

Draft League Europe College Changes

So we are now going in to the seventh season of DLE7s and we have seen a few changes of commissioner and slight format changes, all the while running quite smoothly while producing loads of great players for the DLE proper. What I (Kaiowas) want to happen is to continue in that successful vein but bring a higher level of fun, rivalry and competition to the games we all play, giving us more than just SPP to play for. Below I will set out the rules and plans for the upcoming season and would like you all to stick with us and grow the division.

RULES mostly the same

So first things first the things that are staying the same or at least mostly the same.

Schedule

We are taking a hybrid approach to the league this year, please see below

DLE7s league 1 (x weeks, depends on size of scheduled league, you do not have to take part)

Rivalry Fortnight (2 weeks to play both rivals, open to all)

Mid Season Blitz (2 week FFA RR, you do not have to take part)

DLE7s league Part 2 (x weeks, depends on size of scheduled league, you do not have to take part but if you played in Part 1 you will be expected to)

Play Off and Bowl Games (2 weeks)

So this is the proposed format for the league going forward. The only mandatory parts for all will be the rivalry fortnight and the playoffs/bowl games. Teams can then choose whether to participate in the Blitzes, the DLE7s league or both.

Rewards for top two teams in Mid Season Blitz will be a play off spot at the end of the season. The other two play off spots will be earned through the top two records in the DLE7s league. All other bowl game entries will be earned by being the top performer in that category in either DLE7s league or the Blitzes.

Blitzes tables will be based on the best 10 games played in that time. If two results are the same (Win vs Win), the one with the better TD Differential will be considered. If they are still the same, the game with the most TDs scored will be considered

Scoring is as follows:

2/1/0 with bonus point for scoring 3 TDs

Inducements are staying the same for now.

- extra training
- babes
- wandering apoths
- mercenaries to replace MNG players up to any positional limit.
- up to 3 cards

The league will also still pay for one wandering apoth that must be bought each game.

Core custom rules largely staying the same.

- Upon entering the draft College players may lose some skills to reflect that they are not as good at the Pro Level as they were in College. This is to allow us to get some decent skilled players to play with in college and skill them fairly regularly whilst making sure they don't all hit the draft OP and as a six skill legend. Players may go to draft early due to TW cap restrictions. Retired players to meet this limit should be sent to chimp2010; Kaiowas; misterlonestar
- In the event there are too many players for the draft the scouting committee (made up of some of the league Commissioners) will choose which players will be put forward.
- The quality of the players may also be altered once the draft class is selected. If we see too many highly skilled players or not enough skilled players at this point after the minus two skills is applied. Either giving players back the skills they originally lost or adding extra skills. Draft Commissioner Andras will be involved here if this stage is necessary to make sure the draft class he is recreating from the real NFL classes and the players from the college league mix well.
- Seven players on the pitch maximum
- Two man line of scrimmage minimum
- One man in each wide zone maximum
- Only sneaky gits are legally able to foul. Other players can't foul. Two reasons, first give a greater incentive to develop such players to add to the draft and second to reduce early attrition slightly by discouraging fouling. The college league's big aim is producing interesting players for the draft.....not half dead ones. Dirty player has been removed for two reasons, first the damage output against newer teams and second there seems to be enough DP players in the DLE and people often skill rookies at 6 spp with it. Git on the other hand has few players in the DLE, requires a double to roll on linos and affects the chance to send off not the +1 modifier. So rarer and more gentle.
- **Piling on is banned.**
- When a team readies for a regular season game the TW must be at or below **1350k**. Bowl games are not included in this. Retired players to meet this limit should be sent to Calthor; chimp2010; Kaiowas

All players with 5 earned skills at the end of season 7 must be graduated

Custom SPP Progression

Player Level	Number of SPP
1-Rookie	0-4
2	5-13
3	14-20
4	21-50
5	51-115
6	116+
7 8	N/a

Bowl Week the bowl weeks still survive in their current forms, who will be eligible for some of them will change slightly, this will be explained later on in season structure.

Expect this to follow something similar to the below, with the bowls being filled top to bottom, so if the best offense is already in the college championship, the offense bowl will go to the next free team.

Top 2 DLE7s league records and two Blitz competition winners qualify for Lucky Spike Championship Play Offs (should these be the same, the next in the Blitz table will qualify)
Remaining teams are invited to bowls depending on the following criteria (one from Blitz, one from League where possible)

Chanelf Prestige Bowl	2 teams with highest prestige earned last season
Reeborc Bowl	2 teams with highest Cas/TD differential
Air Jordell Bowl	2 teams with best offense
Heinorken Bowl	2 teams with best defense
Block and Decker Bowl	2 teams with most casualties caused
Ded Bull Bowl	2 teams with most games played
Painasonic Bowl	2 teams with most casualties received
Luftnorsca Bowl	2 teams with most passing yards this season
Nurgle King Bowl	2 teams with worst record

Gold is still no object, the league will always supply you with what you need.

Team Names

Similar to the main DLE teams are encouraged to sound like college names and to be based on a place in the human areas of the old world used for the main league. Map link for place names below.

<http://www.gitzmangallery.com/shdmotwow-full.html>

Official rivalries

As before each college may have an official minor and a major rivalry however this time instead of dirty trick cards things have got a whole lot more brutal! Rivalries will be specifically dictated to each team and will be set in stone based on college location. Teams will get a certain amount of petty cash to spend. In a rivalry match the usual restrictions on inducements will not apply meaning. These limits are below.

No mercs

No wizard

Anything else goes but you must always hire one wandering apo as well as your inducements

- In matches between major rivals teams will be allowed to induce up to 350,000g EXTRA worth of inducements.
- In matches between minor rivals teams are allowed to induce 250,000g EXTRA worth of inducements.

I also hope at some point perhaps to give the league some unique stars for inducing in such games but this will be at a later date once hopefully this new setup has bedded in and works. Any stars hired run the risk of them taking the mvp, so be careful!

Roster

This will be a different philosophy, variation will come from different skill access rather than rosters with all teams able to pick what positions and access they want for them at any point with fewer restrictions than before. Teams will also be able to replace a dead blitzer with a new catcher if they fancy without having to change rosters completely. This should solve the problem of unbalanced rosters and in the long run give coaches the freedom to build a college team they want to play with. The most for any positional variant will be 0-2 so some variation will be required but what that is, is now in your hands and you are free to experiment.

When players go to the draft their skill access reverts to the usual human access for their position, these different variants are only effective in college to enable all sorts of players to

be built. The DLE will NOT be getting the skill access (eg GA blitzers) , just the accumulated skills.

- Budget of 7 recruiting stars
- Each team must have a minimum of one GASP access player
- Max 2 of each base position of blitzers and throwers pr. Team.
- Catchers are only limited by Recruiting Stars
- Max 1 Ogre per team
- 2 re-rolls and Apothecary to be rostered
- Each player type will have a separate Icon

Teams MUST be 11 players on roster

Name	Access	Limit	Base Position	Gold Cost	Recruiting Stars
Walk On	G	0-11	Lineman	50000	0
All Rounder	GASP	0-2	Lineman	70000	1
Receiver	GA	0-2	Catcher	60000	0
Option QB	GP	0-1	Catcher	60000	1
Safety	GS	0-1	Catcher	60000	1
Athlete	GASP	0-1	Catcher	70000	2
Quarterback	GP	0-2	Thrower	70000	0
Dual Threat	GA	0-1	Thrower	80000	1
Gunslinger	GS	0-1	Thrower	80000	1
Signal Caller	GASP	0-1	Thrower	90000	2
Enforcer	GS	0-1	Blitzer	100000	2
Tight End	GA	0-1	Blitzer	100000	2
Superstar	GASP	0-1	Blitzer	110000	3
Center	S	0-1	Ogre	100000	2
Defensive Tackle	GS	0-1	Ogre	110000	3

Defensive End	GASP	0-1	Ogre	120000	4
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Prestige

So we are already on our fourth season and we have a lot to show for it, however we don't have that continued recognition for teams who consistently put out great draft picks and put up great offenses/defences. Bragging rights, pride and kudos are all at stake! This is where the Prestige Quotient comes in!

Each team will get a calculated PQ that will run cumulatively over the course of 5 seasons. This will be the first season we will be counted, and the next 4 seasons will also add to your PQ. Once we hit 6 seasons of PQ, the first one drops off.

PQ can be earned from:

Draft picks produced (first round, second round, others)

Players sent to the draft in positions of need

Pro Bowlers drafted

Bowl/Championship Wins

Top Offense/Defense/Record

College Player Awards (Heisman etc.)

Rivalry Wins