change (defined as any proposal that vastly changes the previous rule or event) must receive at least a 2/3 majority votes to pass (66%), not just a simple majority. Proposals deemed MAJOR changes by the commissioner's office will be noted when proposals are posted each season.

D) Off-season Calendar

The following calendar will be used each off-season, barring unforeseen circumstances.

- End of Super Bowl (End of Jan)
- Unrestricted Trading Begins (End of BSL Super Bowls)
- NFL College Draft (Usually early to mid-May)
- FASP – Franchise Designation, Bidding and Resolution (early-mid July) - **Official Start of New Season- League Fees Due**

- Rookie Draft and FASP Auction / Trading Suspended (schedule TBD each season, usually in late-July or early-August)
- Trading reinstated (after re-signing ends)
- Preseason waiver periods (1st Deadline is a Sunday approx. 3 weeks prior to years 1st NFL game)
- Beginning Regular Season and Regular Season Rules/Waiver Rules in affect (Wednesday before Game 1 of NFL season)