

UMFL ROSTER MANAGEMENT RULES

A. TRADES

- Teams are allowed to trade any combination of 5 players (80+ overall) or picks (1st-3rd), which resets when offseason starts. These trades can be used until the trade deadline, and do not roll over into following years.
 - Trades involving any “trade pieces” must go through approval process
- Any player rated 79 or lower in overall, or picks from rounds 4-7, can be traded and not count against a team's 4 total players/draft picks which can be moved each offseason.
 - Trades that only involve <79 OVR players or 4-7 round picks do not need approval
- Future draft picks may be traded, but only for the very next offseason, max 2 picks can be dealt away for the next season. NO 1st round picks can be dealt for the next season.
- A player drafted may not be traded in their rookie year, but may be traded after their rookie year. A player may also not be traded the year they are signed as an FA, signed as a practice squad player (from your team or someone else) or even traded in a previous trade from that same season.

B. FREE AGENCY (in-season) & PRACTICE SQUAD-

- Teams are only allowed to sign up to 5 players per advance.
- Any players released must be posted in the waiver wire channel of Discord
- All pre-season free agent bids are **REQUIRED** to be posted on DaddyLeagues forums. The bids people place on FA's over the initial bid, will be placed entirely on bonus. If a player is PS eligible and you pay more than the minimum contract, he must stay on your roster for the entire season or be released. He may not be dropped down to PS, as his contract will not follow him.
- Any player who is released during *regular season* that is posted in the waiver wire section of Discord will need to be bid on for the first week he is available. After the first week, he is free game.
- If you are stealing a Practice Squad player, this must be posted in forum in the same format as FA bids. You must also PM the owner of the player and they will be given the opportunity to either keep the player or waive his rights.

C. ROSTER MIN/MAX-

- All teams must be at 53 players at all times with Madden minimums met.
- Teams must have the following minimums at ALL times:
 - 3 HBs • 4 WRs • 4 CBs • 4 safeties (any combination of FS/SS) • 8 Offensive linemen • 1 Fullback • 2 TE's

D. CONTRACTS OFFERED RULE (RESIGNS AND FREE AGENTS)

- Teams will be allowed to re-sign **ONE** player to a 5 year deal. This is limited to **RE-SIGNS ONLY**.

- You may NOT offer 6 or 7 year deals.

We do not allow contracts of that length due to the pursuit of a real free agent market.

- There is a flaw in M17 with contract resigns. If a player ask for a certain amount of years on their contract; then they will REFUSE anything less than the amount of years they are asking for. Since we now allow 4 and a single 5 year deal, anyone who won't sign these long contracts will need to be released. (You may use the Franchise tag if you so choose on any player)

- Any player asking for more than 4 years (That you don't want to franchise tag) must be allowed to walk into Free Agency at the end of the year, if one of the above contracts are not used on them. You may pursue them in FA.

- Bonuses must be a minimum of 25% of the salary per year offered.

EXAMPLE: If you offer a resigning player 1 M per year, then the bonus must be 250 K minimum.

If you offer a Free Agent player 20 M total, then you must offer a minimum of 5 M bonus.

E. OFF-SEASON FREE AGENCY

- Only 1 year, 2 year, 3 year or 4 year contracts may be offered to Free Agents.

- Minimum increases are 3 points on each bid.

- Bonuses must be a minimum of 25% of the salary per year offered.

EXAMPLE: If you offer a Free Agent player 20M total, then you must offer a minimum of 5M bonus.

- Advances will be randomized throughout the off-season as to avoid someone bidding right before advance to win a player.

ALL Players cut from teams after Week 14 (so, Week 15 and on) are LOCKED and may not be signed. They will be added to a do not sign list.

ALL Practice Squad's will also be locked starting in Week 15 and on. These players may not be signed by other teams, but may be signed by their own team if that team so chooses.

F. POSITION CHANGES

- A player can be placed on the depth chart for ONLY the other positions listed below.

Position Change Chart: If a player is going to play that position full time, then he must be

changed (edited) to that new position.

- QB can play QB only.
- HB can play HB/WR. (May not be STARTING two positions - 3rd WR or below ONLY for depth chart/position subs)
- FB can play FB/TE/HB.
- TE can play WR/TE/FB.(90 speed or lower)
- WR can play WR/TE (80 speed or lower)
- OL may play any OL positions.
- DE can play DE/DT and OLB.
- DT can play DT/DE.
- OLB can play OLB/MLB and DE.
- MLB can play OLB/MLB.
- CB can play CB/FS/SS (90 speed or lower).
- FS can play SS/CB.
- SS can play FS/CB.
- K/P can play K/P.

• ANY OTHER POSITION CHANGES NOT LISTED ABOVE NEED TO BE APPROVED, EVEN IN FORMATION SUBS

G. JOINING FRANCHISE

- Every owners must CREATE a coach ONLY.

H. CONFIDENCE RESETS

- Confidence will be reset going into week 1, during bye weeks, and going into FA week 1
- COACHES MUST POST DURING BYE WEEK IN SCHEDULE TO HAVE THEIR CONFIDENCE RESET.

I. ATTRIBUTE POINT ALLOCATIONS

- At the end of each season, owners will gain attribute points to use to boost a player attribute of their choosing. Coaches who played full seasons will get 3 points, while partial season coaches will get 1 point. (These boosts cap at 90 of any given attribute)