

Welcome to the [Dominators Football League](#)  
“D.F.L.”  
(est 2019)

PREAMBLE

*Thank you my friend for joining me on this journey for fun, challenge and comraderie. My first [Action! PC](#) Football team was called the Dominators. My league was called the SALT LEAGUE. Friendships started the league and kept it going. It was built in 1989 just before the Bills went on their “dominant winning/losing streak” and Grunge became a thing. Lucky for me, art did not imitate life. I managed to win several championships with that old [1989 Bills base team](#). It preceded APCFB by two years. I was a real APCFB pioneer during those AOL, PC Anywhere “salad” days. It only seems fitting that with the Bills recent resurgence I build another league that tries to capture and promote all the good that I have seen and experienced over the last 29 years of head to head APCFB action. 2020 NFL promises to be a changing of the guard in many ways. Old dynasties will end new ones will rise. The new crop of QB’s provide excitement for the future. This league will strive to balance the joy of building a champion with the joy of playing head to head NFL football against [elite coaches and GM’s that know how to win but can accept losing](#). Losing will happen frequently to all of us as “Salt will always be king.”*

*The DFL will strive to closely follow all practicable aspects of the [National Football League](#) for the enjoyment of all its members. To this end, continuity of team ownership, balanced team rosters, and civility and fair play between competitors will be guiding principles. Although the League acknowledges that each team owner may advance the interests of his or her team as they see fit, it is in the League's long term best interest to require that all teams strive for competitive rosters and competitive game-play at all times. To adhere to both the letter and spirit of the constitution and all other DFL rules and practices, members must be prompt and courteous in their dealings with other members . This is an anti-tanking league. This is a head to head football league. We all agree to build champions. We play head to head to win the game. There will be numerous incentives (see pg 25 ) to reward those that play to win the game and contribute to our by league by actively participating and promoting its success.*

## Table of Contents

Voluntary Donation for Tournament play.....	4
League Structure.....	5
League will consist of 28 teams in two conferences.....	5
Playoffs participation.....	5
3. DKS Playoff File will incorporate a Bye week between Conference Championships & Super Bowl Super Bowl: Home Field Advantage is turned off played at Corresponding NFL stadium for DFL season played. Do not import Coach files into playoff files. Send them to me before playoff round. DKS fatigue errors occur if rules are not followed.....	6
Owners will select their team name, helmet, colors and stadium.....	6
<i>This is a salary cap league and players are under contract.....</i>	6
The Salary Cap is \$121 million for the 2020 inaugural season.....	6
Salary cap increases by at least 2.5% each year.....	6
Salary Cap and the Salary Floor.....	6
.....	6
Rule Changes and rule interpretation.....	7
Game Play.....	8
DFL is a Head to Head league: If the game cannot be played head to head, it will be simulated. Games will not be played against the computer. If game is simulated both teams will be penalized.....	8
Scheduling of games and fines:.....	8
Game Files (xbx extension) are due as communicated by the commissioner each week. Upon completion of a game, hosting team within 24 hours must upload to Slack #gamefiles and qualifying write up by end of game week if you want #bonusbucks.....	9
F Game Rules Settings for Action! PC Football.....	10
G DFL Rosters 53-56 players + waivers (in season only to maintain 53).....	12
H SEASONAL POSITION REQUIREMENTS.....	13
SEASONAL ANTI HOARDING PROVISIONS SEE BELOW:.....	14
Contracts and Salaries: League Minimum No maximum 2 to 5 years.....	14
I Termination of Contracts Free, 30% penalty 50% penalty 100%+.....	15
L Rookie Draft.....	16
3 7 <sup>th</sup> round rookie matrix will equal league minimum wage.....	16
Draft and team rankings order will be determined as follows:.....	16
J Free Agency (FA) 2 types RFA and UFA.....	17
Restricted Free Agent Process (1) designation (2) Bidding:.....	18
The unrestricted free agent period/process will be held annually as designated by the Commissioner after the conclusion of the Rookie Draft.....	21
K Compensatory Picks Awards for the loss of free agents (not “free” players cut only true free agents).....	23
Trading.....	24
Unowned Teams.....	25
DFL BUCKS/ BONUS BUCKS ADDENDUM.....	25

## DFL Constitution Index

ANTI HOARDING PROVISIONS, 14

Audibles per half will be set at 4., 12

Bid, 19 ff., 25 f.

Bye week, 6  
Carded, 18, 21 f.  
Commissioner, 7 ff., 16 ff., 21 ff.  
Commissioner Discretion, 8  
Contract years, 7, 26  
Contracts & Salaries, 15  
Declaration date, 7, 16, 18  
DFL BUCKS/ BONUS BUCKS, 25  
Division Winners, 6  
Draft order, 17, 23  
Fatigue, 11 f.  
Fatigue usage, 11  
Fines, 5, 9 f., 17  
Franchise player, 15, 18  
Free Agency, 17  
Free agents, 14, 17, 19, 23 f.  
Free Agents, 15  
Game clock, 9  
Game Files, 9  
Game Play, 8  
Game Rules, 11  
Home Field Advantage, 11  
Home town discount, 21  
Home Town Discount, 21  
Index, 19 f., 23  
Injuries, 12  
Late FA's, 23  
Minimum, 13 ff., 23 f., 26  
Minimum salary, 13  
Owners are responsible to play their games, 9  
Penalties, 7, 10 ff.  
Penalty for not playing your games, 10  
Playoff module season fatigue, 11  
Playoffs, 12, 17, 25 f.  
Renegotiation of Contracts, 15  
Restricted free agents, 14, 18 f., 24  
Restricted Free Agents, 18  
Reward for being a sub, 10  
RFA, 16, 18 f., 23  
Rookie draft, 16, 26  
Rookie Draft, 16  
Rosters, 12  
Rule Changes and rule interpretation, 7  
Scheduling games and Fines, 8  
SEASONAL POSITION REQUIREMENTS, 14  
Signing bonuses, 15  
Signing Bonuses, 15  
Sub, 7 ff., 25 f.  
Taxi squad, 6, 13

Taxi Squad, 13, 22  
Team name, 6  
Termination of Contracts, 15  
Tie breaker formula, 5, 17  
Time slot, 17  
Trades, 7, 25  
Uncarded payers, 22  
Unowned Teams, 25  
Unrestricted Free Agent Bidding, 21  
Waiver players, 14  
, 12, 21  
(IR), 13  
24 hour clock, 21  
ADDENDUM, 25  
Covid Exempt list, 16  
Herman Edwards Rule, 8  
salary cap, 6 ff., 13, 21 f., 25  
Salary Cap, 6  
XBX game files, 9  
#Compensatory Picks, 23

## OFFICIAL 09/13/22 League Constitution

*(Unless material changes and additions highlighted in light green)*

### 1. Voluntary Donation for Tournament play.

A \$15.00 annual voluntary donation will be collected from members to reward 3 teams and pay for any out of pocket costs (if any) related to running the league. Web hosting, draft hosting etc. The three teams that will get an annual award from proceeds after expenses are:

The League Champion 50%

The Runner up 30%

DFL Bucks champion 20%

If either the DFL champ or runner up are also the DFL Bucks champion, then the next highest DFL bucks champion will get that award.(See DFL Bucks Addendum). The season for purposes of these award starts at the "declaration date." and runs through the end of the DFL Bowl. For this year only the declaration date is March 1, 2020. Except as otherwise specified in these rules, only teams that donated for season are eligible for cash awards. If any of the winning coaches did not make the voluntary donation, then the next "winningest" coach who did contribute will be the tournament champion. (after applying all league tie breakers). The awards will be given at the end of the season shortly after our league Super Bowl.

EXCEPTION: If any of the three above named, along with two members that may be considered Conference Officials, as designated by the commissioner, did not donate for the season, they will be credited the following season with having made a donation. They will be considered eligible for cash award at the end of the next season.

## A League Structure

Thorpe			Lombardi		
Thorpe East	Thorpe Central	Thorpe West	Lombardi East	Lombardi Central	Lombardi West
Samoa	San Clemente	Tampa Bay	Macungie 1-0	Minnesota	Everglades City
Bowmansville	Canton	Watertown	California	New Orleans 1-0	Houston
Portland	Palmyra	Oxford	Dacula 0-1	Miami	Saline
New Jersey 1-0	Beltsville	Columbus	Vero Beach 0-1	Torbay	Washington
Turin	New York		Lake City		St. Louis 0-1

1 League will

consist of 28 teams in two conferences.

The two conferences will match the 28 team NFL conferences of the 1980's. Year 1 is 1981 DFL will rotate 1981,1983,1984,1985,1986,1988 and 1989 NFL schedules.

Schedule will be determined by matching the DFL conferences to the NFL conferences and then matching where the teams finished in their division to their NFL team counterpart.

League season starts officially on Declaration Day (TBD) within about a week after DKS player files are released and ends at the conclusion of the DFL Bowl.

## 2 Playoffs participation

Tie breakers determined by current [NFL playoff team tie breaker rules](#) except that **First and second tie breaker formula for all team rankings matters are: (1) which team has missed fewest HTH games and (2) which team has league fewest fines** For purposes of tie breaker rules, each game missed is equal to a 1 million dollar fine. Each complete Subbing games first erases 1 million in fines and then HTH games missed in season up to 2. Starting in 2022 DFL with expand to 12 Playoff teams if we have 28 team active league using the NFL 2019 playoff format to wit

Six teams from each conference qualified for the playoffs, with the top two franchises in the Thorpe and Lombardi earning first-round byes.

In the wild-card round, the No. 3 seed hosts the No. 6 seed, while the No. 4 seeded team hosts the number 5 seeded team.

Once wild-card weekend concludes, the bracket is reseeded, with the No. 1 team in each conference facing the lowest remaining seed and the No. 2 side squaring off against the highest remaining seed.

Otherwise DFL maintains 10 Playoff teams as used in NFL during the 1970 and 1980's:

3 Division Winners , with 2 Wildcard entries from each Conference.

- i. Wild Card: 5th seed WC @ 4th seed WC.
- ii. Division Winners receive a bye (players are rested one week ).
- iii. Divisional Playoff Round: Wild card Winners @ 1st seed Div. Winners  
3rd Seed Div. @ 2nd seed Div.
- iv. Conference Championship: Highest remaining seed is Home Team.

**3. DKS Playoff File** will incorporate a Bye week between Conference Championships & Super Bowl Super Bowl: Home Field Advantage is turned off played at Corresponding NFL stadium for DFL season played. **Do not import Coach files into playoff files.** Send them to me before playoff round. DKS fatigue errors occur if rules are not followed.

(a) Odd DFL season years Lombard=AFC Conference rep is Home Team.

(b) Even DFL season years Thorpe=NFC Conference rep is Home Team.

**4. League play will be in the fall closely aligned to the NFL's schedule.**

- a. **Owners will select their team name, helmet, colors and stadium.**
- b. Their home city or County should be the City name for the team. Once a stadium is picked by the home team no other team can pick that stadium as their home stadium. Home stadium should be found within state or region +-200 miles surrounding home city. Home stadium decides initially Home field advantage. See (8.d)
- c. **This is a salary cap/floor league and players are under contract.**
- d. **The Salary Cap is \$121 million for the 2020 inaugural season.**
- e. **Salary cap increases by at least 2.5% each year.**

**B Salary Cap and the Salary Floor.**

Teams must remain under the cap and over the Salary Floor. They must remain over the floor from **the last day of free agency bidding** until the end of DFL championship game. You cannot exceed 56 players or the salary cap at any time. If you exceed the cap in error, you must cut a player immediately before your next roster transaction. If you reach 53 players you must declare who you put on the taxi squad before bidding on or adding additional players to team. However, you can never bid at any time on more players than available active slots. All Cap and team Roster requirements are updated in "[Summary Sheet](#)" maintained by league office and can be followed online.

1. **Owner fails in GM duties** If an owner fails to assign contract years to rookie picks or make rookie cuts by the declaration date. The league will assign all unassigned contract years evenly as possible among all previously drafted rookies. Fines may be applied to owner.
2. **Teams may never project over the salary cap** no free agent bids are legal if they project a team over the salary cap.
3. **Salary minimum first year is \$90,000,000- This amount shall increase by at least 2.5% per year. The failure to meet the cap minimum/floor by the end of the bidding free agency period shall require an automatic cap penalty of 5 Million dollars or whatever amount is necessary to reach the salary cap minimum + 1 million whichever is greater. Penalty amount will be reduced pro rata as the team increases their cap expenditures, or removed, when team salaries reach the league minimum. No roster transactions or trades at any time shall be valid which decrease the amount of team salary below the salary floor.**
4. After the declaration date, once a team has 53 **players** on roster, the team must maintain that number.
5. If after the declaration date a team is over the salary cap they will lose its highest salaried player with 1 year remaining under contract with cut penalties applied. If still over the cap you will keep cutting until under the cap. If you do not have any players with 1 year contracts we will move to 2 year contracts.
6. **Trades putting a team over the cap will not be allowed.** Trades of draft picks will be permitted but the value of draft pick will be used to determine cap effect. See draft chart. If acquiring value of picks puts you over the cap **or below the cap then trade will be disallowed.**

## C Rule Changes and rule interpretation

All rules that may be subject to change will be considered by submitting a professional proposal in the off season to the league office (To commissioner via direct message) and requesting a vote. We are a “no drama” league. Open discussion/debate of rules or complaints about rules or rulings will not be entertained during the regular season except under very limited circumstances. **Public DFL slack channels are to be used as described generally for DFL or NFL related discussions. No advertising or promoting of any kind will be permitted without prior approval.** To increase stability and predictability, a 60% majority and a quorum of 80% is needed to pass a new proposal, but the commissioner does retain the right to veto or delay a proposal in the best interest of the spirit of the league or to maintain the original vision of the league as designed.

- a. **Slack is the official** and only means the league will use to communicate league business. Make sure you understand how to use Slack to get the maximum benefit.
- b. **Commissioner discretion:** The commissioner can create and implement a rule or make a ruling without going to vote if he deems best for the league. This will be done only in exceptional circumstances to close loopholes or resolve ambiguities or conflicts that undermine the spirit of the league. It will not be done to supersede or reverse a written rule.

An “official ruling” will be made when requested by a league member.  
A record will be kept of all league official rulings to be viewed by the league.

## D Game Play

**1 DFL is a Head to Head league:** If the game cannot be played *and finished* head to head, it will be simulated. **Games will not be played against the computer. If a game must be simulated, both teams will be penalized. Games are to be played consistent with NFL principles, DFL principles (see PREAMBLE) and in the spirit of competition. This is for the enjoyment of both teams, the DFL members and to maintain the integrity of DFL rules and records.**

### **Herman Edwards Rule** – “We play to win the game!!!” .....

**owners are expected to play to win.** Owners found to be giving up during the first 3 quarters of the game will be penalized draft picks, salary cap or even termination. If you decide to call it in during the 4<sup>th</sup> quarter you must run the ball.....taking knees, or non strategically punting, or taking safties to avoid calling plays on offense is not allowed. QB Kneels are only permitted during the last 2 minutes of each half.

### **2 Scheduling of games and fines:**

*The home team has to contact their opponent with **three different times available to schedule the weekly game** within 48 hours of the game file release or by the deadline posted by the League office at [#officialleagueoffice](#) to avoid penalty. (POC) See [#gamefiles](#) for weekly files. The away team opponent must agree to a mutually scheduled time within 48 hours to avoid penalty. (Usually by end of Wednesday) (RPOC) If you have not heard from your opponent within 48 hours then send a 2<sup>nd</sup> email out through SLACK and copy the commissioner or his designee. If you still do not hear from your opponent within another 24 hours (usually by Friday), you are free to find a sub. Slack timestamp will be used to determine timing. **There are Mandatory Slack Channels [#scheduling](#) and [#subs](#) for initial opponent contact game scheduling and subs need and availability respectively.** The front office should not need to be involved in this process. It is anticipated that coaches will*



be able to work out a mutually agreeable schedule to play game. There will be a [Game Tracker](#) sheet found on the online members sheet where home team must indicate that game is scheduled.

If you stand up your opponent by not showing up within 30 minutes of a scheduled time, quitting during a game without rescheduling to finish, and or by failing to contact your opponent within the time specified above there will be a minimum 1 million dollars cap fine per infraction. **The team that has been stood up, after DM to front office can be free to find a sub.** If a problem arises during game play the host coach must stop play, preserve all files, and wait for a ruling by the commissioner. If a game is played to its entirety, and no objection raised, the game will count as played. It is required that coaches treat each other with respect during game play. This includes limited game interruptions. If a game is stopped, a reason in writing must be provided to the opposing coach. Continued game interruptions without good reason is not permitted and will be subject to additional league discipline including loss of draft picks and ultimate expulsion. Leaving a game that has been started without written explanation and without a league ruling may be subject to league fines. If a game must be continued, both teams need to arrange a time to finish game in writing with slack notice to the league commissioner.

2. **Game Files (xbx extension) are due as communicated by the commissioner each week. Upon completion of a game, hosting team within 24 hours must upload to Slack #gamefiles and qualifying write up by end of game week if you want #bonusbucks.**
  1. **Home team has first choice** for purposes of connection. If home team requires hamachi or other third party software to connect then away team has first choice to host without software.
  2. **45 second** game clock is to be used unless both teams agree not to use it.
- a. **Fines must be imposed, by the commissioner for reasons set forth in this constitution and may be imposed for the failure to meet deadlines or follow other slack posted league instructions. Unless otherwise specified by these rules the fine imposed by the commissioner per league year shall start at 1 million dollars for the first infraction and can increase one million per infraction after that. le first infraction is one million 2<sup>nd</sup> infraction in a season will be 2 million penalty against the cap. 3<sup>rd</sup> infraction will be 3 million against the cap and or loss of 3<sup>rd</sup> round draft pick. 4<sup>th</sup> infraction will be suspension and or removal from league. Fines continue year to year for 5 years unless removed by subbing or other league sanctioned voluntary activity.**
- b. **Owners are responsible to play their games.** If you are unable to play during that week then please find a sub versus leaving that burden upon your opponent. Owners are allowed to miss 2 games per year before

being fined. (Tie breaking penalties still apply) However, if you are not going to be able to play your game please let your opponent know early in the week and not at the last minute. If you have issues scheduling your game and have to find a sub please contact the commissioner or designee who will keep tabs on each team.

- c. **No person is permitted to sub more than 4 times in a season** without express permission from the league.
- d. **Penalty for not playing your games:** If you do not have the lost pick you will lose your next highest pick the following year. For example...if you are supposed to lose your 5<sup>th</sup> round pick but do not own one you will lose your 4<sup>th</sup> round pick in the following year. Collusion will not be allowed - 2 teams subbing for each other in same week.
- e. Miss 1 or 2 games – no penalty but tiebreakers and bonuses affected.
  - 1. Miss 3 games – 5<sup>th</sup> round pick and 1000K fine.
  - 2. Miss 4 games – 4<sup>th</sup> round pick and 1 game lost or added to won loss record or subtracted to calculate [rookie draft position](#) for tie breaker purposes
  - 3. Miss 5 games – 3<sup>rd</sup> round pick and loss of accumulated bonus Bucks during season and two games lost or added for tie breaker purposes.
  - 4. Miss 6 games – – automatic removal from the league (exceptions see 5.)
  - 5. \*\*\*\* Commissioner can make exceptions\*\*\*\*. For example... I see owner #1 submits timely schedule to owner #2 and owner #2 requests later in the week. Then owner #2 cancels last minute and doesn't find his own sub. Owner #1 looks for sub and can't get anyone because of short window. I may only be penalizing owner #2 for that week. If you have to miss multiple games in a season due to unforeseen serious circumstances, find one sub to fill for rest of season and the penalties under g can be mitigated or avoided completely at the commissioner's discretion.

f. **Reward for Being a [Sub](#) :**

You can mitigate tie breaker penalties and fines for missing games up to 2 games missed. Subbing games will be applied to your penalties ledger to erase fines first and then game missed penalties before you can accrue bonus points for subbing. If due to unforeseen serious circumstances, you must miss multiple games in a season, find a fill in sub to coach for rest of season and all penalties might be avoided.

- 1. Sub 2 games – 6<sup>th</sup> round subbing pick
- 2. Sub 3 games – 5<sup>th</sup> round subbing pick
- 3. Sub 4 games—4<sup>th</sup> round subbing pick
- 4. **Note: Before an award of subbing draft picks, the first two subbed games will be applied to first remove either a tie breaker penalty or fine up to 1000K per game subbed.**

## F Game Rules Settings for Action! PC Football

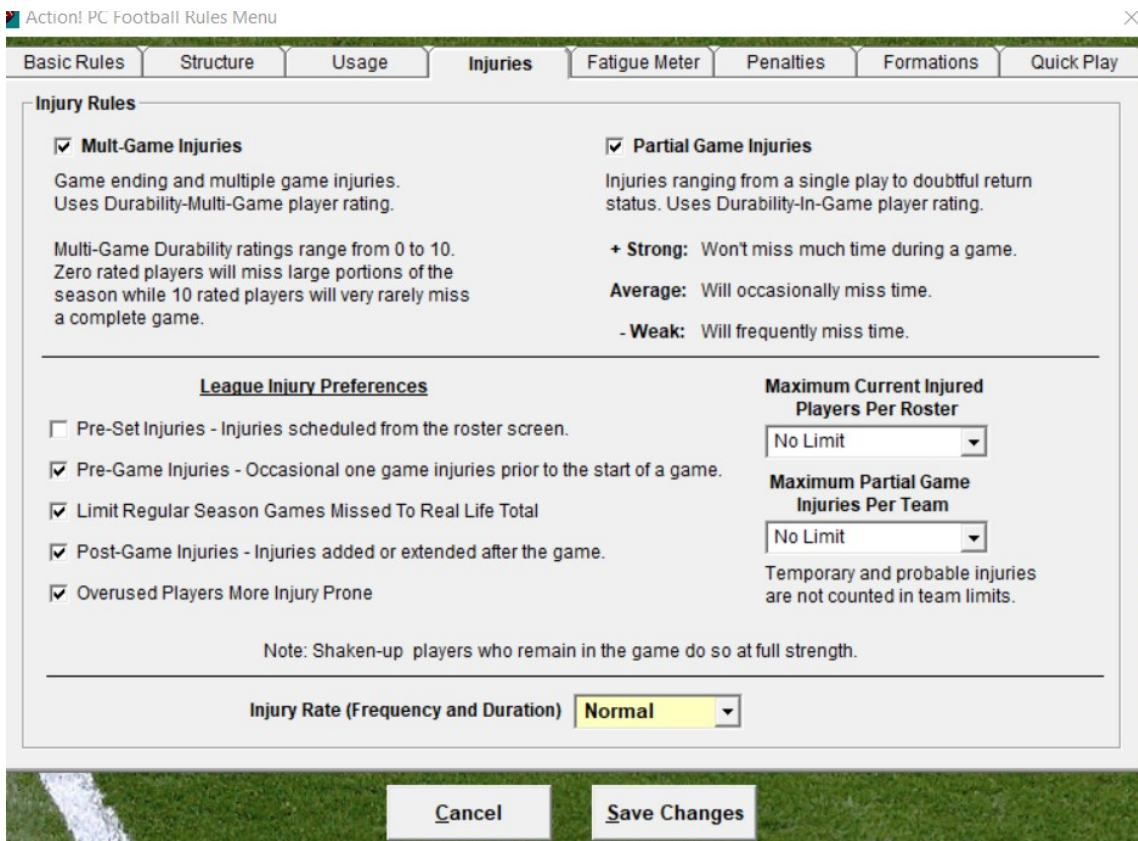
3. All current NFL rules apply with regards to goal line placement kickoffs, OT rules and penalties.
4. Instant replay will be "on".
5. **Home Field Advantage (HFA)** will be turned on and be chosen by stadium.
6. In future seasons coach will have **option of overriding stadium HFA** and base it instead on the average of actual games won at home vs road over the previous 3 seasons. ex. If a team is 4-4 at home and road then HFA =0, For every 1 game advantage at home vs Road add a point. IE for a 5 point advantage at home home record must be at least 5 games better than road record. For an 8-8 team that means they must go 7-1 at home and 1-7 on road to have a 5 point HFA. NOTE HFA advantage translates to road disadvantage in same amount HFA advantage of 0 means your team plays the same at home and on the road. HFA of 5 means your team plays significantly better at home than on the road. NFL average is historically 3 points better at home.

### 7. Fatigue Usage

Season Usage	Game Usage
<input checked="" type="checkbox"/> Season Usage <input checked="" type="checkbox"/> Kick/Punt Returners <input checked="" type="checkbox"/> Kickers/Punters <input checked="" type="checkbox"/> Carry Over Regular Season Usage to Playoffs	<input checked="" type="checkbox"/> Game Usage Penalties Mild 10% Of Real Life Usage Moderate 15% Of Real Life Usage Major 20% Of Real Life Usage
<b>Penalty Level</b> Mild Penalty 106% Of Real Life Usage Moderate Penalty 110% Of Real Life Usage Major Penalty 114% Of Real Life Usage	<b>Game Usage Exemptions</b> Passing Attempts None Rushing Attempts None Receptions None
<b>Season Usage Exemptions</b> Passing Attempts None Rushing Attempts None Receptions None Field Goals 25 Punts 30 Kick Returns 30 Punt Returns 30	Players exceeding per game minimums are not subject to game usage penalties. <input type="checkbox"/> Allow all QB's 30 attempts before game usage penalties apply. <input checked="" type="checkbox"/> Allow all RB's 5 attempts before game usage penalties apply. <input checked="" type="checkbox"/> Allow all Receivers 3 catches before game usage penalties apply.
Players whose real life totals exceed these minimums are not subject to season usage penalties. Trick run usage penalties are based on year-to-date attempts per game average.	<input type="button" value="Default Usage Penalties"/>
Out Of Position Penalty Standard	

8. as set above. Playoff module will handle playoff Fatigue. It adds 6.25% per game played. **New DKS settings no longer require changing fatigue levels.** In the event playoff module is not available for correct use Playoff module season fatigue will set at be [RD 1=109% for Mild, 113% medium and 117% Major.] || [RD2 112% =Mild, 116% = medium 120% =Major ||] [RD3 115%= Mild, 119% = Medium, 123% =Major] || **Dominator Bowl RD4 118% =Mild, 122%= Medium, 126%=Major.**

Consider this carefully when building your team. No further changes will be made to in the playoffs or regular season. Rules menu settings below:



9. Injuries Will be set as shown below and will carry over to playoffs.
10. League Type = Draft and Game Era = Standard offense/defense blend.
11. Penalties will be set to level 3 for all teams during the regular season and for the playoffs

## G DFL Rosters 53-56 players + waivers (in season only to maintain 53)

NFL DKS Players can be to the added to a DFL team roster by rookie draft, via trade, free agency and waiver. They can be part of the active or inactive Taxi Squad"roster. Un"carded" can be placed only on the Taxi Squad" See Pgs 16-22 for (FA) and Sub Sec. Y Pg 13 Waiver players:.

1. NFL Rookie players may be added to the drafting DFL team **the year after they are drafted**. Only NFL drafted players are eligible for rookie draft. They do not count against the cap the year they are drafted. They may be signed for a maximum of 4 years by the drafting team. 1<sup>st</sup> Round rookie players carry with them a 5<sup>th</sup> year option for the original signing team only. See [Rookie draft salary matrix for initial salaries of rookies](#). 5th year options are done at the end of a player's 4 year rookie contract. This means that on before declaration day of the following season 5<sup>th</sup> year option rookies must be declared. If not declared on the Dec sheet they will be considered like other FA's. Rookies not given a 5th year option have the option of a renegotiation ( per renegotiation rules), franchise, or home town RFA tag.

Rookies that are drafted in Rounds 1-3 have guaranteed contracts. They must be signed the year after they are drafted or be subject to regular cut penalty rules. Rookies drafted in rounds 4-7 can be released from team without any cut penalties if released by Declaration day. They become UFA's. Rookies in their first contract are not counted if counting them would cause an ANTI HOARDING violation.

## 2. Players Acquired via trade:

Subject to the limitations set forth in the Constitution, any player that is under contract can be traded. Because they are not under contract, free agents and waiver players cannot be traded. New team assumes current contract of traded player. Once a player is "signed" by new team, they can be traded only when they have been on active roster for at least 1 season game for signing team during the same regular season they were signed. Each team is allowed to participate once in each type of **"Sign and Trade transaction"** per season. **This means that each team is allowed to send ONE FA or Traded player per season that was not or will not be on the active roster week 1 for sending team and also receive one offseason signed player that will not be on the sending team active week 1 roster.**

Trades that are "sign and trade" will be highlighted in the [trade log](#) .

## 3. Active roster 53 + 3 Total "Taxi Squad" (Optional).

All [DFL teams](#) must have 53 active players on their roster at the conclusion of (FA). In addition, you can optionally designate a total of 3 "Taxi Squad" players. Post in [#transactions-rosters](#) in slack. There are two types (TSIR or TSR). Players placed on "Taxi Squad" during the league season are not considered active roster. You can also pick up 1 year FA (Waiver player) during regular season at minimum DFL cost (provided you have the cap space) to maintain active 53 man roster. Pre season rosters may never be above 56 at any time. Once you go over 53 players, team must place a player on Taxi within 24 hours and before your next roster transaction.

- g. 1. **TSIR Injured Reserve players:** Each team may place up to three players on the Taxi Squad and designate them "TSIR". Those players will not count against the 53 man roster limit, are not eligible to play during the season, do not fulfill minimum roster requirements and their respective salaries will count 50% against the cap. A player placed on the TSIR must have **played in less than 8 games or be "uncarded", regardless of durability rating.** A newly signed Free Agent cannot be placed on TSIR.
- h. 2. **Taxi Squad Return (TSR):** Teams may designate 3 player TSR during the pre-season. A player is eligible for taxi squad designation if he has played in **less than 8** NFL games . TSR players are awarded the salary they received through the bidding process or last DFL contract salary, if signed after the UFA process. These players may be restricted free agents (RFA's). TSR players count 100% against your salary cap. They can help fulfill minimum roster requirements. They can be activated each week during season to help maintain 53 man roster. You must communicate players being activated deactivated from to the taxi squad prior to the file being sent to the league each week.
- i. **TSIR players once designated can only be traded not cut and if traded they are traded at full salary value.** Once a player is TSIR you they stay designated TSIR on your roster until next season unless traded.
- j. **Taxi players once designated can be cut or traded without limitations except as otherwise noted.** Active roster in preseason can never exceed 53 players. If a

transaction moving a Taxi Squad player is done, you must make sure your "new" active roster does not exceed 53.

- k. **Waiver players:** These players are considered unsigned free agents picked up during the regular DFL season to replace a player that goes to season ending IR. Waiver player pickups are signed until the end of the league season and are not eligible to become RFA. They are signed at minimum league salary. A team must have cap space available to sign a waiver player. Waiver players can only be picked up to replace a player put on season ending IR and must play a position that is same as player placed on season ending IR. **Waiver players are available up to the start of week 15.**

## H SEASONAL POSITION REQUIREMENTS

- i. Failure to meet these minimal requirements by opening day will mean a penalty to the coach and League will assign lowest DKS rated player at the position of need based on alphabetical order to a 1 year contract and cut the first player added in UFA to the team to make room for the player. One player can meet two or more requirements by DKS designation that the player is eligible in more than 1 position. Players that help meet these positional requirements can be put on TSR but not on TSIR.
1. 2 QB and minimum total pass attempts 300 (Exception if QB is 10+ Durability rated with 300 + attempts then no additional QB required, but highly recommended.)
  2. 2 RB and minimum total rush attempts 220 (Non QB rushes by all players)
  3. 5 WR/TE/HB and minimum total receptions 150 by all players.
  4. 6 OFFENSIVE LINEMEN
  5. 5 DEFENSIVE BACKS
  6. 6 DEFENSIVE LINEMEN
  7. 3 LB
  8. 16 FG attempts total
  9. 32 PUNTS
  10. 16 KR
  11. 16 PR including fair catches

### 2. SEASONAL ANTI HOARDING PROVISIONS SEE BELOW:

If you have<sup>1</sup>

3. 3WR 50 + rec WR under contract you cannot acquire a 4th
4. 3TE/HB/RB 50 + rec under contract you cannot acquire a 4th 50+ catch TE/HB/FB.
5. 2QB 300+ passing attempts under contract cannot trade or get in FA a 3rd 300+ passing attempt QB
6. Dur 21 QB Rule: 3 "Primary" Quarterbacks under contract with total DKS durability rating in excess of 21 you cannot acquire a 4<sup>th</sup>. For this rule to apply DKS NFL

<sup>1</sup> Unless player has played in 17 games then Anti hoarding numbers increase to 53/320/212/21/16 respectively.

player must have DKS QB designation and throw more passes than any other offensive skill.

7. 2 RB 200 + carries cannot acquire a third RB with over 200.
8. 2KR 20 + kick returns cannot acquire a 3rd 20+ returner
9. 2PR 20+ punt returns cannot acquire a 3rd over 20 PR including FC.
10. 2FG kickers 15+ attempts cannot acquire a third 15+ attempt kicker.
11. 2 Punters with 120 + attempts or their total durability is equal to or over 12, you cannot acquire another one. At no time can you carry more than 3 punters on your roster.

Because "Sign and Trade transaction" is permitted, You could get a player that exceeds these rules but there must be a pending trade to get you back under these provisions. Also, you can draft players in the True rookie Draft that ultimately may exceed these rules during a season and keep them until their first contract expires. True rookies you drafted during their first contract are not counted for purposes of these anti-hoarding rules.

### **3. Contracts and Salaries: League Minimum No maximum 2 to 5 years.**

Each player in the D.F.L. will initially be under a 1-5 year contract. Then starting in 2021 contract for signed FA player will be 2-5 years.

- m. Signing Bonuses: There will be no signing bonuses.
- n. Minimum cost for new contracts will be the salary of (\$475,000) for 2021. see Salary Cap and Franchise Sheet This amount shall increase a minimum of 2.5% per year. This amount will be the same cost as a 7<sup>th</sup> round draft pick.
- o. Renegotiation of Contracts **for Non-Free Agents:**
  1. Teams may renegotiate the contract of two non-free agent player per year.
  2. No team can renegotiate the same player more than twice and it cannot do so on consecutive years..
  3. The player can not be a current free agent and must have one or more years remaining on their contract at the time of the renegotiation.
  4. The contract may not exceed 5 years and the new salary must be the greater of 80% of the franchise player salary for that position or a 25% raise over their current salary.
  5. No contract may be negotiated for a decrease in salary or years.
  6. The contract may be renegotiated up until the season starts.

4.

## I Termination of Contracts Free, 30% penalty 50% penalty 100%+

12. **Any player who has played in less than 8 games in the preceding regular NFL season, regardless of durability rating, may be released prior to the declaration date** (date when RFA designations and rookie signings are due) with no cap penalty. An online [“Dec” sheet](#) will be provided to each team to list contracts to be terminated and players to be removed from team roster. Players on Covid Exempt list that missed more than 8 games due to covid may be released without penalty or retained at no cost contract years toll if put on Covid IR list. They are not considered active roster. Owner wishing to designate must provide evidence that games missed are due to covid to be eligible for exempt list.
13. The use of the Dec sheet to list offseason roster moves is Mandatory and must be provided by the DFL declaration date. Missing of the deadline may be subject to fines and penalties.
14. If the player has played in 8 games or more and is released prior to the declaration date, then the cap penalty is 30% of the remaining contract (years remaining \* annual salary).
15. If players are released after the declaration date but before the start of the POST FA PERIOD, then the cap penalty is 50% of the remaining contract (years remaining \* annual salary) regardless of a player’ durability.
16. If a player is released after the POST FA PERIOD period but before the start of the regular season the releasing team is responsible for paying 100% of the player’s contract against current cap as a cap penalty,
17. No players can be released from their contracts during the regular season.
18. Players that have their contracts terminated prior to the start of the UFA process become eligible for the unrestricted free agent bidding period. Players released after the UFA process *has started* can be re-signed by any team but that team will assume **either** the remainder of the existing contract at the time the player was cut (i.e. if Team A cuts LT on July 1st and he has 3 years \$10 million remaining, then that is what the new team assumes) **or** 2 years @ league minimum wage whichever is greater.
19. **New Ownership Free Cuts:** If a new owner takes over a team, at the commissioner’s discretion, they may have the ability to cut up to 3 players at no cap penalty.

## J. Rookie Draft

- 1 See Rookie draft salary matrix for initial salaries of rookies.
- 2 Rookie salary structure will increase by 2.5% each year
- 3 7<sup>th</sup> round rookie matrix will equal league minimum wage.
4. [True rookies](#) cannot be traded in season drafted.

- i. The rookie draft will be held during the week communicated by the Commissioner but as close to after the completion of the NFL Draft as possible.



- ii. **The draft will be five rounds** with one round per day for a period of approximately one week. There could be 6<sup>th</sup> and 7<sup>th</sup> round compensatory/Bonus picks.
- iii. Each team will have a half hour time slot to make their selection in rounds 1 thru 3 and at least 15 minutes in rounds 4 thru 7. If the time slot elapses and no choice has been made the next team may pick. The skipped team may then make their selection at any time up until 11:59pm Eastern Time. If no selection is made by that time the pick is forfeited. Fines may be issued. The League Commissioner automatically assigns the highest drafted player from the NFL draft at the end of each round to any team that forfeited their pick
- iv. **Rookie Draft Pick Trades:** 0-1 year coach can trade only current year draft picks in RD 3-7. 1-2 year coach can trade draft picks all rounds. 2 year + coach can trade draft picks all round in current league year and following league year.

5. Draft and team rankings order will be determined as follows:

First and second tie breaker formula for all team rankings matters are: (1) which team has missed fewest HTH games. (2) which team has league fewest fines Then: (NFL tie breaker rules will apply) which are as follows for the draft:

Draft Order: Before applying rules penalty tie breakers (see above) will apply first.

Determination of Draft order for the 32 NFL teams is based on the record and playoff finish by each team in that year.

1. For the teams that did not make the playoffs, order is determined by overall season record, with the worst record picking first.
2. For the teams that made the playoffs, the rest of the picks are ordered by playoff record, with the teams that lose getting lower picks based on which round they were ousted and the Super Bowl winner getting the last pick.
3. For the playoff teams that got eliminated in the same round, their order is determined by regular season record.
4. Overall ties are then broken by strength of schedule, which is a calculation of the combined record of all of a team's opponents in that year, with divisional opponents counting twice. The team that played the schedule with the lowest winning percentage will be awarded the higher pick.
5. The next tie breaker would be record against conference opponents and then divisional opponents.
6. Coin flip will occur if tie still exists
7. After the first round, the order is determined by revolving the non playoff teams with the same records, with the team that just picked first of the group picking last in the next round.
8. If there is an expansion team, that team will pick first, and if there are two expansion teams, they will flip a coin with one team getting the first pick in the draft and the other in the expansion draft of current players.

## K. Free Agency (FA) 2 types [RFA and UFA](#).

20. All players in the final year of their contract are pending free agents and will become free agents immediately upon the conclusion of the [Dominator Bowl game](#). We have two types of Free Agency procedures during the off season to add Free agents to our DFL teams. Restricted FA (RFA) and Unrestricted FA (UFA),
21. **Teams may not trade the signing rights to a pending free agent.**
22. **Teams may not cut a FA in the same league year they are signed. “Sign and trade” is permitted as set forth in these rules.**
23. **Restricted and Franchise Tag Designation:** Owners will have the option of placing the restricted tag on up to three “carded” free agents. One of these tags may be used as a franchise player tag. **All DKS nfl players that are not restricted by tag or DFL Contract are considered unrestricted free agents. (UFA’s.)**
24. FA players that are not retained but signed by other teams would be considered in calculating next season future draft compensation See Compensatory picks.
25. Restricted players (RFA) and Franchise players (FP) will become part of the bidding process held no earlier than 1 week from when the commissioner communicates the list of and their initial tender offer to the league.
26. Franchise players (FP) can be tendered a **two to five year contract** with an annual salary equal to the average of the top 5 salaries at the players carded position. If a player plays multiple positions, then the position with the highest salary will be applied. See Members DB for [Salary Cap and Franchise Sheet](#)
27. **No team may Franchise the same player more than once.**
28. Restricted and Franchise tags are due to the commissioner by the declaration date which is 1-2 weeks after DKS rating have been publicly released.
29. Restricted Free Agency (RFA) begins no earlier than 1 week from when the commissioner communicates the list of eligible players to the league.
30. A player signed during free agency (RFA and UFA), whether by his original team or a new team, must play at least one game for that team before he can be traded *with the following exception*: Each team is allowed to complete one **Sign and Trade transaction”** per season – meaning a game played is not a requirement.

## 6. Restricted Free Agent Process (1) designation (2) Bidding:

### 1. – Designation process RFA/FP

- a. Teams may designate up to three players RFA. One of those three can be designated a “Franchise Player.” Teams must offer a RFA contract length between 2-5 years and assign a salary tender. The tender for RFA must equal or exceed prior DFL salary or minimum wage whichever is greater. The tender for FP is determined by the [Salary Cap and Franchise Sheet](#)
- b. The final voluntary tender is for the Franchise player tag designation. The tender must be for a contract between 2-5 years and equal or exceed the [Salary Cap and Franchise Sheet](#) designated amount by position or 120% pay raise, whichever is

greater. **A franchise player offer to be valid must equal or exceed the salary and index value of the tender.**

- c. The compensation to the restricting team for not matching any offer is two highest ranked #1's rookie draft picks in the current year. If two #1's are not owned in the current year by the "winning" team then the compensation is one #1 in the current year plus a #1 and a #5 in the next year. Teams that do not own the required compensation are not permitted to bid for an FP.
- d. The league office will make public the salary tiers as soon as possible to allow owners to see where the free agents will be grouped and to allow ample time for GM's to make decisions.
- e. All tender offers must be designated via SLACK channel prior to the designation date and may not be changed once established.

## 2. Restricted Free Agent Bidding Process

- a. Bidding for restricted free agents will be held on a web site with a discussion thread on each Restricted Free Agent (RFA). The Commissioner will post RFAs on a web site.
- b. Each day 20% of RFAs are put out for bid.
- c. Players will come up for bid in alphabetical order.
- d. Each team, *except the team owning the rights*, will have the option to bid on the player.
- e. The bidding on each player will last no more than 21 days but will end as soon as the high bid held for 24 hours. Ties will be handled by a blind bid on the 22nd day.
- f. If the high bid remains unchanged for 24 hours then the commissioner will lock the thread and the team with the high bid will be awarded the player and the restricting team will then be given the opportunity to match (24 hours).
- g. Please use the league template to help you with the bidding process.
- h. The highest total index is the winning bid.
- i. The index is calculated by using the following bidding formula:  
Salary Year 1 + (60% Salary Year 2) + (40% Salary Year 3) + (25% Salary Year 4) + (.10% Salary Year 5).
- j. Bids will be made in years/annual salary/total salary/index. All free agent bids will be submitted in whole dollars in increments of not less than one thousand dollars.
  - i. When you enter the information onto the **strat draft** site enter in the following manner:

1. Login using user name and password (provided by me or directly from strat draft). Type it exactly as provided. **Do not cut and paste it.**
2. You will see DFL auction Board.
3. Players are listed which a schedule for bidding.
4. Only players with “bid button” are eligible to be bid on.
5. Minimum bid is always Minimum DFL salary for season see salary chart and 2 years contract. **Do not enter 1 year by mistake. 1 year bid will be deemed illegal.**
6. **Max bid is up to your cap space allowance use DFL provided bidding sheet to help do math for you.**
7. **Must enter bid on player within 24 hours of the start time** offered for bid. **No “jump in” bids.** Any such bids will be deleted/and or disqualified. **Starting in 2023 Mandatory Fines of a minimum of \$1000K and up to 50% of the value of the illegal bid will be issued for violation of this rule.**
8. Confirm your bid.
9. Push “Submit Response”. Your bid will then show up with a time date stamp.
10. If you are the team with the rights, please post your decision to match or take the comp at #rfa-fa in Slack. [Strat Draft](#)

k. Each bid must either increase the total years with salary remaining the same or increasing (i.e., 1st bid 2 years @ \$3M; 2nd bid 3 years @ \$3M) or a decrease in years and an increase in annual salary(i.e. 1st bid 3 years @ \$3M; 2nd bid 2 year @ \$5M). Under no circumstances will the successive bid be a decrease in annual salary (not realistic). Salary for subsequent bids may not be lower than the previous bid even if produces a higher index. The index is the deciding factor not the salary.

l. If leading bid is less than or equal to \$2,500,000 you must increase bid by at least 100k annual salary.

If leading bid is \$2,501,000 thru \$4,999,000 you must increase bid by at least 200k annual salary. •

If leading bid is \$5,000,000 thru \$7,499,000 you must increase bid by at least 300k annual salary.\*

**\*Strat draft (if used) will override and control minimum bid settings set forth above. Strat settings are 100K minimum bid 5% minimum index increase per bid.**

If leading bid is \$7,500,000 thru \$9,999,000 you must increase bid by at least 400k annual salary.

If leading bid is \$10,000,000 or above you must increase bid by at least 500k.

- m. Maximum contract length is 5 years; Minimum contract length is 2 years.
- n. No bid may place team over the salary cap
- o. A bid can't be withdrawn once it is posted.
- p. **Invalid bids do not count to toll the time required for bid to close or to open a bid on a player. They shall be treated as if never made. If a bid is deemed invalid, then the last valid highest bid shall be the winning bid. If an invalid bid is "corrected," the new bid time is the time the invalid bid becomes corrected. The time does not go retroactive to the invalid bid.**
- q. The final bid may not be changed only matched (i.e. whatever the final bid is – that's what it stays).
- r. At the conclusion of the bidding on a player the team owning the players rights can chose to match the high bid with a home town discount of either 20/10/5%. (Franchise Tagged player not eligible for "Home Town Discount" (HTD))
  - a. Each owner can only use each "Home Town Discount" tag once per year. **Except if owner used FP tag then 20% HTD is forfeited.**
  - b. With the home town discount the salary can be lower than the original tender to that player but never lower than the league minimum.
  - c. Teams have 24 hours to make decision to match or not. Decisions should indicate type of HTD if any to be applied. **Decisions will be posted to #rfa-fa in slack. All properly posted decisions shall be considered final.** The 24 hour clock starts as soon as the player has gone 24 hours without a bid, not when the player is announced closed. If team with rights does not announce match (with discount %) or not to match that player is automatically rewarded to the highest bidder. So for example.....last bid is Tue at 5:01 pm. That player is closed at 5:01 pm on Wed
  - d. . Commish gets home from work and announces player is closed at 6:35 pm. The 24 hours starts at 5:01 Wed, not 6:35 pm. Unrestricted FA process

**7. The unrestricted free agent period/process will be held annually as designated by the Commissioner after the conclusion of the Rookie Draft.**

- A. All “carded” Players (**Players found in the DKS NFL roster files that played in at least 1 regular season game**) not currently under contract to a .D.F.L. team are eligible to receive bids. **Uncarded players are not eligible to be signed in free agency not even as a restricted FA or franchise player.** You may keep uncarded payers on your roster “Taxi Squad” until their contract expires.

**Rules for FA and uncarded players going on IR after signing:**

(a) If you match or tender an RFA player and keep him he can stay on IR...if you sign an RFA player away from the team with rights you cannot. You cannot sign a UFA player, even if he was on your team, and put him on TSIR. (b) Uncarded free agents are not available to be resigned.

A. **4 Week Free agent bidding phases:**

a. **Week One:** (i) Any player bid on during this week must have a minimum bid of **\$2,000,000** a year (an owner can always bid more). (ii) There is a two year minimum contract,

b. **Week Two:** (i) Any player bid on during this week must have a minimum bid of **\$1,000,000** a year (an owner can always bid more). (ii) There is a two year minimum contract

c. **Week Three:** (i) Any player bid on during this week must have a minimum bid of **\$650,000** (an owner can always bid more than the minimum). (ii) There is a two year minimum contract.

d. **Week Four:** (i) Any player bid on during this week must have at least equal to the league minimum (an owner can always bid more than the minimum ). (ii) There is a two year minimum contract.

e. Rules used for each week:

- i. No team may place any bids that would put them over the salary cap.
- ii. **No team may place bid on more players than current open “active” slots.**
- iii. The night before bids are due, the commissioner, or his delegate, will send out slackmail declaring that week # is now open. All owners will have 24 hours to send in their closed bids for any player(s) they wish to bid on.
- iv. The following night, and each night of the week after, the commissioner, or his delegate, will send out the results of the first day of bidding.
- v. Owners will then resubmit bids.
- vi. No owner may resubmit a bid on a player they did not place a bid on the previous night.

- vii. The resubmitted bid must be higher index than the winning bid from the night before in the correct bidding salary increment. See provided RFA bidding sheet for increments.
- viii. *Exception to vii. Team winning in bid can stand pat but must submit bidding sheet with same prior day bid on it.*
- ix. To win a player during this phase of free agency, an owner must be the highest bid two nights in a row or be the only team with a valid bid pending on that player.
- X. tie breaker formula apply to determine winner in the event of an "index" tie.
- Xi. If a winner hasn't been declared by the 5th night then only owners who were the highest bidder/Leader at least one night will continue bidding until a winner is declared.
- xii. Bids will be submitted to the commissioner by 8pm Eastern time each night during the period.
- xiii. Bids must be submitted using the official DFL bidding sheet. See Slack # Files. Always use most updated version.
- xiv. Maximum contract length is 5 years and minimum cost per year is league minimum wage. See 18Salary Cap and Franchise Sheet
- XV. Winning bid is that with the highest total index as previously describe in RFA section.
- Xvi. RFA bidding rules apply. *Unless otherwise noted.*
- xvii. POST FA PERIOD: Players not bid on during the 4 round UFA bidding period (**late or post FA's**) may be signed by any team prior to the start of the regular season by submitting a claim via slack to the commissioner. If the player was previously released by another team after the end of the formal free agent bidding phases, that player must be signed to the same contract terms as were assigned to him with the former team. All other late free agents will be signed to 2 year/ league minimum salaries. In the event two teams bid on a player during the same week, the team with lowest winning percentage (**after applicable penalty tie breakers**) the previous year will be awarded the player.

**L. Compensatory Picks Awards for the loss of free agents (not "free" players cut only true free agents)**

Compensatory picks would be determined after the summer free agency period. **These picks are allowed to be traded.** The picks would be awarded in the next season rookie draft at the end of rounds 3 through 7 in draft order (similar to the NFL) based on the following formulas:

**Compensatory Picks start at the end of the designated round for the loss of free agents from DFL teams (not players cut only true free agents). Determined after Free Agency is completed.**

These picks would be determined by Analyzing the Net loss of Free Agent value in \$ and Tier by team vs FA acquired from other teams in prior season. Resigned FA players or Free agents not under prior year contract are not analyzed. **The maximum number of total Compensatory picks allotted per year shall not exceed 28. If there are more than 28 eligible compensatory picks to be awarded in any given year based on formulas then a weighted ranking will be used to determine ranking eligibility with teams that have most recently received the most "valuable" comp picks will be put at the bottom of the list.** The pts will be for each: 3<sup>rd</sup> round=(18); 4<sup>th</sup>=(6) 5<sup>th</sup> rd=(3); 6<sup>th</sup> =2.4 7<sup>th</sup>=(2) Teams with less comp value pts in prior year will be given priority.

3<sup>rd</sup> Round pick (TIER 1) awarded for a player vs player(s) gain in value that exceeds \$3.50 million or greater. (May be adjusted yearly for inflation.)

4<sup>th</sup> round pick (TIER 2) awarded for a player vs player(s) gain in value that is between \$3.00M to 3.499M. (May be adjusted yearly for \$ inflation)

5<sup>th</sup> round pick (TIER 3) awarded for a player vs player(s) gain in value that is between \$2.50 to 2.99M. May be adjusted yearly for \$ inflation.

6<sup>th</sup> round pick (TIER 4) awarded for a player vs player(s) gain in value that is between of \$1.50M to 2.499M. May be adjusted yearly for inflation.

7<sup>th</sup> round pick (TIER 5) awarded for a player vs player(s) gain in value that is between \$750K-1.499M. May be adjusted yearly for inflation.

If a team is losing value and losing Tier Value in player loss vs player gained analysis then Compensatory picks will be awarded as follows 7<sup>th</sup> rd if value gap is 375K-750K, 6<sup>th</sup> 751-1,199K, 5<sup>th</sup> 1200K-1699K, 4<sup>th</sup> 1700K-1949K, 1950K+ 3<sup>rd</sup>

- f. Maximum compensation for loss of FA is 3 picks per team per year.
- g. Any free agents (AKA Waivers) picked up during the season will become unrestricted Free Agents at the end of the season and may not be restricted. They will be signed to the league minimum and will count against the cap. **Waiver players cannot be purchased with Bonus Bucks.**
- h. Waiver Free agent acquisitions up until the beginning of week 15 of the regular season are allowed.

## M. Trading

Trading is encouraged in the DFL. It is considered an important part of team building, increases enjoyment of our shared hobby and helps create trust and camaraderie among league members. League members are expected to respond to trade offers promptly. DFL coaches are all presumed competent and that they execute trades solely in the best interest of their teams in either the short term and or long term. Making valid trades is also presumed to be in the best interests of the league. Complaining about DFL trades is discouraged and not considered sportsmanlike behavior. We are all biased against trades by others that make our quest for league supremacy more difficult. The fact or opinion that my "rival" gets better is not a reason to attempt to invalidate an otherwise valid trade. Protesting a trade by two league members should be an exceedingly rare occurrence.



The pros and cons of an "official trade" shall not be discussed in any PUBLIC DFL chatroom EXCEPT AS PROVIDED BY THE CONSTITUTION. We are a "no drama league." There will be a procedure in place to challenge trades that will be strictly followed. Limited public argument for or against the merits of a trade is a part of that process. Any PUBLIC comments which suggest that one coach took advantage of another coach affects league morale and will be promptly deleted by the league. If an improper comment is deleted a warning will issue. Any further comments mocking the legitimacy, fairness or logic of past trades not permitted by this section will be subject to a minimum fine of one million dollars.]

- b. Trading of players and draft picks will be allowed from the conclusion of the D.F.L. championship game **until the conclusion of week 4 of the regular season.**
- c. Uneven trades such as 2 players for 1 or 3 draft picks for 1 are permitted except during the season.
- d. Trades made during the UFA process will be effective 1 minute after the deadline that bids are due for that day.
- e. **Rookie draft pick trades permitted consistent with limitations set forth in this constitution.**
- f. Trade review:
  - 1. If within a 24 hour period of a trade being posted to the league 4 or more owners question the fairness of the trade the trade will be reviewed by the league office. The league office will make a decision within 24 hours.
  - 2. However note that past sins (unfair trades in the past) will not be a reason (benchmark) for the league to allow an unfair trade in the future. If the trade is deemed to be so unfair that it impairs the competitiveness of the league, it will be overturned. This will come up for voting again. Just remember that any decisions are not personal.
- g. Trades must be submitted to the entire league via Slack and confirmed by both owners.
- h. Trading must involve an even number of players (i.e. two for two etc...) during the season and neither team may violate the salary cap as a result of the trade.
- i. A [trade log](#) will be maintained online to check all executed and approved trades.

## **8. Unowned Teams**

The league either assumes ownership or assign ownership within the league to make transactions on the team's behalf until an owner is found. No trades- free agency only.

## **9. DFL BUCKS/ BONUS BUCKS ADDENDUM**

In order to encourage winning, participation and league loyalty "DFL bucks" will be awarded to coaches who show success and or strong participation in our league. Bonus bucks accrue to coach not team. **Bonus bucks are considered a voluntary "rewards incentive" program and the program application criteria and eligibility is at the sole discretion of the commissioner. Bucks must be claimed at the #bonusbucks slack channel to be awarded.** They cannot be traded. These bucks can be used to purchase bonus free agent \$\$ to bid on an FA player draft picks with the top DFL Bucks

accumulators that season ( non playoffs) getting credit for the next season donation without having to donate to play in cash tournament. The bonus bucks can rollover and accrue for up to 5 years after that they expire. This will be called the "Bonus Bank." I will track this BONUS BANK for every team. All your accrued bonus bucks for the first 5 years completely expire and reset at the start of your 6th regular season in the DFL. This means that you gotta "use them" or lose them.

When you do something that you may accrue Bonus Bucks you gotta post it at [#bonusbucks](#). Indicate what you did (see below) and how much Bucks you should get for it. I will keep a tally every off season and give people their totals around the declaration date. Don't expect me to track the bonus bucks for you. I will rely on [#bonusbucks](#) to update the Bonus Bucks bank. One week after DKS DFL BOWL, claims for prior season bonus bucks will expire.

**PLAY ALL YOUR GAMES:** Bonus bucks will be awarded for playing all regular season 14-16 games  
HTH no subs. +1=14, +2=15 + 4=16

**SUB GAMES:** Subbing. 2 Bucks for each game subbed. Max games subbed per coach per year 4 (subbing also gets you automatic supplemental picks)

**WRITE UP/ARTICLES:** · Hosting or home team sending in a write up with box score every week to league. 1 buck per write up at least 100 words. (easy way to accrue 8 Bucks). Writing an article about league or team at least 400 words. 3 Bucks. Max 3 articles per season.

**BEAT DKS SPREAD:** 1 DFL \$ for every time DKS underdog(regular season) beats the spread. : (provided DKS point spread working correctly) The line needs to be between 1 and 17 points to be an eligible game.

**LOYALTY:** Longevity bonus for each consecutive year in league up to 5 1+ then doubles for each ar in league max 5 years (16 Bucks awarded season 6 at which point they must be cashed in before season starts over. We are in year 0 right now. 1 year bonus accrues at the end of season 1.

Year 1 =1

Year 2 =2

Year 3=4

Year 4 =8

Year 5= 16

*If you did not cash in any of your longevity Bucks until year 6 you would have at least 31 Bucks to spend on FA 3.1 million or would be able to purchase a 3rd round pick with SS left over.*

1 buck = 100K in FA money.

### **WINNING:**

**DKS AWARDS---MAKE DKS ALL PRO:** 3 Bucks for each first team, 2 Bucks for each second team and 1 buck for each third team all pro (Non Playoff Teams only) . (This may provide coaches with incentive to keep star player on their teams or outperform with what they already got.)

- o Highest DKS power rating among non playoff teams. + 4 Bucks
- o DKS Non Playoff coach of the year + 4 Bucks.
- o Best regular season winning % non playoff team 4 Bucks.
- o DKS Coach of the year award (regular season). +3 Buck
- o Best winning % season including playoffs 3 Bucks.
- o Thorpe Champion (NFC), Lombardi Champion (AFC) 3 Bucks for each conference champ.
- o Super bowl Champion 6 Bucks.

Supplemental draft picks to be awarded in 3rd 4th and 5 round of the rookie draft.

**PURCHASE DRAFT PICKS WITH DFL \$** 5<sup>th</sup> rd pick =15 bonus bucks 4<sup>th</sup> RD=18 3<sup>rd</sup> RD =22 DFL \$

Max any team can have in Bonus Supplemental picks are 2 in any draft. (You can also get additional compensatory rookie picks for losing FA's worth over a certain amount TBD)

The supplemental bonus bucks picks cannot be traded. Bonus Bucks cannot be traded. Each DFL Bucks worth 100K in bidding FA money. **Bidding FA money means that you can use it to bid on a**

**player and that money will not be counted against your cap. [IE I am 3 million under cap but have an additional 3 million in Bonus Bucks. I can bid 6 mill for player and not exceed my cap. If I win bid I get player and spend 3 million from my DFL bonus bank. Player will be salaried at total cost 6 mill including additional bonus money cost for future contract years but will not count the xtra cash against the cap in the year he was purchased. ]**

Note Salary cap will increase a minimum of 2.5% per year.