

The All Madden Fantasy League

Total Fantasy Football



Table of Contents

Disclaimer	4
League Introduction	5
2022 League Calendar	6
Article I: League Format	6
Section I: General League Information	6
Section II: League Finances & Awards	7
Section III: League Size & Schedule	8
Article II: League Membership	9
Section I: Owner Expectations	9
Section II: Orphan Teams	9
Section III: Dispersal Drafts	10
Section IV: Commissioner Powers	11
Article III: Roster Rules	12
Section I: Roster Size and Position Breakdown	12
Section II: Taxi Squad (NFL-Only)	13
Section III: Player Transactions	13
Section IV: Roster Management	14
Article IV: Salary Cap & Contracts	15
Section I: Salary Cap	15
Section II: Contracts	15
Section III: Contract Extensions	15
Section IV: Buy-Outs	16
Section V: Free Agent Auction	17
Article V: League Scoring Settings	17
Section I: NFL QB Scoring	18
Section II: NCAA QB Scoring	18
Section III: Rushing	18
Section IV: Receiving	18
Section VI: IDP Scoring	19
Section VI: Miscellaneous	19
Article VI: Drafting	19
Section I: Startup Drafts (2022 Season)	19
Section II: Annual Drafts	20
Section III: NFL Rookie Draft	20

Section IV: NCAA Entry (Freshman) Draft	20
Section V: Draft Order	21
Article VII: Amendment Process	21
Section I: Amendment Proposal	21
Section II: Amendment Vote	21

Disclaimer

ALL RULES ARE SUBJECT TO CHANGE IF IT IS IN THE BEST INTEREST OF THE LEAGUE.

The Constitution contains and details the rules that govern The All Madden Fantasy League (AMFL). All league owners are expected to read the Constitution and have a firm understanding of the rules and operations. If owners in the league have questions regarding the Constitution, please do not hesitate to direct them to the AMFL Commissioner. All league owners' activity and payment of the league's annual fee constitutes his or her acceptance, understanding, and agreement to follow the league's bylaws.

The rules posted in this Constitution are considered active and binding at all times.

The following rules and regulations are current as of: **May 26, 2022**

League Introduction

This is the official constitution of **The All Madden Fantasy League**, also known as the AMFL. The league is a Campus2Canton fantasy football league which means that unlike redraft leagues, we do not start over each year. In addition, each owner will draft a professional and a collegiate roster, competing against other teams in this dual-layered format.

This rulebook is the ultimate authority and final word on all disputes as interpreted by the Commissioner. All league owners are expected to read it and have a firm understanding of the rules and how the league operates.

This league is intended for only the most active owners (or sickos), promoting a year-round fantasy football experience.

Commissioner

Josh Hoff - Chicago Bears, Ohio State - AllMaddenFantasyLeague@gmail.com

Co-Commissioner(s)

Taking Applications - email above address

*"God bless fantasy football. There are many things a man can do with his time.
This... is better than those things."*

Pete Eckhart

2022 League Calendar

- **Sunday, May 1**
 - AMFL begins official operations.
- **Saturday, May 14**
 - League fee deadline
- **Saturday, May 14**
 - NFL startup draft begins
- **Saturday, July 30**
 - NCAA startup draft begins
- **Thursday, August 4**
 - Hall of Fame game (NFL preseason begins)
 - Waivers move to in-season mode
- **Tuesday, August 23**
 - Week 0 of NCAA regular season
- **Thursday, September 8**
 - NFL regular season begins
 - Deadline to move players to the taxi squad
 - Contract extension deadline
- **Tuesday, November 1**
 - NCAA playoffs begin
- **Thursday, December 8**
 - Week 14 regular season
 - Mega Bowl playoffs begin
- **Sunday January 1, 2023**
 - AMFL annual survey opens
- **Sunday January 8, 2023**
 - Leagues advance on Fantrax
- **Monday, January 16, 2023**
 - Deadline for league awards/prizes to be awarded
- **Wednesday, February 15, 2023**
 - AMFL annual survey deadline
 - Waivers move to off-season mode

Article I: League Format

Section I: General League Information

1. The league will be played using:
 - 1.1. NFL - [Fantrax](#)
 - 1.2. NCAA - [Fantrax](#)
2. Team selection will be limited to real life NFL and NCAA teams in order to keep a uniform aesthetic for the league.
 - 2.1. After all owners join and are paid in full, we will draft our teams.
 - 2.1.1. The team draft order will be the inverse of the randomized NCAA startup draft order.
 - 2.2. As "payment" for running the league, the Commissioner will get his choice of teams.
 - 2.3. Obviously NFL teams are limited to the 32 real-life NFL teams, however ANY NCAA team may be chosen.
3. Even though the AMFL has league chat and message board features, [AMFL Discord](#) is the only official method of communication.
4. The league will use Google Docs, Forms, and Sheets for all league-related documents. Links will be posted and pinned in the league Discord server as well as the league AMFL page.
5. AMFL has the following social networks:
 - 5.1.1. [Twitter](#) - for league updates and news
 - 5.1.2. [YouTube](#) - for league-related videos (rules, recaps, previews, etc.)

Section II: League Finances & Awards

1. The league will require a \$50 buy-in each season.
 - 1.1. Owners must be paid at least one season in advance.
 - 1.1.1. If an owner wishes to trade a draft pick in a season they have not paid for, they have 24 hours from the trade being processed to complete payment for that season. Missing this deadline will nullify the trade.
 - 1.2. The league will utilize [LeagueSafe.com](#) for handling of all league finances.
 - 1.3. A specific due date will be announced in the league chat and posted to the league schedule for each season.
 - 1.4. Any owners that have not paid by this date will be removed and replaced.
2. The payout structure will be as follows for the:
 - 2.1. Total fees collected - \$1600
 - 2.2. Fantrax Fees - \$200
 - 2.3. NFL Payouts
 - 2.3.1. MEGA Bowl Winner - \$200

- 2.3.2. 2nd Place - \$120
- 2.3.3. 3rd Place - \$90 (total playoff points)
- 2.3.4. 4th Place - \$55 (total playoff points)
- 2.3.5. Most Points (Regular Season) - \$120
- 2.3.6. High Score Each Week - \$10 (x13 weeks)
- 2.4. NCAA Payouts
 - 2.4.1. CFP Winner - \$200
 - 2.4.2. 2nd Place - \$120
 - 2.4.3. 3rd Place - \$90 (total playoff points)
 - 2.4.4. 4th Place - \$55 (total playoff points)
 - 2.4.5. Most Points (Regular Season) - \$120
 - 2.4.6. High Score Each Week - \$10 (x9 weeks)

Section III: League Size & Schedule

1. The AMFL will be a 32-team league for both the NFL and NCAA.
2. **NFL Regular Season (Weeks 1-13)**
 - 2.1. Teams will be divided into divisions and conferences as the NFL is divided.
 - 2.2. Teams will play the NFL's 17-game schedule, which will change every year
 - 2.2.1. Weeks 1-5 will be doubleheaders (10 games)
 - 2.2.2. Weeks 6-13 will be single games with 1 bye (7 games)
3. **NFL Playoffs (Weeks 14-17)**
 - 3.1. The following teams will qualify for the NFL playoffs
 - 3.1.1. Division winners (8)
 - 3.1.2. Best 4 teams remaining from each conference based on overall record (8)
 - 3.1.2.1. Points scored will be the tiebreaker, if necessary, a coin flip will decide.
 - 3.2. The NFL playoffs will be re-seeded each round so that the highest remaining seed will always be matched up against the lowest remaining seed and so on until all matchups are set.
4. **NCAA Regular Season (Weeks 1-9)**
 - 4.1.1. Teams will be separated into four, 8-team divisions
 - 4.1.2. Teams will play their divisional opponents once (7) and 2 non-conference opponents once (2).
5. **NCAA Playoffs (Weeks 10-13)**
 - 5.1. The following teams will qualify for the College Football Playoff
 - 5.1.1. Division winners (4)
 - 5.1.2. Best twelve teams based on overall record. (12)
 - 5.1.2.1. Points scored will be the tiebreaker, if necessary, a coin flip will decide.

- 5.1.3. The College Football Playoff will be re-seeded each round so that the highest remaining seed will always be matched up against the lowest remaining seed and so on until all matchups are set.

Article II: League Membership

Section I: Owner Expectations

1. By participating in the AMFL, owners agree to abide by the general sportsmanship rules set forth in these rules and fantasy games in general. Owners further agree to use their "best efforts" to reasonably settle issues and to accept and abide by the rulings and the decisions of the Commissioner. If an owner does not comply with the sportsmanship rules as defined in this Constitution, the Commissioner may disqualify that person from participating in the AMFL.
2. The AMFL does not permit two or more owners to work together to better one club at the expense of another (ex. making one-sided trades, one club dropping highly-rated players so the other club can pick them up, etc.) If it is discovered that two or more owners are colluding, the Commissioner may disqualify any person(s) from participating in the AMFL.
3. Teams shall always be courteous when conducting business within the AMFL. The AMFL Discord and DMs are always available for teams to communicate with other teams. Please refrain from posting or sending messages that could be construed as offensive to other owners. Inflammatory or taunting acts aren't tolerated. If the Commissioner, in his sole discretion, determines that someone is engaging in inappropriate league communication, the Commissioner may remove that owner from the AMFL.
4. In the event that an owner cannot continue in the league, the owner should contact the Commissioner immediately to work out possible scenarios.
5. The purpose of this league is to have fun and exhibit both football acumen and strategic technique. Play fairly and respectfully.

Section II: Orphan Teams

1. An owner may retire from the league in good standing.
 - 1.1. Retirement must be announced before the conclusion of NFL Championship Weekend to retire in good standing.
 - 1.1.1. The AMFL will post a mandatory poll beginning in NFL Week 17 in which owners will indicate their status for the next season.
 - 1.2. Upon announcement of an owner's retirement, a replacement owner will be sought.

- 1.3. Once an owner announces their retirement, they may not make any trades for the remainder of the season.
 - 1.4. A retirement announcement is irrevocable, but an owner who retires in good standing may be considered for reinstatement to the league after an absence of at least one full season.
2. Aside from retirement, orphan teams can be created through the following circumstances:
 - 2.1. Quitting owner
 - 2.1.1. If an owner publicly declares they are quitting the league on the AMFL site or chat, the club is immediately classified as an orphan club and the Commissioner will assume control of the club until a replacement owner is found.
 - 2.1.2. Public, written "I quit" declarations are permanent and irrevocable; quitting owners are permanently barred from seeking reinstatement to the league.
 - 2.2. Abandoning owner
 - 2.2.1. A club is considered abandoned during the season if an owner fails to set a lineup for 2 consecutive games.
3. Owners may be removed for:
 - 3.1. Failure to pay league fees by the annual deadline.
 - 3.2. Cheating or anti-competitive conduct.
 - 3.3. Collusion between teams.
 - 3.4. Offering and/or accepting bribes (i.e. real-life money or any other real-life consideration) as an incentive to complete league trades, league transactions or influence league activity of any kind.
 - 3.5. Repeated failure to respond to league communications and trade offers in a timely manner.
 - 3.6. Conduct or transactions detrimental to the league.
 - 3.7. Repeated failure to adhere to league rules or abide by Commissioner rulings.
 - 3.8. Repeated failure to communicate with owners or Commissioner in a mature or respectful manner.
4. If a club is orphaned during the season, the Commissioner will set that club's starting lineup for the remainder of that season or appoint another owner to set the orphan club's roster for the remainder of the season, until a new owner is found.
 - 4.1. Payouts won by a club orphaned during a regular season will be applied against future league fees for that club's new owner. If the payout exceeds the annual league fees then the remainder will apply to the league payouts for the following year based on Commissioner discretion.
 - 4.2. Orphaned teams may not participate in the The AMFL MEGA Bowl playoff bracket.
 - 4.2.1. The next eligible club for the playoffs will replace the orphaned club.

Section III: Dispersal Drafts

1. Beginning with Season 5 (2026), a dispersal draft will be held each year after the league has been filled and all owners have paid their league fees.
 - 1.1. Prior to Season 5, orphaned teams will be filled as-is.
2. Those eligible for the dispersal draft:
 - 2.1. Any new owner who just took over an orphaned club
 - 2.1.1. All orphaned teams are automatically entered, unless there is only 1.
 - 2.2. Any owner that has designated his or her club for dispersal
 - 2.2.1. Owners must announce entry into the dispersal draft before the end of the AMFL season
 - 2.2.2. Returning teams may only disperse once every 5 seasons.
3. All picks and players for dispersal teams will be eligible for selection in the draft
4. Dispersal draft order will be randomized.
5. A list of all draftable assets will be available in a Google Sheet and will be updated throughout the dispersal draft.

Section IV: Commissioner Powers

1. The Commissioner's job is to place the integrity of the league above all else.
2. If at any time a owner violates league rules or engages in conduct judged by the Commissioner as detrimental to the league in any way, the Commissioner has both the authority and obligation to act to protect the league and to act in its best interests. The Commissioner may impose sanctions against an owner or club found to have violated league rules or conducted themselves in a manner detrimental to the league. It is expected that the Commissioner's use of sanctions will be rare, appropriate to the offense, proportionate to its severity, and not taken lightly.
3. Commissioner's sanctions include, but are not limited to, the following:
 - 3.1. Public warning
 - 3.2. Deductions from overall and divisional point totals
 - 3.3. Retroactive cancellation of trades, with the possibility of forfeits declared for any games affected by the canceled trade
 - 3.4. Suspension of FAAB bidding rights for a specified period
 - 3.5. Suspension of trading rights for a specified period
 - 3.6. Suspension or benching of players for a specified period
 - 3.7. Suspension of chat room privileges for a specified period
 - 3.8. Suspension of a owner or co-owners for a specified period, with their club forfeiting all games occurring during the suspension
 - 3.9. Forced waiving of players
 - 3.10. Loss of future draft choices
 - 3.11. Removal of a owner from the league

- 3.12. Any combination of the above sanctions deemed appropriate by the Commissioner.
- 3.13. The Commissioner may impose and enforce sanctions at any time, including retroactively. The Commissioner may use an owner's past record in considering the length or severity of sanctions.
4. Because of the inability to include all possible scenarios in these rules the Commissioner will assume the governing position for the league. If any issues or suggestions come up the Commissioner will determine the correct course of action, gain the approval of the majority of the league, and consequently enforce whatever action is necessary to maintain fair, fun, and honest play.

Article III: Roster Rules

Section I: Roster Size and Position Breakdown

1. AMFL teams will be required to have
 - 1.1. NFL - 50-man max active roster
 - 1.2. NCAA - 50-man max active roster
2. Player copies
 - 2.1. In the NFL, there will be two instances of each player. In the NCAA, there will only be one.
 - 2.1.1. NFL teams may only have 1 copy of any player on their roster.
3. There are no restrictions regarding the minimum or maximum number of players by position.
4. The following positions are used for the active roster:
 - 4.1. NFL - Starting Lineup (9+9)**
 - 4.1.1. Quarterback - 1
 - 4.1.2. Running Back - 2
 - 4.1.3. Wide Receiver - 2
 - 4.1.4. Tight End - 1
 - 4.1.5. Flex (W/R/T) - 2
 - 4.1.6. SuperFlex (Q/W/R/T) - 1
 - 4.1.7. Defensive Lineman (DT/DE) - 2
 - 4.1.8. Linebacker - 2
 - 4.1.9. Defensive Backs (CB/S) - 2
 - 4.1.10. Defensive Flex (DL/LB/DB) - 3
 - 4.2. NCAA - Starting Lineup (9+9)**
 - 4.2.1. Quarterback - 2
 - 4.2.2. Running Back - 2
 - 4.2.3. Wide Receiver - 2
 - 4.2.4. Tight End - 1

- 4.2.5. Flex (W/R/T) - 2
- 4.2.6. Defensive Lineman (DL/DE) - 2
- 4.2.7. Linebacker - 2
- 4.2.8. Defensive Backs (CB/S) - 2
- 4.2.9. Defensive Flex (DL/LB/DB) - 3

Section II: Taxi Squad (NFL-Only)

1. AMFL NFL teams will have an unlimited taxi squad where they can store players that they are not planning on using at the beginning of the season. Teams will have their NCAA players displayed here as well.
2. Taxi squad players must meet the following requirements:
 - 2.1. A player cannot have more than 2 years of NFL experience.
 - 2.2. A player cannot be added to the taxi squad after the NFL regular season begins.

Section III: Player Transactions

1. **NFL Waivers**
 - 1.1. Players who are dropped by an AMFL club will be on waivers for two days.
 - 1.1.1. Players may not be dropped after their game has begun
 - 1.2. **In-Season Mode**
 - 1.2.1. During the NFL season (from Week 1 of preseason until the end of Week 18) waivers will run Wednesday, Thursday, Friday, & Saturday at 12:00pm ET.
 - 1.3. **Off-Season Mode**
 - 1.3.1. During the off-season (from the Wednesday after the Super Bowl until Week 1 of the preseason), waivers will run once per week, Wednesday at 12:00pm ET.
 - 1.4. Teams will have a FAAB budget to use to acquire waived players. This budget will be reset when the league year begins after rolling over.
 - 1.5. The minimum blind bid for a player is \$0, bids will be in \$1 increments.
 - 1.6. If two or more teams bid the same amount for a player, the tiebreaker is the lowest ranked team in the standings winning the bid.
 - 1.7. Players who are signed via waivers will be honoring the player's current contract.
 - 1.7.1. If a player clears waivers, he will be available for the league minimum as a free agent.
 - 1.8. Players who are signed via free agency during the regular season will be on a 1-year contract with a \$1 salary.
2. **NCAA Waivers**
 - 2.1. **In-Season Mode**

- 2.1.1. During the NCAA season (from Week 0 of the regular season until the end of Week 13) waivers will run Monday, Tuesday, & Sunday at 12:00pm ET.
- 2.1.2. Teams that are eliminated from the playoffs may not pick up players via waivers during the playoffs
- 2.2. Off-Season Mode**
 - 2.2.1. During the off-season (from the Wednesday after the CFP Final until Week 0), waivers will run once per week, Wednesday at 12:00pm ET.
- 2.3. Teams will have a budget of \$200 to use on blind bids for the **entire year**.
- 2.4. The minimum blind bid is \$0, and bids will increase in \$1 increments.
- 2.5. During the season, NCAA teams are restricted to 1 claim per week and a total of 7 claims.
- 2.6. Teams may make an unlimited amount of moves in the off-season, given that they have the budget to do so.
- 3. Trading**
 - 3.1. Teams may trade the following assets:
 - 3.1.1. Active roster players (NFL & NCAA)
 - 3.1.2. Injured reserve players
 - 3.1.3. Taxi squad players
 - 3.1.4. Startup draft picks
 - 3.1.5. Rookie draft picks
 - 3.1.6. Freshman draft picks
 - 3.1.6.1. Only rookie & freshman picks from the next 2 seasons are tradeable
 - 3.2. Trades will be processed as soon as they are accepted. If an owner has an issue with a trade, contact the Commissioner.
 - 3.3. There is no trade deadline in the AMFL
- 4. Injured Reserve**
 - 4.1. NFL AMFL teams will have 5 injured reserve spots to use during the season.
 - 4.1.1. Fantrax does not track NCAA injured players. So there will still be 5 IR spots, but we will be using the honor system.
 - 4.2. (NFL) In order to be placed on the IR, players must meet one of the following requirements:
 - 4.2.1. Only players who are on the official NFL Injured Reserve list, PUP List, NFI, or Covid-19 may have their status set to Injured Reserve.
 - 4.3. Players who are suspended, NA, DNR, holdout, opt-out, doubtful, or out are NOT eligible to be placed on the IR.
 - 4.4. Once a player's injury designation has changed to one that is not compatible with the IR requirements, he must be moved back to the active roster or dropped to waivers before his next game.
 - 4.4.1. If a club has ineligible players on the IR, the Commissioner will place them back on the active roster at the expense of the player who replaced the injured player originally.

- 4.5. Players on the IR can be traded.

Section IV: Roster Management

1. All teams are expected to field a competitive roster every week. If an owner cannot access their roster in time, the owner may contact the Commissioner and have the Commissioner make requested changes as long as games have not begun and the Commissioner has the immediate time and access to do so. The deadline to contact the Commissioner and ask for roster changes is kickoff.
2. The Commissioner will make every effort to help owners who need it in regard to keeping their roster current, but ultimately it is up to the owner. If an owner repeatedly fields a non-competitive roster, they will be removed.

Article IV: Salary Cap & Contracts

This article only applies to the NFL league

Section I: Salary Cap

1. For the **2022** season, the AMFL will utilize a hard salary cap of **\$500**. There is also a salary floor of **\$300**.
2. The league minimum salary is **\$1**.
3. When bidding on waived players, teams will use their FAAB, however they are still restricted by their available cap space when signing the player.
4. Any salary cap changes will be announced before the start of a new league year.

Section II: Contracts

1. All players in the AMFL NFL must have a contract to be on a team roster.
2. When the season rolls over, **all** contract lengths are reduced by 1 season.
3. All players who are drafted in the startup will begin the league with a contract based on the following table:
 - 3.1. \$1-\$3: 1 year
 - 3.2. \$4-\$12: 2 years
 - 3.3. \$13-\$25: 3 years
 - 3.4. \$26-\$50: 4 years
 - 3.5. \$51+ : 5 years
4. The maximum length of any contract is 5 years.
5. Any player that is signed from free agency is given a 1-year \$1 contract.
6. All players who enter the AMFL NFL from the NCAA league (via team roster or the rookie draft) will be given a fixed salary based on the position they are drafted in the rookie

draft. **The drafted copy of an incoming rookie will determine the salary for both copies of the player.** The rookie salary table can be found [here](#) (final amounts TBD).

- 6.1. All rookie contracts will be 4-year deals.
- 6.2. All rookie contracts will have a 5th-year team option - the player's salary will remain the same if the option is picked up.
7. The salaries for players on the taxi squad will not count against the cap.
8. Players on IR will not count against the cap.

Section III: Contract Extensions

1. A player may have his contract extended once for 1-4 years (giving a max length of 5 years).
 - 1.1. The rookie 5th-year option is not considered a contract extension.
2. Contracts may only be extended in the off-season.
 - 2.1. If a player only has 1 year left on his contract when the season starts, he will be a free agent at the end of the season, unless he is franchise-tagged or an RFA.
 - 2.2. A player that was just signed via the free agent auction may be extended before the regular season begins.
 - 2.3. 2022 rookies may not be extended immediately after the startup draft.
 - 2.3.1. 2022 rookies on a 1-year deal will have a 1 year team option that must be picked up or declined before the league rolls over to the 2023 season.
3. A player's extension salary will be 12% of the highest of his last 3 seasons' point totals or 110% of his current salary, whichever is higher.
 - 3.1. If a player scored 220, 180, and 200 points in the last three seasons and his current salary is \$18, then his extension salary would be \$26.
 - 3.2. If a player scored 220, 180, and 200 points in the last three seasons and his current salary is \$25, then his extension salary would be \$28.
4. Owners must announce the length and value of each contract extension in the proper Discord channel.
5. If a player's contract is extended, he may not be cut for 365 days.
6. **Player holdouts** can occur during the off-season, based off their end of year stats
 - 6.1. Any player whose end-of-year stats, as per the FanTrax site, place the player in the top five QBs and TEs, top ten RBs, and top fifteen WRs on offense or top 10 LBs, top 5 DLs, or top 5 DBs on defense, they are subject to examination as a possible holdout candidate.
 - 6.2. Rookies are immune from holdouts.
 - 6.3. Players on 5-year contracts are immune from holdouts for the first 2 years of their contract.
 - 6.4. A list of all holdouts will be posted in the Discord.
7. If a top five QB or TE, top ten RB, or top fifteen WR is making less than half of the average salary of the relevant group in question, the player is considered a holdout. At this point, the owner has three options:

- 7.1. Accept the new contract demands. This increases the player's salary to 75% of the average salary of the relevant group in question at his position. Contract years don't change, the player simply gets bumped to the higher level, in lieu of the 10% extension raise.
- 7.2. Release the player. Any salary cap penalty that results from a release takes place based on the old salary (not the new contract demands)
- 7.3. Trade the player to a team willing to accept the contract demands

Section IV: Buy-Outs & Releases

- 1. When a player is released, the team that releases him will take a cap hit of 20% of his salary multiplied by the years remaining on his contract.
 - 1.1. Ex: If a player has 3 years remaining on his \$20 deal, the waiving team will incur a \$12 cap hit for the remaining duration of the contract.
 - 1.2. If a player is released after Week 9 of the NFL season, his cap hit will be 40% multiplied by the years remaining on his contract.
- 2. If a player retires from the NFL, his AMFL contract will be declared null and void.
 - 2.1. If a player un-retires, his last AMFL team still controls his rights and contract.

Section V: Free Agent Auction

- 1. All players who have expired contracts will be placed into a free agent auction, which will take place before the rookie draft each season.
- 2. All players who were previously free agents will be available in this auction as well.
- 3. All players in the free agent auction will be considered unrestricted free agents, except for the following players:
 - 3.1. Teams will be able to designate 1 player to a franchise tag per season. Doing so will give this player a 1-year contract with an average of the top 15% of salaries of that player's position or 120% of the player's previous year's salary, whichever is greater.
 - 3.1.1. Teams may only franchise tag the same player twice.
 - 3.2. Opposing teams may offer to match a franchise tag, but they must compensate the tagging team with a first round pick from the next rookie draft.
 - 3.3. If multiple teams match a franchise tag, the team with the highest first round pick will be awarded the player.
 - 3.4. If a team has multiple first round picks, they will lose the highest pick.
 - 3.5. Teams must have at least one first round pick in order to match a franchise tag.
 - 3.6. Teams will be able to designate up to 2 players as restricted free agents (RFAs) per season. These must be announced in the proper Discord channel prior to the RFA deadline.
 - 3.6.1. The RFA deadline will be announced at the beginning of each season.

- 3.7. Players who are on expiring rookie contracts (5th year only) will automatically be considered RFAs and will not occupy either of the 2 RFA slots.
- 3.8. Rookies that do not have their 5th year option picked up will become unrestricted free agents.
4. Teams that have RFAs will have the option to match the contract of the winning bid, if they choose.
5. Teams may only use the RFA tag on a player once.
6. Owners will use their available cap space to bid on free agents. The bids will be considered the salary of the player, if the bid wins.
7. The amount of the winning bid for a player will determine the length of the contract.
 - 7.1. \$1-\$3: 1 year
 - 7.2. \$4-\$12: 2 years
 - 7.3. \$13-\$25: 3 years
 - 7.4. \$26-\$50: 4 years
 - 7.5. \$51+ : 5 years
8. Nominating order in the free agent auction will be the same as the first round order of the rookie draft.

Article V: League Scoring Settings

If a scoring category is not listed, it is not being used in the AMFL

Passing Section I: NFL QB Scoring

The purpose of this QB scoring system is to mimic the NFL's importance of having an elite QB.

Elite NFL QB = Elite Fantasy QB

1. QB Passing Yards: 0.035 points per yard
2. QB Rushing Yards: 0.035 points per yard
3. Passing TD: 6 points
4. Rushing TD: 6 points
5. 2pt Conversion: 2 points
6. Pass Intercepted: -4 points
7. Completion: 0.6 points each
8. Incompletion: -1 point each
9. Sack: -1 point
10. Sack Yard Lost: -0.035 points per yard lost
11. 4/5/6 TD bonus for 4/5/6 TD game (max bonus is 6)
12. -3/-4/-5 INT penalty for 3/4/5 INT game (max penalty is -5)

Section II: NCAA QB Scoring

1. QB Passing Yards: 0.04 points per yard
2. QB Rushing Yards: 0.10 points per yard
3. Passing TD: 6 points
4. Rushing TD: 6 points
5. 2pt Conversion: 2 points
6. Pass Intercepted: -2 points

Section III: Rushing

1. Rushing Yards: 1 point for every 10 yards (0.10 per yard)
2. Rushing TD: 6 points
3. 2pt Conversion: 2 points

Section IV: Receiving

1. Reception: 1 point
2. TE Reception Bonus: 0.5 point
3. Receiving Yards: 1 point for every 10 yards (0.10 per yard)
4. Receiving TD: 6 points
5. 2pt Conversion: 2 points

Section VI: IDP Scoring

1. IDP TD: 6 points
2. Sack: 6 points
3. QB Hit: 1 point (NFL Only)
4. Tackle For Loss: 2 points
5. Blocked Punt, PAT, or FG: 6 points
6. Interception: 6 points
7. Fumble Recovery: 3 points
8. Forced Fumble: 3 points
9. Safety: 3 points
10. Assisted Tackle: 1 point
11. Solo Tackle: 2 point
12. Pass Defended: 3 points

Section VI: Miscellaneous

1. Fumble Lost: -2 points

Article VI: Drafting

Section I: Startup Drafts (2022 Season)

1. The AMFL will begin forming team rosters with the NFL startup draft.
 - 1.1. The NCAA startup draft will be held later in the summer once NCAA rosters start to take shape.
2. The NFL startup draft will be a slow auction draft - with \$1 minimum for opening bids and bid increases.
 - 2.1. There are a maximum of 40 active auctions at one time, with a maximum of 1 active nomination from each team, so there should only be 32 active nominations at any time.
 - 2.2. Only 1 copy of a player may be up for auction at a time.
 - 2.3. Auctions will end 24 hours from the last change of high bidder.
 - 2.4. Proxy bidding is ENABLED, so you can bid your maximum value for a player and your bid will increase accordingly.
3. Players may not be placed on taxi squads until after the startup draft has been completed.
4. The NCAA startup draft will last 50 rounds.
5. The NCAA startup draft will be a serpentine style draft.
6. The NCAA startup order will be randomly determined using 100YardRush.com.
 - 6.1. The 100 Yard Rush will be streamed in the Discord server.
7. If an owner wishes to select a player that is not in the draft pool, they may select a placeholder and announce the player they are drafting in the designated channel in Discord. This includes FCS players.
8. Startup draft picks can be traded.
9. The startup draft will be a slow draft, with each pick having an 8-hour timer.
10. The draft timer will pause overnight. However, picks can still be made.
11. Teams are NOT required to draft a full roster in the NCAA startup draft.

Section II: Annual Drafts

1. Starting with the 2023 season, the AMFL will hold two drafts on an annual basis.
 - 1.1. The NFL Rookie Draft
 - 1.2. The NCAA Entry (Freshman) Draft
2. **During any draft, the adding and dropping of players will be unavailable. Trades can be made, however.**

Section III: NFL Rookie Draft

1. The rookie draft will be held on an annual basis.

2. The rookie draft will be 4 rounds.
3. One copy of all draft-eligible incoming NCAA players will be made for the rookie draft. Teams that already have a player on their NCAA roster will be able to move them to their NFL roster without drafting the player again.
4. The rookie draft order will be linear (non-snaking), like the NFL Draft.
5. Rookie draft picks will have an 8-hour timer, stopping overnight.
6. Rookie draft picks are eligible to be traded.
7. The rookie draft will begin on or around the beginning of May.

Section IV: NCAA Entry (Freshman) Draft

1. The entry draft will be held on an annual basis.
2. Incoming NCAA freshmen and unattached NCAA players are the only players eligible in this draft.
3. The entry draft will be 4 rounds.
4. The entry draft order will be linear (non-snaking), like the NFL Draft.
5. Entry draft picks will have an 8-hour timer, stopping overnight.
6. Entry draft picks are eligible to be traded.
7. If an owner wishes to select a player that is not in the draft pool, they may select a placeholder and announce the player they are drafting in the designated channel in Discord. This includes FCS/JUCO players.
 - 7.1. If you draft an FCS/JUCO player, they will not be able to have points totaled or added to your team's total. It's just to claim them for the NFL, essentially.
8. The entry draft will be held around early to mid-August in order to have the most complete draft pool available.

Section V: Draft Order

1. At the end of each season, the draft orders will be determined for each league by using the following criteria from each league:
 - 1.1. **Picks 1-16:** non-playoff teams ordered from lowest potential points to highest.
 - 1.2. **Picks 17-32:** playoff teams in order of finishing position in the playoffs, points scored in playoff games will be used as a tiebreaker
2. Waivers and free agency will be closed during any draft, but trades of both players and picks are allowed.

Article VII: Amendment Process

Section I: Amendment Proposal

1. On January 1, a survey will be sent to AMFL owners to gauge their thoughts on how the previous season went and see if they have any rule changes or suggestions for the league.
 - 1.1. The last day to respond to this survey is the Wednesday after the Super Bowl.
2. Participation in this survey is **not optional**. Failure to respond will result in being moved to the bottom of the draft order.
3. The Constitution will be set for each upcoming season after all proposals are voted on. This is the only window in which changes may be officially suggested and voted upon.
 - 3.1. The Commissioner reserves the right to make emergency rulings if the need arises outside of this window.

Section II: Amendment Vote

1. All proposals will be discussed and voted on in the league Discord..
2. Small proposals only need a simple majority (17 votes) to win. A major proposal needs a $\frac{3}{4}$ majority (24 votes) to win.
3. For a quorum, a poll must have a minimum of 17 of the league owners' votes. The Commissioner will abstain from voting unless a tie needs to be broken.