

1987

RFL Owner's Handbook



Rasp_30024

Retro Football League

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Introduction

Welcome

Welcome to the Retro Football League. We are a free online multiplayer league which features Draft Day Sports: Pro Football 23. The league is a historical simulation of the NFL which began in 1976. The simulation includes historical conferences, divisions, and teams. The league will continue to customize the structure and rules each year to align with changes made by the NFL for the matching year of play.

The year is now 1987 and as an owner you are challenged with running an NFL franchise and driving it to success. Each team started with the historical roster of the matching 1976 NFL team. From there teams have evolved based on existing/previous owners' decisions. You are in control of all decisions from roster management, team strategy, and accepting or rejecting historic team relocations and branding.

Please visit our site at <http://www.RetroFootballLeague.com> to learn more.

How Do I Join

If you like what you see and you would like to join the RFL or just have questions you can:

- Join our discord server at <https://discord.gg/s72mUfqp>

Terminology

When reading through the handbook a few terms will be mentioned. This section is designed to clarify some of these terms.

- League –The collection of the owners and general managers that participate in the online football simulation called the Retro Football League (RFL).
- Owner –The person who is responsible for managing one of the teams in the online league.
- Committee Member –The collective of the Board Members and Advisory Members. The committee is responsible for operating and overseeing the league.
- Player –The fictional football player that exists in a simulated league.
- Simulation – The process where owner game exports are combined, aspects of the game are processed, and a game export is created. This export is used by the owners to download the latest changes from the simulated league.
- Natural Position – Matches the skill of a player that is 75 or higher. In cases where there are no skills at this level, the skill with the highest rating will be considered the player's natural skill.

Owner Conduct and Responsibilities

Rules of Conduct

Each owner should understand by joining in the league they are participating in a shared activity. The league encourages a friendly competitive league. It is imperative that all owners enjoy and participate in the game. To help achieve this goal the following behaviors will not be tolerated:

- Discrimination or the use of prejudicial slurs
- Bullying
- Disrespecting others
- Slander
- Publicly accusing others of cheating.
- Personal attacks
- Extended public arguments, or revisiting these from the past

Open communications are an important aspect of the game. It is encouraged for the owners to provide feedback to the committee, which allows for continued improvement of one's game experience.

Owner Responsibilities

In order to play in the league each owner must own DDSPF23. As new versions of the game are released, the committee with feedback from the owners will decide if and when the league will adopt the new version. Owners are expected to purchase this newer version or provide a courtesy notice if they decide not to switch.

It is important for all owners to actively participate in the league. This ensures teams remain healthy and the league is competitive. Failure to follow these guidelines will be interpreted as an owner being inactive and can result in the inactive owner losing their team.

- Owners must complete a minimal exporting schedule listed below. This does not mean that the owner has to complete actions during the export, simply clicking on export will suffice.
 - At least once during Draft Scouting
 - One of the five pre-draft FA signing periods
 - One of the five post-draft FA signing periods
 - Regular Season Games (Once every Four Sim Weeks)
- Notify the committee either via private message or on the discord server if you plan to be away for a few days.
- Participate in each round of the draft where the owner has a pick.
- Respond to owners or committee members when contacted via private message on the discord server.
- Participating with end of the season votes.

Cheating

The league holds integrity as a core value and such cheating will not be tolerated. See [Appendix C](#) for detailed information on cheating and consequences. If an owner believes that another owner is cheating, then

they should report the incident to one of the committee members via a direct message. This should not be done publicly.

League Setup (1984)

The league setup will continuously evolve from season to season in order to best emulate the matching NFL season. Changes will include, but are not limited to, teams, locations, structure, player count, and adjustments for era style.

Conference Structure

1978 historical team names, branding, city locations, conference, and divisions will be used. Below is the breakdown of these.

AMERICAN FOOTBALL CONFERENCE

AFC EAST

Buffalo Bills
Indianapolis Colts
Miami Dolphins
New England Patriots
New York Jets

AFC CENTRAL

Cincinnati Bengals
Cleveland Browns
Houston Oilers
Pittsburgh Steelers

AFC WEST

Denver Broncos
Kansas City Chiefs
Oakland Raiders
San Diego Chargers
Seattle Seahawks

NATIONAL FOOTBALL CONFERENCE

NFC EAST

Dallas Cowboys
New York Giants
Philadelphia Eagles
St. Louis Cardinals
Washington Redskins

NFC CENTRAL

Chicago Bears
Detroit Lions
Green Bay Packers
Minnesota Vikings
Tampa Bay Buccaneers

NFC WEST

Atlanta Falcons
Los Angeles Rams
New Orleans Saints
San Francisco 49ers

Games

Preseason

Each season, regardless of the year, will begin with two preseason games. The wise owners use this time to complete roster moves and define their team strategies.

Regular Season

The 1984 simulation consisted of 16 regular season games. The weekly schedule will follow that from the same year.

**Note: The game will not allow the simulation of the games if a team is found out of compliance by the game. Things like salary cap exceeded, too many / too few players in a position, or active roster is too large would be examples of this. If this happens the commissioner simulating the game will have the game resolve the issue by selecting "Auto Adjust Roster" under the out of compliance team's roster management.*

Playoffs

Each conference will award their divisional winners and two wild card teams, per conference, to compete for the opportunity to play in the Super Bowl. These teams will progress in three phases, wild card, divisional, and the conference championship. The winner of each conference championship game will then match off in the Super Bowl to claim their place in history.

If teams are tied for in division with the same win/loss record the following will be used as a tie breaker:

Two team ties:

- Head 2 Head W/L Records
- Divisional Games
- Conference Games
- Points Scored
- Coin Flip

Three team ties:

- Common Divisional games and or wins against common Conference opponents.
- Division wins.
- Conference wins.
- Points scored.
- Coin flip.

Overtime

Regular season utilizes Modified Sudden Death which allows for ties. Playoffs use Sudden Death with games requiring a winner.

Sim Schedule

Games will be simulated 2 times per week on Tuesday and Saturday any time after 7:30 am ET. To help prepare for game day interim updates will be run every Sunday and Thursday any time after 7:30 am ET. The interim update is helpful for owners needing to process transactions (e.g., trades, cuts, free agency, and claims) before submitting team lineups. Game times are subject to change based on game admins availability.

Post season games (Excluding the Super Bowl) will not have pre-game sims, so they will run at next available sim day (e.g. Sat, Sun, Tue, or Thur).

Team Roster

Roster Construction

Teams will be allowed to have up to 58 players on their rosters. For the 1982 era, teams were restricted to a 40-player **active** roster. The league will mirror the 40-player **active** roster but will allow the teams to have up to 18 players in their practice squad.

As team ownership may waiver from time to time, it is important that vacant teams be managed correctly by the CPU coach. To ensure these teams remain healthy and competitive, a team's **active** roster will have a minimum and maximum required player count for each position. The breakdown of these requirements is defined as:

QB: 2 – 4	CB: 2 – 6
RB: 2 – 5	LB: 3 – 8
FB: 0 – 2	DT: 1 – 5
G: 2 – 5	DE: 2 – 5
T: 2 – 5	FS: 1 – 3
C: 1 – 3	SS: 1 – 3
TE: 1 – 4	K: 1 – 2
WR: 3 – 8	P: 0 – 2

Player Development

There are several ways a player can increase their ratings, attributes, and skills within the game. The league is set up to model career arcs of real players. The following settings are used to accomplish this:

- Training Camp Gains - High
- In Season Gains - Normal
- Position Development - Normal
- Mentor Effects – Very High
- Age Regression - Normal

Mini Camp

In addition to training camp, Owner's have the option to focus on two young players and help bring up one attribute on each of these players.

- Each team selects two players (*1 offense and 1 defense*) who are 26 or younger. (*K/P can be used to substitute for either side of the ball*).
- If training an attribute, the player position must be set to their primary position. (*Position with the highest skill levels*).
- If training skill, the player position would be set to the position you would want to improve.
- For each player, the owner selects one attribute to train which is lower than or equal to the 70 percentile for that position.
- The attribute will improve to the next 10 percentile (*rounded up*).
- For abilities where the next 10th percentile is the same as their current, the highest percentile will be used. (*Example str = 20 which is at the 50th percentile and 60th percentile. The player will bump 10% on top of 60% not 50%.*)
- The max ability allowed to train is 70 percentile.

- Any ability value of 25 percentile or less will be bumped to the 35 percentile instead of adding 10%.
- Skill can also be trained and will move up by 5 points instead of by percentile.
- The percentile chart is located at <http://retrofootballleague.com/percentile.html>
- Mini Camps are also awarded for other accomplishments, such as, winning the pro-bowl or analyst of the year.

Example:

A team selects their CB to train who has a 40 in tackling. Looking at the chart 40 is in the 55% range as you round up to 42. Looking 10% higher (which is 65%) you the number is 44. So this is the new ability score.

Percentile	Str	Agi	Arm	Spe	Han	Int	Acc	PBl	RBl	Tck	KDi	KAc	End
100%	65	96	10	97	78	71	4	3	9	67	7	7	92
95%	56	90	1	89	66	64	1	1	1	59	3	1	85
90%	54	85	1	85	64	63	1	1	1	55	1	1	83
85%	51	82	1	82	60	61	1	1	1	52	1	1	81
80%	50	81	1	80	58	59	1	1	1	49	1	1	79
75%	48	78	1	79	56	57	1	1	1	47	1	1	78
70%	45	77	1	77	54	55	1	1	1	45	1	1	75
65%	43	76	1	76	53	52	1	1	1	44	1	1	74
60%	42	76	1	75	52	51	1	1	1	43	1	1	72
55%	41	74	1	74	51	50	1	1	1	42	1	1	71
50%	39	73	1	73	49	49	1	1	1	39	1	1	69
45%	39	72	1	72	48	47	1	1	1	38	1	1	68
40%	37	69	1	71	46	46	1	1	1	36	1	1	65
35%	36	68	1	70	46	45	1	1	1	35	1	1	64

Roster Moves

Player moves can be accomplished in a variety of ways. In game processes allow for:

- Signing free agents.
- Moving a player to the active or practice squad.
- Moving a player to injured reserve.
- Releasing a player
- Claiming a player from practice squad

The league also offers the following methods to perform player moves

- Trade (see [Team Trade](#) under the section for League Processes.)
- Drafting (see [Drafting Players](#) under the section for League Processes.)

The league will not be using unrestricted free agents.

Free Agency

Offseason free agency includes activities of selecting free agents in a period pre-draft and another post-draft. Each of these periods runs for 5 rounds. Each round will be simulated one day per round. These activities will remain as an in-game process. Some additional notes around offseason free agency:

- In order to prevent taking advantage of a game exploit, the league requires that all players on a team be set to their natural position during the offseason free agency periods.

- When making contract offers, the amount offered is a per season offer and not the total offer. (Example: A contract offered for 5 years at \$10 million would be worth a total of \$50 million.)

Seasonal free agency begins at the end of the post-draft free agency period and will be done as the standard in-game process. Seasonal free agency imposes the following restrictions:

- Teams must have room, both on roster and salary, for the free agent.
- If an owner needs to make room for the player, they can drop a player, or move a player to the practice squad on the same turn as acquiring the free agent.
- If two owners try to pick the same free agent, then the game will determine which team wins the bid.
- Free agent acquisitions will be processed at the next interim run.

Roster Management

All team roster management including releasing players or moving them to/from practice squad, or injured reserves, will be done in game.

Releasing Players

An owner can release an unlimited number of players. Each player released will cost the team 20% of the release player's salary for each year remaining on that player's contract. The league requires that the owner sets the player's natural position before being released.

New Owners may cut one player from their roster without incurring a penalty, as long as the player was part of the team when the Owner took over. To request the cut, the Owner must post the team's name, the player's position, and the player's name in the [free-player-cut](#) channel. Since the game doesn't support free cuts automatically, an admin will manually process the cut. Important: Do not cut the player in-game! If the player is cut directly by the Owner, the game will apply a penalty, and the admin will be unable to reverse it.

Injured Reserve

A player moved to injured reserve (IR) will be ineligible to play for the rest of the season (and postseason). The player's position and salary constraint are freed up to allow the team to replace the position. The league restricts IR moves to players who will have an injury status of "out" for 6+ weeks or that of the number of games remaining in the season. In the playoffs the player can be marked IR if out for 1 or more games.

Practice Squad

An owner can choose to move players to and from their practice squad. Players on the practice squad do not count against the **active** roster count or the min/max position restrictions. Players on practice squads do count against the team's salary. Practice squad players can be claimed by other teams without penalties. See Practice Squad Claims, below, for more information.

Practice Squad Claims

The risk an owner takes when placing players on their practice squad is that other owners can claim these players, healthy or injured, for their team's active roster. Practice squad claims will be done using the in-game process. The league imposes the following restrictions on claiming a player:

- Practice Squad claims are open all year round.
- The claiming team must be under the hard cap limits after the claim has been successful.
- The claimed player's contract is transferred to their new team including all player bonuses.

Staff Signing:

Staff are general managers, head coach, offensive, and defensive coordinators. Staff hiring is completed in game via the usual offseason hire and firing process. The league will simulate one time before staffing to allow owners who would like to fire a staff member can do so prior to the staff signing period.

Coach Progression:

- The game setting for Coach progression is set to - High
- The league will allow owners to change the offensive or defensive preferences for one coach each season. This will allow better alignment of a coach with the owner's style of play.

Team Strategies

Playbooks

The league allows for owners to set up their own custom playbooks; however, custom plays are not allowed and have been disabled. Each playbook must contain a minimum play from the following:

- 10 run plays in an offensive playbook
- 10 pass plays in an offensive playbook

Play Calling

To accomplish an emulation of 1977 which used more run attempts than pass attempts the league has set the configuration to better match this ratio:

- Run/Pass Ratio Base: 27
 - This setting is merged with the team's run/pass ratio in play-calling. This means that as a play call is evaluated the chance of choosing a pass will be lower than the defaulted league. The game default is 42.
- Run/Pass Ratio Modifier: 30
 - This setting is used to determine whether to apply the above base to the team's run/pass ratio. The lower the number the less likely this will occur. The league will use the game default of 30.

League Note: Owners can set a ratio for run vs. pass that the game used to determine the type of play for various situations on the field. This is a misleading number, regardless of using defaults or not, as it is not the only source of how the game determines a play. To learn more, refer to the [Draft Day Sports: Pro Football User Guide](#).

Financials

Financials are modeled on that of the NFL during the 70's and early 80's. As the league progresses from season to season all financials will be reviewed and periodically adjusted.

Salary Cap

The team salary cap is \$3 million. There is a strict cap restriction, where no teams are allowed to exceed this during the Regular Season.

Contract Maximums

The minimum salary for all positions is \$10 thousand. The maximum salary for each position is listed below:

QB: \$400 K	CB: \$150 K
RB: \$400 K	LB: \$200 K
FB: \$90 K	DT: \$175 K
G: \$175 K	DE: \$175 K
T: \$175 K	FS: \$150 K
C: \$175 K	SS: \$150 K
TE: \$235 K	K: \$90 K
WR: \$235 K	P: \$90 K

Rookie Contracts

Rookie contracts are based on the position for which that player was drafted, and not by their natural position. Rookie contracts are set to start at \$175 thousand for the first overall drafted player and then go down to \$10 thousand for the last pick of the draft. The length of the contracts also varies from 5 years for high picks to 3 years for last round picks.

Extensions

Owners can offer extensions to their players through the game engine. The league requires owners to move a player to their natural position before offering a contract extension.

Franchise Player

Owners may want to franchise a player who they had difficulty signing in order to keep them on their team. The owner can designate one player from their roster as their franchise player. A player with a franchise tag is signed to a one-year extension with the salary averaging the Top 5 players at their position or 120% of their current contract (whichever is greater). To franchise a player the league has the following restrictions:

- The player can only be tagged in their natural position.
- A franchised player can now be traded without restrictions.
- The player cannot have been tagged by the same team for the past 2 or more seasons.
- The player cannot have been tagged continuously by any team for 3 or more seasons.
- Franchise player tags must be submitted prior to the Super Bowl sim and should be posted on the message board.

Salary Penalties

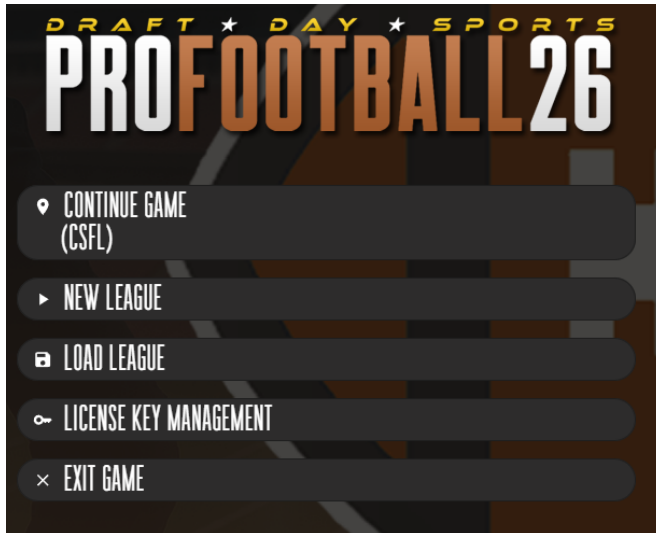
Players released by teams will suffer a 20% penalty for every year of their remaining contracts. Players, who retire before their contracts expire, will cause their team to take on the same penalty as a released player.

League Processes

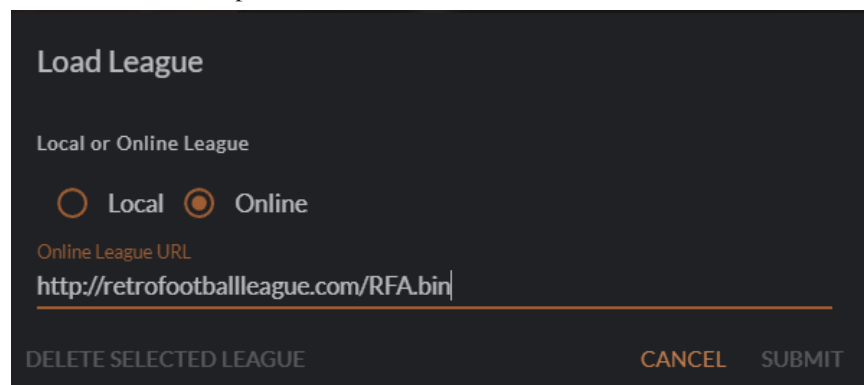
Basic In-game Instructions

How to load the league

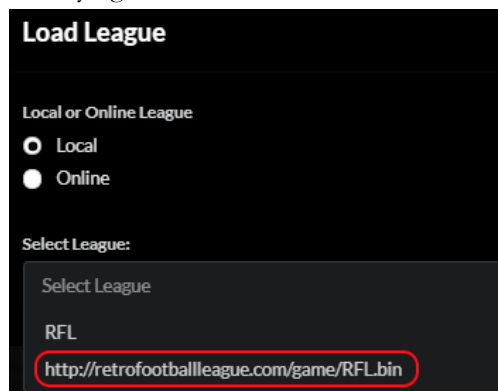
- From the main menu click on load league



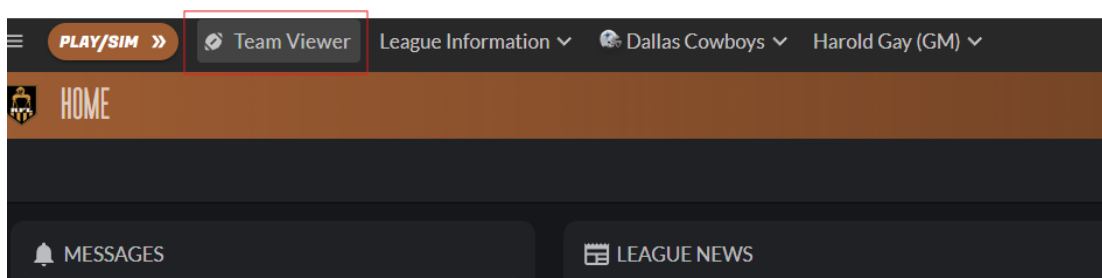
- For the first time loading the league
 - Copy the following link: <http://retrofootballleague.com/RFA.bin>
 - Choose Online and paste in the link above.



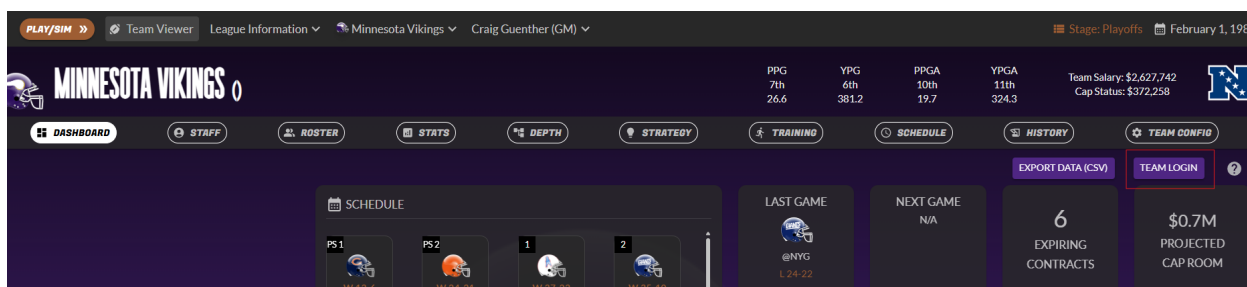
- If you have loaded the league before you can use a short-cut
 - Choose Local and select the league “<http://retrofootballleague.com/game/RFL.bin>” not the one saying RFL.



- Once loaded go to the navigation panel on the left side of the screen and choose your team from the team viewer.

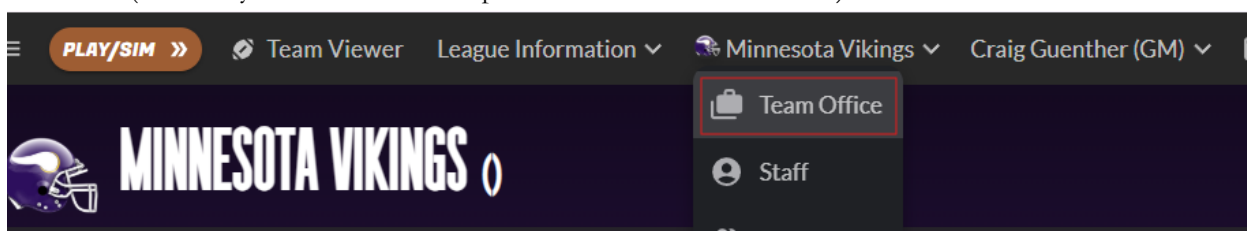


- You should then see a “Team Login” button in the top right corner. Click on this to login.

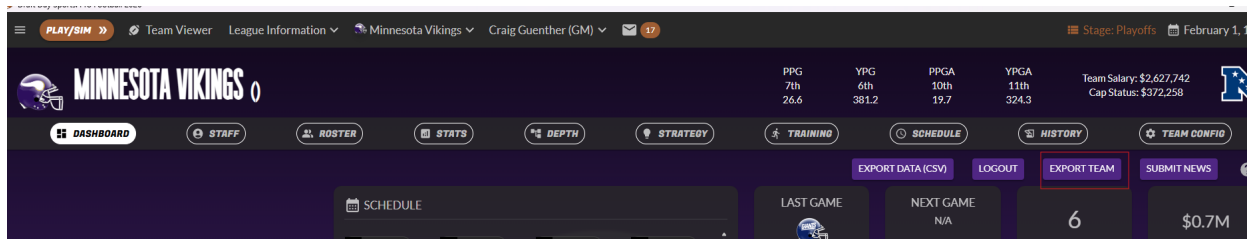


How to export your turn

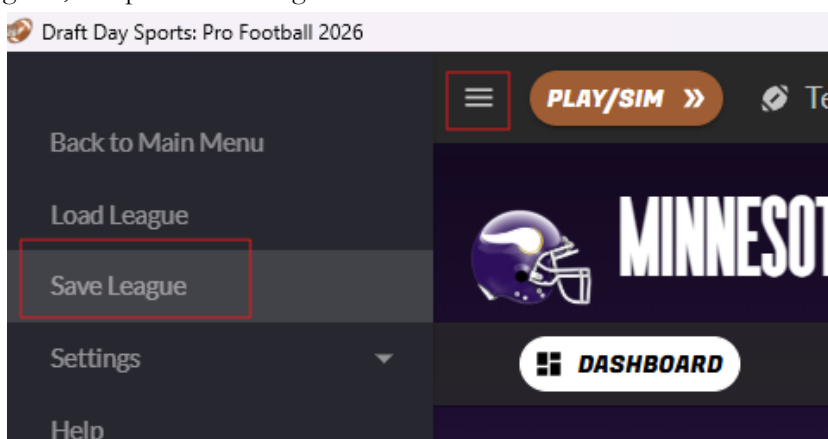
- The first thing you should do EVERY time is DOWNLOAD the latest .bin file. (See “How to load the league” in section above)
- Once you've logged in and made all of your changes you will simply go back to your team's dashboard (Click on your team name in top menu and select Team Office)



- Click on the “Export Team” button in the top right corner of the screen. **Note: Export Data (csv) will not export your team.**



- You should see a green banner popup in the top right of the screen confirming the export was completed.
- It is good practice to save the game by clicking on the hamburger menu at the top left corner of the game, and pick “Save League”.



- If you need to update your export, simply load the local file that you saved, make your changes, and export once again. If you do not do this, then your changes from your last export will be lost.

Team Trades

Trading is allowed and encouraged in the league. Owners have the option to trade with other owners or in-game with CPU teams. You can trade using both players and draft picks.

Trade Restrictions

To help keep trades honest there are some trade restrictions:

- A team may only trade draft picks from 2 or less years. (e.g. if 1976 is the current year, a team may trade only 1977 and 78 picks).
- When a team acquires a trade for a player(s) those player(s) received can trade these players without a wait period.
- A player cannot be traded to a team that had this player on their roster in the current season.
- All free agency players signed are automatically trade restricted for 4 game weeks (preseason games included).
- Practice Squad steals are considered part of a team's roster and so no restrictions are placed on trading recent practice squad steals.
- Teams involved in any trade must remain under the hard cap after a trade has been completed. If they are not, the trade is ineligible.

- Only draft picks from the upcoming draft and the next draft after that can be traded.
- Owners can keep verbal amongst themselves for full trades to be posted at a certain time, but they are only verbal and not binding.
- If a player involved in a trade is injured before the trade is processed the trade will still proceed. This transaction, however, can be canceled if both owners agree to allow the termination.

Trade Office

The Trade Office opens at the end of the current season. Any trades made, and agreed by both owners, during the cutover period (*sim to end a season to the sim to begin a season*) will be processed before the start of the new season. This means these trades will happen before the draft lottery. If a trade is made having a player retire, then the trade still happens and the team having received the retired player loses out and gets hit with the retirement penalty.

The Trade Office closes on week 10 of the regular season. All trades must be posted and approved before the Week 10 game is run.

Challenging Trades

Trades will be visible by the committee and all owners. If an owner believes a trade is unbalanced, they should reach out, via a direct message, to a committee member. If a conflict or concern about balance of the trade is in question, the committee will review the concern and has the right to reject the transaction if found warranted.

Trade Process

- Owners announce trades with other owners in the Discord Channel: #trade-talk
- Once a trade offer is proposed, the trades need to be posted in the Discord Channel: #proposed-trades. The trade should be posted using the template in the channel pin. This template poses questions to the owners to answer:
 - Team names, players and picks to trade, salary reduction from moving these plays
 - Does this trade put anyone over the roster limit of 40?
 - Is this trade within the financial restrictions of each team involved (i.e., staying under the hard cap)?
 - Does the trade require players to be cut to meet financial or roster requirements? (If yes please indicate this the players(s) cut position(s) and salary and the team cutting)
 - Have any of the players listed above been with the receiving team(s) within a full season cycle?
 - Have any of these players been traded in the last five in-game weeks?
- It is required that each owner provide a thumbs up or comment that they accept the trade.
- Once the trade has been accepted, the transaction will be processed on the next interim update.

CPU Trade Offers

Owners cannot propose trades to the CPU team. In rare cases, an owner may receive an offer from a CPU team via in-game standard methods. All trades proposed by the CPU are allowed by the league.

Drafting Players

Draft Classes

Owners will have the opportunity to scout the draft class using the in-game scouting process. The draft class will consist of historical players from the same year as the league's season. These players are graded based on the value of their NFL careers, including Hall of Fame and Pro Bowl appearances. Attribute ratings will be randomly generated based on the grades of these players.

Draft Order and Lottery

The league will deviate from that of the NFL in the following manner.

- The overall order for the top 5 picks of the draft will be determined by a lottery system using tickets with the 5 lowest teams participating. This will only change round one's top 5 pick order all other rounds will be as the team seed.
 - The lottery will take place between seasons.
 - The lowest seeded team will get 5 tickets, the next team 4, the next having 3, and so forth.
 - The lottery will be done at an announced time in Discord channel using a bot to determine the winner.

Draft Process

Drafting players will be performed by owners using a hybrid approach using both in and out of game functions described below:

- For the first two rounds the owners will post their draft selections on a google form.
 - Draft will start immediately after the Scouting sim with a 12 hour clock and no freeze windows. This period will end the following day (after 24 hours) in which the accelerated draft will start.
 - In the accelerated draft, owners have a 4 hour timer which is paused during their freeze windows. (Freeze windows is a 9 hour period defined by the owner in the discord channel "owner_freeze_window")
 - The committee will do their best to inform players by discord and email once another owner's turn is up. It is, however, the owner's responsibility to check in periodically to determine when it is their turn to pick.
 - Owners not able to make a pick themselves are asked to provide a list to a trusted committee member or owner for their pick. They may also delegate to the trusted person the ability to draft for their team.
 - At the end of all human picks for that round a committee member will process the picks and allow the CPU to complete that round.
- For the remainder of the draft, rounds 3 to 7, the owners use the in-game draft war room to create a draft list.
 - During this phase each round will be processed every 24 hours.

Missed Picks

- If an owner misses their pick they are marked as skipped and the next owner can proceed with their pick.

- As skipped turns prevent the update of the game the admin team has implemented the rule, that the skipped team has until 4 owners have picked or 1 owner has picked and 4 hours has passed or the end of the round has been completed. At this time the CPU will make the selection.

Sleepers

To simulate unknown or untapped talent, the league provides random sleepers in the draft.: (See

- One sleeper will be randomly selected at the end of rounds 3 through 7.
- The randomization of the sleeper will use the turn position in the draft. (i.e. each round has 28 picks)
- Once the sleeper is selected that turn position will be removed. (Example, in round 4 pick 7 is selected. Then pick 7 can not be used for round 5, 6, or 7.)
- An owner winning a sleeper has the ability to pick three attributes which can be attempted to be adjusted. The process is
 - The owner checks the position and attribute breakdown chart. (This chart defines a breakout of all players and what the percentile of each attribute is for these positions).
 - The owner then selects three attributes they wish to try to improve.
 - The owner then uses a discord bot to make a random roll from the positions 60th percentile range to the positions 95th percentile. If the roll value is less than the sleepers current attribute score then the score will remain the same as the current value. Helpful Notes:
 - Sleepers attribute values will not change below the current value.
 - Values lower than the 60th percentile will always be improved.
 - Values closer to the 95th percentile will have a lower chance of increasing.
 - These scores will be updated in the game after the draft has been completed.

Hall of Fame voting

The league operates a hall of fame (HoF) to remember great players who have entered the league and performed at an exceptional level. The process for voting is as follows:

- The ballot for the HoF is at the end of each season's awards voting process which will list the names of players eligible to be voted on.
- To be on this ballot, owners must post the players name under the HoF ballot thread on the discord server before the end of the regular season.
- After the end of season awards voting has been concluded the HoF candidate with the most votes will be added to the HoF. If there is a tie between 1 or more players, then all players with more than 7 votes each will all be added to the HoF.
- For a player to be considered for HoF entry the following conditions must be met:
 - The player must be retired.
 - The player must have something that makes them a standout in terms of performance. This can be record breaking stats or Pro bowl/Super Bowl rings.
 - Must be above one of the following stat conditions in the table below:

Passing Yards:	31500	FGM:	100
Passing TD's:	120	XPM:	200

Rushing Yards:	11500	Punts inside 20:	200
Rushing TD's:	65	Pancakes:	500
Catches:	650	Championships:	2
Receiving Yards:	9000	Player of the year (MVP):	2
Receiving TD's:	65	Playoff MVP:	2
Points:	1150	Pro Bowl:	4
Tackles:	1150		
Sacks:	100		
Int:	40		

* Please note the game HoF values are higher than this. Therefore, there may be some auto included HoF members who meet the in-game stats required.

Appendix A - Seasonal Calendar

Previous Season Activities

- Export next seasons draftees
- Process Franchise Tags (prior to Super Bowl)
- Team relocation /rebranding / expansion decisions
- End season
- Update Website
 - Awards
 - Percentile chart
- Update structural and team changes
- Update league rules
- Inject next season's team schedule

Seasonal Activities

- Start of Season
- Draft Lottery
- Player retirement announcement (done by game)
- Owners drop staff (sim to be run before advance on staff signing)
- Staff Signing: 5 rounds (sim each round)
- Out of game: Coach style adjustment
- RFA (the league does not use this feature)
- Pre-draft Free Agency: 5 rounds (sim each round)
- Scouting: (the league does not use this feature – see drafting in Appendix - Process)
- Draft: (see drafting in Appendix – Process)
- Post-draft Free Agency: 5 rounds (sim each round)
- Training Camp: (sim)
- Mini Camp: (out of game process)
- Owner strategy and Roster Moves (sim)
- Preseason: (2 weeks)
- Owner strategy and Roster Moves *Teams must be following roster and salary restrictions at this time (sim)
- Seasonal Games: (1 to 9)
- Trade Deadline (week 10)
- Seasonal Games: (10 to 18)
- Playoff - Wild Card (8 wild card teams)
- Playoff – Divisional (division champions vs. wild card winners)
- Playoff – Conference (division winners)
- Playoff – League Bowl (conference winners)
- Seasonal Awards (Owners to vote on selections)
- Pro Bowl Roster
- Pro Bowl Sim
- End Season

Appendix B – Draft Activity

Sleeper Activity

Admins Responsibilities

- Admin needs to run the percentile tool and post on the website at <http://retrofootballleague.com/percentile.html> sometime before draft.
- At the end of each rounds (4 to 7), at an announced time, the admin will go to the discord channel “game-table”
- Run the following command:
 - /rnumber min:1 max:28
- The number selected is the sleeper pick.
 - **(Note: If the pick was used in a previous round it must be rerolled)**

Owners Responsibilities

- Review the percentile chart at <http://retrofootballleague.com/percentile.html>
 - Example of the QB chart
- Decide and announce the attributes to increase.
- Check the chart for the attribute noting the 60th and 95th values
- Announce the attribute you are rolling for.
- Run the following command to generate the new value
 - /rnumber min:a max:b
 - a = value of the 60th
 - b = value of the 95th
 - If the result is less than the current attribute value, then no change will occur for that value.
- Repeat the above two steps for each of the attributes being updated

Lottery Activity

- Announce lottery time and top 5 teams with lowest seed being top of the list
- Determine how many tickets each team gets
 - Team 1 = 5 (team that is seeded to get the 1st pick of the round)
 - Team 2 = 4
 - Team 3 = 3
 - Team 4 = 2
 - Team 5 = 1
- First round Run the command to select the team:
 - /rlottery tickets:5-team1, 4-team2, 3-team3, 2-team4, 1-team5
- Next round remove the winning team, reduce counts, and rerun for the remaining rounds
 - reduce counts for the number of teams left... so for second pick teams should have 4,3,2,1 tickets.

Appendix C – Cheating and Consequences

Examples of Cheating

The following are examples of various forms of cheating. This is not an extensive list.

- Running more than one team under secret aliases.
- Taking advantage of ‘rookie’ or new Owners who have just entered the league.
- Deliberately ‘tanking’ a season.
- Exploiting a game 'bug' with the intention of using it to perform in a different way to the manner intended by the developers which results in an unfair advantage for the GMs franchise.

Consequences for Cheating or Breaking the Code of Conduct

Unless specifically defined below in “Known Game Exploits”, each case of cheating is reviewed by the committee to determine the severity of the infraction, as well as, how the potential damage to the league could be remediated. Based on this review the disciplinary action for the infraction should match the severity of the cheat. Examples of, but not limited to, disciplinary action includes:

- Game Suspensions
- Posting Suspensions
- Salary Penalties
- Discord Server Bans
- Losing a team
- Losing a player

Three Strike Rule

If an owner has committed their third infraction, be it cheating or breach of the code of conduct, the owner will be banned from the league and the discord server.

Known Game Exploits

The following are a list of known game exploits and resulting disciplinary actions

~~Practice Squad Claims~~

~~**Exploit:** Claiming a practice squad player from another team and then moving this player to the new team's practice squad during the same season he was claimed.~~

~~**Consequences:** The practice squad player will be returned to the original team's practice squad and the team with the infraction will suffer the salary cap penalty. (No longer a restriction)~~

Injured Reserve Claims

Exploit: Placing a player on IR who is healthy or has injuries less severe than “out” for 6 or more weeks.

Consequences: The player added to IR will be released to free agency and the team with the infraction will suffer the salary cap penalty.

Team Salary Cap Overflow

Exploit: While in the regular season exceeding the team's salary cap on game day.

Consequences: The committee member will use "auto adjust roster" on the team with the infraction. This may result in salary penalties, an unwanted cut/sign player.

Contract Extension on an Unnatural Position

Exploit: While attempting to extend a player's contract the owner does not change or keeps a player in a position which is not classified as its natural position

Consequences: The team with the infraction will lose their next eligible first round pick, the player released, and the player's salary applied to the team's salary cap. The team is prohibited from adding the released player to the team roster (e.g., free agency, trade, practice squad claim, etc.) for the current or following season.