

The Official Rulebook of the ISFL



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I. Definitions

Inactive: A player is considered inactive if their user has not exhibited meaningful activity on the forums within the last 14 days. Meaningful activity includes the following list: activity check, weekly training, equipment purchases, media, update page post, general query. This list is not exhaustive, and it is at HO's discretion as to whether meaningful activity was exhibited.

TPE: Training Points Earned. This is the currency that you as a user will earn and use to improve your player. You start off with 50 and can earn up to 150-200 TPE per season. Most archetypes max out at 1200 TPE and 'max earning' users who complete virtually all tasks will have their players peak at around 1500 TPE.

League Week: A league week starts on Monday and ends on Sunday, using Eastern time for all deadlines.

Season: A new season usually starts every 8 weeks. That is usually made up of the regular season (5 weeks), playoffs (1 week) and the offseason (2 weeks).

ISFL: International Simulation Football League. The principal league made up of 14 teams who play 16 games per season. 6 teams progress to the playoffs to compete for the Ultimus.

DSFL: Developmental Simulation Football League. This is the first league a new player will join, with the aim of developing players in preparation for the step up to the ISFL. It is made up of 8 teams who play 14 games per season. 4 teams progress to the playoffs to compete for the Ultimini.

GM: General Manager. Two users who run an ISFL or DSFL team.

II. League Leadership Rules

A. Head Office

1. The Head Office of the league exists to help guide and maintain the integrity of the league's operations.
2. HO holds many responsibilities across the league, including but not limited to: oversight of league departments, monitoring team budgets, coordinating player regression, tracking the league's cap space, running seasonal rule summits, forum maintenance, rulebook maintenance, and handling misconduct investigations and punishments.
3. Unless there is a compelling reason to the contrary which has been confirmed by the Owner, any punishment for a member of Head Office will be double the normal amount set by precedent. If there is no precedent set, those setting the punishment must first determine what the punishment should be for a non-HO member, and then double the punishment for the HO member to be punished.

B. Appeals Team

1. The Appeals Team acts as a necessary balance to the decision making powers of the Head Office. The team is able to take appeals regarding punishment decisions, rulings based on HO interpretation of the league rulebook, and action

taken against a user by Head Office such as removal from a league position. The Appeals Team will not hear appeals based around hirings, additions made to the rulebook, or standard league procedures.

2. Appeals may be submitted up to 2 weeks after the publishing of an HO ruling. Appeals brought forward after this 2 week timeframe will not be heard.
3. Appeals are limited to one time per case. You may not re-appeal the same case again.
4. In some circumstances, the Head Office may feel due to extreme or unusual circumstances that it is necessary to overrule the decision of the Appeals team. In order to overturn an appeals decision, the Head Office must obtain a certain threshold of approval to do so. This threshold is set as one fewer than the total number of Head Office members.

C. General Managers

1. All new GMs must be approved by Head Office. Approval is required before public announcement of a new GM appointment.
2. Teams must have 2 GMs.
3. Draftees in either of the current draft classes (ie, the classes next in line to be drafted to either league) may not be hired as GMs until after they have been drafted by that team. This can be waived under extenuating circumstances such as expansion. Selected GMs in these circumstances will be held to the usual GM recreation rules.
4. A GM of either league cannot hold a Head Office position.
5. A GM may hold the Owner position via majority vote from HO.
6. DSFL GMs cannot hold a Rookie Mentor position.

D. Rule Summit

1. Each offseason, a rule summit will be held in order to vote on new rules and league policies. Head Office, GMs and the league owner make up the voting body for these summits.

2. In Rule Summits, a threshold must be met to pass new rules. This threshold will be 70% of the total voting pool or one more than the number of teams voting, whichever is higher.
3. Each ISFL team that does not have any required voting done by the deadline will be fined \$2M in cap space in the following season. All other members of the voting pool (HO, Owner, DSFL GM) will be fined from their personal bank account. This also applies to Player / User Awards and any other required voting.
4. In rule summits, simmers are permitted to vote on sim-specific rules.
5. Department heads may propose 1 rule change proposal per season.
6. At any point outside of a specified rules summit, an ISFL or DSFL GM can make a proposal. If it gains informal approval of 70% of GMs of the appropriate level, it can then be presented for an immediate vote of all appropriate voters, where it will be passed as per normal and implemented when it is best done. A proposal from the Head office can follow the same route if it receives support from 4 HO members.

E. Removal From Position

1. A member of Head Office may be removed from office if one of the following requirements are met:
 - a. A unanimous vote of the members of Head Office, except for the member facing removal.
 - b. The Commissioner, the League Owner and the Head of Appeals unanimously agree to the removal.
 - c. In the event that it is the commissioner themselves that is facing removal, the most senior member of Head Office, the League Owner and the Head of Appeals must unanimously agree. In this event, the senior member will replace the commissioner immediately following their removal.
2. A GM may be removed from office outside of normal firings. To initiate the removal process, GMs of the non-affected teams must reach a two-thirds (rounded up) vote to remove. If this is reached, it must then receive a unanimous vote from HO. This same process may also be used to call an HO vote for the removal of a member of Head Office

III. Team Management Rules

A. Team Management

1. GMs are responsible for all elements of team management including, but not limited to: drafting, signing players, bot purchases, contract deposits, depth chart and strategy submissions, rule summit voting, awards voting, and working with the Head Office to provide an enjoyable league experience for all members.
2. ISFL rosters must have a minimum of 10 user players per team.
3. Players may be cut from a team.
 - a. Cutting a player in the ISFL causes 50% of their salary to count against the team's cap for the duration of their contract. If the player's contract has an MO or TO, the team does not have to take the cap hit for the portion of the contract after the next MO or TO to occur.
 - b. Once the transaction to cut the player has been posted, the respective team immediately loses all rights to the player and they are considered a free agent. Deletion or editing of the thread does not constitute undoing the transaction.
 - c. In the DSFL, when a player is considered inactive, they may be cut from the roster. Active players may not be cut in the DSFL.
4. GMs are responsible for depositing their team's contracts before the Week 1 games begin airing. Failure to do so will result in a \$100,000 fine per player against the team's cap total in the following season.
5. GMs must submit a strategy sheet 24 hours (unless otherwise announced) before each stream. If they fail to do so, strategies and depth charts will remain as they were in the previous week. Team strategies and depth charts must adhere to all restrictions outlined in the [General Manager Guide](#).
 - a. A team's submitted depth chart for each simmed game can reflect any trades that have been accepted on the forums at least 2 hours prior to that sim's depth chart deadline. If a trade is accepted less than 2 hours prior to the deadline, players involved in that trade must remain on their original teams for that day's simmed games and can only be moved for the next sim.
6. Bots cannot be named identically to former players

7. ISFL OL bots may be purchased at any time throughout the season. There is no prorating for OL bots purchased after the season begins. Bots may be traded and cut in the same way that players are. Bots may be upgraded at any point. Bots may be downgraded before the final update of the offseason (ie the last update before Week 1). The purchasable tiers are as follows:

Tier 4 (750 TPE) - \$7,000,000
Tier 3 (550 TPE) - \$4,500,000
Tier 2 (350 TPE) - \$2,500,000
Tier 1 (150 TPE) - \$1,000,000
Tier 0 (50 TPE) - \$500,000

8. GMs are responsible for ensuring their team's subforum is always correct in terms of reflecting the players currently rostered. For ISFL teams, if there are any mistakes in a team's subforum (ie players present who should be either retired, free agents or a different team, or players who are rostered by that team but whose thread is elsewhere) by the start of the Week 1 stream, the team will receive a cap fine of \$500k per erroneous player.

B. GM Recreation Rules

1. If a GM's player is part of the relevant league's draft class, the team must use their highest second-round pick to select the player. Any ISFL GM whose player is selected in the ISFL draft using a Round 2 GM pick must remain in their GM role with the team for one full seasons (8 weeks) after they are drafted, otherwise they will forfeit their first round pick in the next occurring ISFL draft. If the team does not have a first round pick, the penalty will be calculated at the discretion of HO. Under exceptional circumstances, teams can request a HO vote for an exemption from this rule to be reviewed on a case by case basis, with a unanimous vote minus one member being required to pass.
2. If both GMs are recreating, the team must instead use their team's highest first-round pick and their team's highest second-round pick in the next ISFL/DSFL Draft on their own player(s) if they both wish to continue to GM that team.
3. If the team in question does not possess any picks in the second round as required to select their GM player, they must use their first-round pick to make

the selection. If a team possesses no first or second-round picks, the issue will be referred to HO for resolution.

4. If a DSFL GM's player enters the regular pre-TDL waiver process instead of the draft, the DSFL GM's team must immediately use its highest priority waiver claim on that player. Additionally, the DSFL team will forfeit its highest second round pick in the next DSFL draft. If a DSFL GM's player enters the waiver process post-TDL, the DSFL GM's team must still immediately use its highest priority waiver claim on that player, but the team does not forfeit a draft pick for making the claim.

C. Trades

1. No GM may execute a trade that would produce circumstances under which they would no longer be eligible to remain as GM for their current team.
2. Trades must be posted to the 'Team Transactions > Trades' section of the forum. Once a GM from the other team has accepted the trade by replying to that thread, it is considered final.
3. Teams may not trade draft picks or cap space more than 2 seasons into the future. For example, in S1, a GM can trade S1, S2 or S3 picks.
4. After the trade deadline, any trade involving a player may not be posted. 24 hours before the Ultimus stream airs and ending when the draft officially starts, ISFL GMs can post and accept trades involving players in public league spaces. These trades take effect at the beginning of the offseason after the Ultimus stream finishes airing once approved by the budget team.
5. Draft picks may be traded at any time.
6. GMs may not trade waiver priority.
7. GMs are responsible for ensuring that players acquired by their team in trades are moved from their previous team's forum to their new one.

D. Budget Cap

1. The ISFL budget cap includes money teams spend on: salaries, award bonuses, position changes, archetype changes and contract incentives.

2. The salary cap will be monitored and may be adjusted on a seasonal basis. Announcement of changes for the following season must occur prior to the airing of the Week 3 stream of the preceding season.
3. Teams may receive a net maximum of \$10M in cap space per season from all incoming trades, and teams may send a net maximum of \$10M in cap space per season in all outgoing trades. A team that retains some or all of a player's salary when trading that player away is treated as trading away the retained amount of cap space for the purposes of this rule. If salary is retained over multiple seasons, the amount retained each season will count towards that season's maximum.
4. The league budget sheet must show all relevant contract clauses. If contracts are displayed incorrectly, teams must contact the budget department.
5. ISFL teams are able to use their budget to pay, either in full or partially, for their player's redistribution of TPE, position swaps or archetype swaps.
6. If a team is found to be over the cap, they will be fined double the amount they went over for their next season and will be made to be compliant by a reduction in OL bots.
7. If a player takes a snap at the ISFL level, they count against the ISFL cap for that season. This means that mid-season call-ups become a full cap hit upon being called up.
8. In the event of mid-season send downs, the team cap hit remains as what was paid at the beginning of the season, with the player receiving a supplemental payment covered by the DSFL up to \$4M total if they are sent down prior to the trade deadline. This must be paid by the ISFL GM.
9. All cap fines must be applied to the season following that in which they were incurred.

E. Contracts

1. Contract minimums are determined by a player's total TPE (including all earned TPE not yet claimed) at the time of acceptance as follows:

<200: \$500k
200 to 399: \$1M
400 to 599: \$2M
600 to 799: \$3M
800 to 999: \$4M
≥1,000: \$5M

2. Contract maximum lengths are based on a player's total TPE as follows:

<800 TPE: 3 Years
≥800 TPE: No Limit

3. Standard contract clauses that may be included in a contract include:
- No Trade Clause (NTC):** Clause preventing the trade of a player by their team without the consent of the player.
 - No Movement Clause (NMC):** Clause preventing the trade or sending down of a player by their team without the consent of the player.
 - Player Option (PO):** Option by which a player may move to end their contract and become a free agent.
 - Team Option (TO):** Option by which a team may move to end a player's contract and without buying said player out.
 - Mutual Option (MO):** are not their own unique construct, instead being defined as a contract with simultaneous POs and TOs
 - Salary Adjustment (SA):** Clause that automatically adjusts a player's salary to whatever TPE bracket they sit in. This adjustment takes place after regression has been completed in the offseason.
 - SA+ variant:** Salary adjusts upwards but does not adjust down below the specified salary
 - SA- variant:** Salary adjusts downwards but does not adjust up above the specified salary

4. DSFL players are paid \$6M at the start of each season prior to being drafted to the ISFL. Players who create after the trade deadline and who are temporarily added to a team for the remainder of the season will be paid \$2M. They will then earn \$6M at the start of their first full season as per above.
5. The first \$4M of an ISFL send down's salary will not count against that team's cap. If the salary of that player is less than \$4M, the player will be paid \$4M instead.
6. Contract postings must tag the user, whether or not that user is considered active.
7. ISFL teams can sign and call up any ISFL free agent that is on a DSFL roster.
8. A player's contract does not end until free agency starts as defined in the league schedule, typically with the posting of the FA thread after the regular season is concluded.
9. Players may extend their contracts if they are in the final season of their current contract. A player may NOT extend their contract at any other point.
10. A player in the final season of their contract, including if due to retirement, may not be cut after week 10.
11. Teams may pay their players bonuses from their salary cap. These bonuses must be paid out by the end of the current season. There is no limit to the amount teams can give to players as a bonus, so long as they stay below the salary cap.
12. Teams may include contract incentives as an element of their player's contract. All contract incentives must be accounted for in a team's salary cap budget throughout the season. Excess cap space as a result of unmet incentives at the end of the season may be distributed by teams as bonuses.
13. A player may not sign a contract extending past their third season of ISFL eligibility until they enter that third season.
14. Active players must explicitly accept a contract offer by replying to the relevant thread.

15. The free agency thread will be posted at the conclusion of the final set of regular-season games. A player becomes a free agent if their contract has expired, or when they choose to exercise a contract option. Teams may not sign new players until the opening of the Free Agent Signing period following the Ultimus.
16. After the Free Agency list is posted, Free Agents may be approached. Players are eligible to extend with their current team throughout the FA talks period. However, if an option is exercised on a player, that player falls under the new signing rules above.
17. HO has the right to remove any clauses within a contract that are not enforceable or that it feels impedes the spirit of the league. For example, gifts, services, non-league related obligations, etc

F. Inactives

1. Inactive players may be signed at the contract minimum for their TPE range.
2. If an inactive player will be regressing into a lower minimum salary tier during the upcoming offseason, their team may extend the IA based on the new lower minimum salary tier
 - a. The exception to this rule is if the player was signed as part of the Open Bidding protocol outlined further down in this section. In this case, the player must be re-signed for no less than they won for him in bidding last season
3. Contract offers to inactive players must be marked as 'IA' when posting and must be only 1 season in length. These contracts may not include any options or clauses (including Salary Adjustment). When 48 hours has passed since posting the IA offer, the contract is considered accepted and will be processed
4. If an active player becomes inactive while a contract offer is outstanding, GMs must modify the offer to make it an IA contract. In this case, the 48 hour waiting period can be counted from when the original, active contract was posted.
5. If the inactive player becomes active within the above 48 hour period, the offer remains valid. However, the player may decline the contract and request an active one instead.

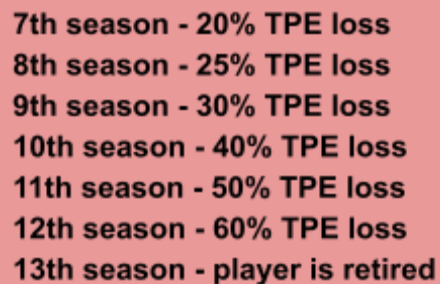
6. Teams are allowed to begin re-signing inactive players once week 13 ends. Any inactive player who does not have an IA contract offer posted on the forums prior to the posting of the Free Agency list will enter Open Bidding at the start of free agency.
7. If an upcoming free agent becomes inactive during the offseason free agency period, the player's team has 24 hours to sign them to an inactive contract. If the team decides not to sign them, that player becomes an inactive free agent.
8. Open Bidding protocol for inactive FAs during the offseason is as follows:
 - a. In the Inactive Bids section of the forums, the bidding team creates a post for the IA FA they are bidding on.
 - b. If another team wants the same player, they add a reply to that post with the higher bid. This new bid must be at least 250k greater than the previous bid.
 - c. If 24 hours pass with no additional bids, then the player is signed to an inactive contract by the team that placed the highest bid. Contracts offered in this way must otherwise conform to the rules for inactive contracts established in III.F, with the exception that the waiting period for IA bids is 24 hours instead of 48 hours
 - d. At the end of that contract, the team has the option to re-sign the player for no less than they won for him in bidding last season, or let the player enter free agency.
 - e. For the purpose of this rule, the offseason shall be defined as the period beginning with the start of free agency and ending 48 hours prior to the depth chart deadline for Week 1 of the regular season. Additional bids may be placed in any unresolved auctions outside of this time, but no new auctions may be started.

IV. Player Rules

A. Progression

1. Update Scale
 - a. 1-50 - costs 1 TPE to go up 1 point
 - b. 51-70 - costs 2 TPE to go up 1 point
 - c. 71-80 - costs 5 TPE to go up 1 point
 - d. 81-90 - costs 10 TPE to go up 1 point

- e. 91-95 - costs 15 TPE to go up 1 point
 - f. 96-100 - costs 25 TPE to go up 1 point
2. You may only purchase one tier of equipment per season. You may upgrade to a higher tier within the same season, for the cost of the difference between the two tiers.
 3. A player may claim an activity check for 2 TPE, and purchase weekly training (\$500,000 for 3 TPE, \$1M for 5 TPE)
 4. Players may complete Training Camp up until the last game of the regular season. Training Camp closes immediately following the completion of the ISFL Regular Season.
 5. Regression begins in the offseason between a player's 7th and 8th season of ISFL eligibility. Players will be auto-retired upon conclusion of their 13th season or if regression takes their total TPE below 150. TPE loss is rounded down to the nearest whole TPE (so in favor of the player). The regression scale is as follows:



**7th season - 20% TPE loss
8th season - 25% TPE loss
9th season - 30% TPE loss
10th season - 40% TPE loss
11th season - 50% TPE loss
12th season - 60% TPE loss
13th season - player is retired**

6. Traits are a part of player regression.
 - a. Traits may be sold during regression and count towards losing their purchase price in TPE.
 - b. If attributes are regressed below the prerequisite values for any obtained trait, that trait may still be kept even though the prerequisites are no longer met.
 - c. Any other loss of TPE (audit, paying to redistribute TPE, etc.) must keep the attributes at the prerequisite level in order to keep the trait, otherwise the trait must be sold and converted into banked TPE.

7. For regression purposes, all TPE made available by the end of the season as detailed in the official regression post must be factored into the regression calculations. Players are not allowed to circumvent regression by withholding PT claims until after posting their regression. Punishments for violating this rule may include fines, suspension, and/or loss of TPE.
8. There is a 2 season limit on TPE that can be claimed which includes the current season's and the previous season's claim thread. Any AC, Weekly Training, or other instant claim task completed before the previous season's claim thread is posted is invalid.
 - a. All TPE must still be claimed before regression (see above) or it will be voided entirely.
 - b. All earned TPE must also be calculated before signing or re-signing a new contract of any kind (including inactive contracts). If a processed contract is later found to be invalid due to the unclaimed TPE pushing the player into a higher TPE tier, the total underpaid amount for previous and current seasons will be doubled and applied as a salary cap fine. For any future seasons, the contract will be modified to reflect the correct minimum, and this increased amount will also be applied as a salary cap fine. The total amount of the salary cap fine cannot exceed \$5M.
 - c. Attempts to circumvent this rule will result in similar punishments as for regression-based circumvention.
 - d. The exception to this rule is the update directly after a player's ISFL Draft, where draftee is allowed to claim any missed TPE so long as they are still within their contract bounds.
9. TPE may be redistributed once per season. A player may redistribute up to 50 TPE at a cost of \$100k per TPE (maximum of \$5M). You may not pay to redistribute extra TPE in the same season as a position change.

B. The Trade Deadline

1. If a member joins between the trade deadline and the playoffs, they will enter the DSFL waivers where they will be picked up by a team for the remainder of the season. They will be entered into the upcoming DSFL draft and play a season in the DSFL. They will be entered into the ISFL Draft the following season.
 - a. Trade Deadline creates cannot be made until the week before the trade deadline. Posts created earlier will be moved to Declined Players.
 - b. Trade Deadline waivers and approval for the coming season will begin at the conclusion of the DSFL Trade Deadline.

- c. Waivers will end 24 hours prior to the final end of season update
2. These players are ineligible for DSFL Training Camp and cannot purchase equipment during the season they enter the league.

C. Recreation

1. TPE earned by a user before their new player was created may not be used for the recreated player.
2. The date that TPE was earned is determined based on when the activity was done that earned that TPE. Season predictions and fantasy, for example, are done at the start of the season but are awarded at the conclusion of the season. The actions that earned the TPE were done at the start of the season, so if a player retires after that time the TPE from these would go on the retired player and not the new player.
3. Inactive but roster-eligible DSFL players will be permitted to retire and recreate after the Trade Deadline. The retired player will play out the rest of the season with their current team and cannot earn or apply any TPE as normal. The recreate player is not eligible to be claimed on waivers, will not be given a salary, and will not be updated. The recreate player will be eligible for all the same TPE opportunities as other post Trade Deadline creates from the point of approval. The recreated player will be in the same draft class as the other post Trade Deadline creates.

D. Position Changes

1. Once per career a player may choose to switch positions. If a player chooses to switch to a new position, they must have one of their ISFL GMs declare in the appropriate channel that the player is officially switching positions. If a player chooses to switch positions, they or the team (from the team's salary cap) must pay the proper listed amount to make the switch. The player and team can also split the fee in some way. If a player changes positions, they will reallocate 100% of their total earned TPE (minus the appropriate position switch penalty) to new attributes or traits, regardless of if the TPE was already applied to an applicable attribute or trait. No attribute may go over the maximum value allowed with the new build, even if it was above it before the position switch. When processing a position switch, the player must provide both builds on their update post.

2. Rookies may choose to switch positions or archetypes one time, free of charge from the point of creation up to the start of the Ultimus after the DSFL draft. This does not count as their one career position switch. They may reallocate 100% of their TPE in this switch with no penalty.
3. Position switches may only take place during the offseason.
4. All position switches may move and reapply 100% of earned TPE minus a percentage based on the list below. The 'penalty' percentage will be rounded in the player's favor and will be denoted on the roster page as a secondary bank. Following one full season, the secondary bank will unlock and the player may apply that TPE however they see fit. In the case of a Tier 4 swap, 15% of the amount earned at the time of the switch will be placed in a secondary bank that will unlock after one season. The remaining 10% will be placed in a tertiary bank that will unlock after the second season. Swaps to QB will follow this format as well. A user may not switch to QB if they have already changed archetypes in their career.

			QB	RB	WR	TE	OL	DE	DT	LB	S	CB	K		
from	QB	to		T2	T2	T1	T3	T3	T3	T2	T2	T2	T2	Tier 1	\$3,000,000 and 5%
from	RB	to	T5		T1	T2	T3	T4	T4	T2	T2	T3	T3	Tier 2	\$4,000,000 and 10%
from	WR	to	T5	T1		T2	T3	T4	T4	T3	T2	T2	T3	Tier 3	\$5,000,000 and 15%
from	TE	to	T5	T2	T2		T2	T3	T3	T2	T3	T3	T3	Tier 4	\$6,000,000 and 25%/10%
from	OL	to	T5	T3	T3	T2		T2	T2	T3	T4	T4	T3	To QB (Tier 5):	\$8,000,000 and 40%/20%
from	DE	to	T5	T4	T4	T3	T2		T1	T1	T3	T3	T3	FB/OL:	Tier 2
from	DT	to	T5	T4	T4	T3	T2	T1		T2	T3	T3	T3		
from	LB	to	T5	T2	T3	T2	T3	T1	T2		T1	T1	T3		
from	S	to	T5	T2	T2	T3	T4	T3	T3	T1		T1	T3		
from	CB	to	T5	T3	T2	T3	T4	T3	T3	T1	T1		T3		
from	K	to	T5	T2	T2	T2	T2	T2	T2	T2	T2				

5. Once per career a player may choose to switch archetypes. If a player chooses to switch to a new archetype, they must post in their update thread that the player is officially changing archetypes. If a player chooses to switch archetypes, they or the team (from the team's salary cap) must pay \$2M to make the switch. The player and team can also split the fee in some way. If a player changes archetypes they will be allowed to move 100% of their earned TPE to new attributes. No attribute may go over the maximum value allowed with the new archetype, even if it was above that point before the archetype switch.
 - a. Players may perform a second career archetype switch by forfeiting their career position switch

6. When a player position switches the ISFL and DSFL GMs that own the players rights must be tagged in the switch. After 48 hours the position switch is finalized. (This rule does not affect DSFL players in that year's draft class since they do not have ISFL GMs yet).
7. DSFL GMs may not suggest or encourage any send-down player under contract with an ISFL team to position switch without first obtaining permission from the send-down player's ISFL GM. Any violations of this rule will be punished at the discretion of the Head Office.

E. Retirement

1. If an ISFL player retires during the offseason, that player will play one final season, and the user is free to recreate, thus having two players in the league for the retired player's final season without violating the anti-multi provision.
2. If a player retires after the season has started, they will finish the season on their team and be retired at the conclusion of the season.
3. Users may claim and apply any TPE earned prior to officially announcing their retirement to said retiring player.
4. A user may never have more than two players in the league at the same time due to retirement and recreation. This means if a user retires and recreates they may not do so again until after their first player finishes the season.
 - a. A user may not have two players concurrently in the DSFL, regardless of whether one is retired or not.
 - b. If a player retires before being drafted to the DSFL, the player is ineligible for the draft. Therefore, the user may create another player which is eligible to play in the upcoming season.
 - c. If a user has a player currently on a DSFL roster, the user may not create another player which would play in the DSFL at the same time as the first, regardless of whether the first player is retired or inactive. However, if the first player is roster ineligible due to the user's previous inactivity, the user may retire the roster ineligible player which will not be able to return to the league, and may create a second player which is eligible to play in the current season.

5. Players have up to 72 hours after retirement to reconsider. Should they retract their retirement, they must pay a 20% TPE penalty before being re-entered into the sim.
 - a. The contract of the player in question will be reinstated to the team which held the rights at the time of retirement, for the same dollar value and length as before retirement.
6. After a player has retired, the user may not take any additional action on behalf of the retired player unless the retirement is retracted. This includes but is not limited to swapping positions or archetypes, claiming TPE that was awarded after the retirement, participating in new TPE opportunities, or signing a new contract.

V. Tampering

A. What is Tampering?

1. Tampering is defined as a player or GM approaching a player under contract with another team or whose rights are owned by another team, with the purpose of persuading them to join your team, request a trade, hold out on contract negotiations, or retire.
 - a. This includes any private discussion involving leaving the team with whom the player is under contract with the purpose of joining the offender's team.
2. No player who is eligible to be claimed by another team, either through waivers or during the offseason before a draft, may be a member of a war room of any DSFL team with the exception of current GMs. Any team or player found in violation of this rule will be considered to have tampered the player allowed to remain in the war room.
3. Doing draft scouting on a player in the upcoming draft who was claimed on waivers will not be considered tampering if the discussion is only about scouting for the draft.
4. Tampering accusations may only be reported by the player who had been tampered with or their current GM with the exception of a flagrant public occurrence, in which case accusations may be levied by the HO.

B. Punishment

1. Punishment will be handled on a case-by-case basis, but may include a fine, loss of draft picks, or loss of GM position.
2. Any player who has been suspended may not play in the ISFL or DSFL for the entirety of their suspension.
 - a. A suspended player may not earn any TPE during the course of their suspension,
 - b. Suspended players' rights are held by their team as if they were inactive for the duration of their suspension unless traded by said team

VI. League Events and Recognitions

A. Playoff Rules and Format

1. Playoff berths and seeding is the same for both leagues. They will be determined by Head to Head>Conference Record>Points For
2. DSFL Rules
 - a. The top 2 regular season teams from each of the SFC and the NFC will make the playoffs.
 - b. First round matchups are as follows: #1 SFC Seed vs #2 SFC Seed and #1 NFC Seed vs #2 NFC Seed.
 - c. Winners of the first round advance to the championship.
3. ISFL Rules
 - a. The top 3 regular season teams from each of the NSFC and the ASFC will make the playoffs.
 - b. First round matchups are as follows: #2 NSFC Seed vs #3 NSFC Seed and #2 ASFC Seed vs #3 ASFC Seed.
 - c. The #1 Seeds from each conference receive a bye during the first round. Though it will appear as if they play the respective #4 Seeds from their conference, this game has a fixed outcome and will be re-simmed until the #1 Seed is victorious if necessary.
 - d. Winners of the first round advance to their conference championship. Winners of the 2 conference championship matchups will face each other in the championship.

B. DSFL & ISFL Draft

1. A traditional draft style will be conducted with a series of tiebreakers and regular season/post-season record determining the draft order.
 - a. The tiebreaker system for draft picks is as follows: Playoff berth>Head to Head>Point Differential>Record among common opponents>Coinflip.
Teams who miss the playoffs will be sorted first, then teams who make the playoffs will be sorted by round eliminated, breaking record ties with the tiebreaker system.
 - b. In the case of a tie between three or more teams, head to head refers to the overall head to head record between all teams tied. The BEST team will be removed and placed in the draft order, and the tiebreaker process will begin again with the remaining tied teams.
2. Once a player is drafted to a team, they must be signed to a contract. If they refuse to sign a contract they will not be able to play in the ISFL or DSFL. Their only option is to sit out until they have a contract signed. Players who hold out are prohibited from purchasing weekly training, and limited to T3 equipment until/unless they see the field in a given season. A hold out only becomes a free agent after the conclusion of the Ultimatus
3. If a player sits out an entire season and does not sign with the team that drafted them, they will remain on no team until the season's end. At the end of the season, they will be treated as a regular free agent.
4. DSFL Contraction Drafts will take place no later than 5 days before the DSFL Pre-Draft.
5. Any user with behind the scenes information on the draft providing mock draft advice or hints (in any fashion, to anybody, public or private) as to how the draft unfolded after the relative pick has been made behind the scenes is considered a leak and will be punished accordingly
6. Any user with behind the scenes information on the draft posting a mock draft article or similar media piece, of any accuracy, after the draft has started behind the scenes will be considered a leak and will be punished accordingly
7. Any player who creates after the first pick of the DSFL closed draft will be immediately sent to waivers and cannot be drafted to the DSFL.

- a. Prior to their announcement on the draft stream, teams may not reveal draft information about players who created after the pre-draft started, are assigned to a team through waivers, and announced on draft night. This is considered a draft leak and will be punished as such.
 - b. Similarly, the list of waiver priority that is given to General Managers may only be shared between members of teams' respective war rooms. This information will be treated as privileged information, and leaking this information to members outside the war room, including (but not limited to) prospects, or in public spaces (such as the forums or the various league Discords) will be considered to be, and will be punished the same way as, a draft leak.
8. Teams are not permitted to “pass” on picks. They must either be traded away, or a pick must be made.
9. DSFL Waiver priority following the DSFL draft is the same order as the original draft order, unless it is an expansion season, in which case the expansion team that did not have 1OA will have the higher waiver priority.
10. Inactive players with 57 TPE or less are not eligible for the ISFL draft. Players fitting this criteria will instead enter free agency upon the conclusion of the ISFL draft stream for their regression class. Teams may not contact these users about signing as a Free Agent until after the draft has aired.

C. Pro Bowl

1. Each conference will have the following representatives:

2 QB
3 RB
1 FB
2 TE
4 WR
3 T
2 IOL
2 DE
2 DT
2 OLB
2 ILB
3 CB
3 S
1 K
1 P
2 ST (returners)

D. Awards

1. Awards Committee - The awards committee serves to put together a ballot for GMs to vote on. The awards committee is constructed of one member from each team, nominated by GMs. Primary responsibilities include selecting 3-5 players at each position and assembling a voting form - complete with stats - that GMs then use to vote.
2. A player cannot be awarded MVP and OPOTY/DPOTY in the same season.
3. In the event of a tie for an award, the tiebreaker will be determined by who gets the most first place votes. It will then carry on with second and third place votes afterwards. If it is still tied after, then a co-award will be made
4. Positional eligibility for award- A player is only eligible for awards at a position that they actually played during the season, not necessarily their listed position. A Player's position in terms of eligibility for awards will be decided by the following:
 - a. The FL position will be considered the "Flex Position," and is a position unique to itself.
 - b. A player must be listed as the starter at a specific position on the depth chart for at least 60% of the games played in the regular season.

5. A player can only be eligible for one position for the purposes of awards.
6. Players that are determined to be inactive by the end of the regular season cannot be nominated for awards, regardless of stats, unless their GMs notify the committee of extenuating circumstances resulting in said player being IA.
7. In order for a player to be eligible to be nominated for an ISFL award, that player's user must have completed a minimum of 2 activity checks during the course of that season for the player in question. This includes any activity check over the course of the regular season or playoffs, but not the preceding offseason.
8. For a player to be nominated for awards in the DSFL, that player's user must have completed a minimum of 3 activity checks during that season for the player in question.
9. For a player to be nominated for the Pro Bowl, that player must be active at the time of Pro Bowl ballot creation, unless there are not enough active players to fill the ballot.
10. Players that switched positions in the previous season are not eligible for Breakout Player of the Season.
11. Teams may not vote for their own GMs for General Manager of the Year in user award voting.

E. Hall of Fame

1. Players must be retired for a minimum of 3 seasons before they are eligible for a HOF vote.
2. The Hall of Fame Committee is responsible for induction of new HOF members. They vote on a seasonal basis.
3. User Hall of Fame requires $\frac{2}{3}$ to be inducted, and will be removed from the ballot after three ballots if they are not inducted. Users can be renominated at a later date.

4. GM Hall of Fame requires $\frac{2}{3}$ to be inducted, and will be removed from the ballot after three ballots if they are not inducted. Users can be renominated at a later date.
5. Re-nomination of players 3 seasons after they have lost HOF eligibility is allowed. A call can be placed to the HOF Committee for any players they wish to re-nominate. When all nominees are collected, a vote will be held amongst the committee - should a player designated for re-nomination receive over half of the committee's votes, they will be inserted into the next ballot with a legacy tag, subject to all the same rules as other nominees in that class.

F. Expansion

1. If expansion is to be announced and an expansion draft is to take place in the offseason, expansion must be announced prior to the end of the week 7 stream.

VII. League Employment

A. Moderation Abuse

1. Any user who abuses moderation powers in order to alter (without receiving prior permission) another user's post, topic, or reply will be given the following punishments:
 - a. **First Offense**
2 Season Moderating suspension
\$2M Fine
 - b. **Second Offense**
5 Season Moderating suspension
Loss of any job that would grant moderation and inability to take on a league role that grants moderation for 5 seasons.
\$5M Fine
 - c. **Third Offense**
Permanent inability to take on a league role that grants moderation and removal from any present roles with such ability
1 Season suspension
\$10M Fine

2. Any user who shows or displays another member's IP address will be subject to discipline penalties equal to those of mod abuse.

B. Salary

1. Job salaries are determined by HO with GM Input and updated via Job Heads on a season to season basis.
2. If you quit or are terminated from a league position you will be paid the following amount for the current league season:
 - Prior to ISFL Week 4: no pay
 - Between Week 4 and Trade Deadline: half pay
 - After Trade Deadline: full pay
3. Holders of jobs deemed vital to league operations (GMs, HO, Sim Team, Job Heads, etc) that depart from those jobs mid-season without a replacement will not be paid.

VIII. Sim Rules

A. Rules for Depth Charts and Strategy Setting

1. In setting their depth charts and strategies, GMs must abide by all rules and restrictions set out in the General Manager guide, [linked here](#).
2. ISFL teams must pay \$500k for a bot if they have no available players for their lineup. Bot will be assigned by the simmer and will be the lowest OVR available.

B. DSFL Specific Sim Rules

1. DSFL Depth Chart.
 - a. A player is starting in a package if they are listed at the top of a used position's depth chart for that package.
 - b. . An active player with 57 or more TPE must start over an inactive player in packages based on their position on offense or defense.
 - c. Every active player with 57 or more TPE must receive playing time.
 - d. Every active player with 57 or more TPE must start in a minimum number of depth charts. The following minimum number of formations apply to active players only.
 - i. Offensive players: must start in a minimum of 2 packages.

1. If an offensive player does not start in the Spread/Shotgun formation, they must start in both the Two TE and Shotgun 4 WR formations as long as all other rules are able to be satisfied
 - ii. Defensive players: must start in at least one package that is used in each playbook that is used in the team defensive strategy.
 1. If a team uses only one defensive playbook, every active defensive player must start in at least one of the packages used in that playbook. (For instance, a team running exclusively 4-3/Nickel must have every active defensive player start in either the 4-3 package or the Nickel package.)
 2. If a team uses more than one defensive playbook, every active defensive player must start in at least one of the packages used for each playbook. (For instance, each player must start in at least one of the 4-3 package or the Nickel package, and also in at least one of the 3-4 package and the 3-3-5 package.)
 - iii. Players claimed off waivers before the trade deadline are exempt from starting in a minimum number of formations until they are updated for the first time, after which they are to be treated as any other active player in regards to minimum formation requirements.
 - iv. Players claimed off waivers after the trade deadline are exempt from starting in a minimum number of formations.
2. During the postseason, waiver pickups MUST be on a roster, but do not have to start over inactives (although the GMs may choose to do so if they would like).
 3. Players may not waive their rights to playing time found in this rulebook.

C. DSFL Roster & Playing Time

1. Roster spots may be filled by 50 TPE bots from the official filler bot list, found [here](#).
 - a. 50 TPE bots will receive balance passes each offseason, and all bots will be wiped and must be reordered every season.
 - b. GMs must post orders for bots in a "Name, Number, Position, Archetype" format in a seasonal bot order thread. Orders placed after the 4th DSFL stream will not be filled.
 - c. Filler bots may not be used as back ups in a team's DC

2. DSFL teams may utilize GM bots at the discretion of the DSFL Head Office on a seasonal basis.
 - a. DSFL GM bots start at 50 TPE and automatically earn 10 TPE per week throughout the season. DSFL GMs create and update the GM bots as if they were human players and do not need to follow the filler bot restrictions. GM bots expire at the end of the season and are otherwise treated like any other bots.
 - b. If a team fails to update a GM bot in a given week, it may apply the unapplied TPE in a later update as if it was banked.
 - c. If a team has 2 or more 100+ TPE call ups, they will be eligible to add extra GM bots to their team:
 - i. 2-4 call ups = 1 additional GM bot
 - ii. 5-8 call ups = another additional GM bot
 - iii. 9+ call ups = one last additional GM bot
 - d. This would mean it is possible for a team to have the normal 2 GM bots, plus an additional 3 for a total of 5 GM bots maximum.
 - e. Players who age out of the DSFL do not count as call ups for the purposes of this rule.
3. DSFL rosters are limited to 40 human players; waiver claims made after the trade deadline do not count towards this limit.
 - a. All teams must submit a roster audit before the season starts. This audit will contain all players that the team has rights to (Inactive, Active, Bots). Failure to complete roster audits may result in loss of draft picks or fines.
4. DSFL Teams retain rights to drafted players and players signed from waivers before week 10 until they either lose DSFL eligibility, retire, or are traded.
5. DSFL players retain DSFL eligibility until one of the following occurs
 - i. The player plays 16 games in the ISFL.
 - ii. The player is retired. When a player retires, their team retains their rights for the rest of that season.
 - iii. The player exceeds 250 applied TPE. TPE can be banked beyond 250 for those remaining in the DSFL, but cannot be applied beyond this cap.
 - iv. The player has existed for 3 seasons following their ISFL draft.
6. Players that are determined to be inactive at the time of the Ultiminni lose their DSFL eligibility for the upcoming season and may not be permitted to be on their

team's depth charts. Should the user return to activity, they regain their DSFL status and may be added back to the depth chart. The exception to this rule is QB players.

D. Changes to Sim Rules, Playbooks and Settings

1. Archetypes may be adjusted in the offseason for balancing purposes.
 - a. If the archetype is affected positively (trait is added / trait is made cheaper / an attribute cap or starting value is increased), players of other archetypes at the same position will have the right to make a free switch to it during that offseason only. This does not count towards their one career switch.
 - b. If the archetype is affected negatively (trait is removed / trait is made more expensive / an attribute cap or starting value is lowered), players of that archetype will have the right to make a free switch to another archetype at the same position during that offseason only. This does not count towards their one career switch.
 - c. If the reduction in an attribute cap results in a player having an ineligible build, they will be immediately refunded the TPE for redistribution.
 - d. If an attribute's starting value is reduced, players will have that attribute reduced to cover the entirety of the TPE difference. If any extra TPE is required to be deducted, the difference will be refunded. Eg a player has 95 Speed and started at 60. The archetype's starting value for Speed is lowered to 50 (20 TPE difference). This player's Speed is lowered to 93 to cover the 20 TPE. The reduction was actually for 30 TPE so 10 TPE is refunded into the player's bank.
 - e. If an attribute's starting value is increased, the player will have the TPE difference refunded.
 - i. If this increase results in an ineligible build, the player's attribute will be raised to the new minimum, and any already spent TPE will be refunded
 - f. If a trait's cost is reduced or the trait removed from the archetype and has already been purchased, the TPE difference will be refunded
 - g. If a trait's cost is increased and has already been purchased, the trait will be removed from the player, unless the user wishes to transfer TPE from elsewhere, which he may do for free before the next update. The user may not transfer any more TPE than is necessary and may not bank any TPE through this method.
2. Playbooks may be modified in the offseason for balancing purposes

- a. The sim team may opt to add/remove plays, add/remove playbooks and adjust target percentages.
3. Gameplan settings and league rules may be modified in the offseason for balancing purposes
 - a. This includes, but is not limited to, blitz ratio rules, run/pass ratio rules, run/pass modifier settings, gameplan settings, package weightings
4. Outside of the offseason, changes to the above may only be made if the sim balance team deems that an urgent change is required and if the relevant HO body (ISFL or DSFL) approves the change with a majority.

IX. Miscellaneous

A. Relocation

1. If a team relocates, they cannot relocate again until a minimum of 7 seasons has passed.
2. New GMs must retain the current brand for at least one full season before considering a rebrand.
3. All relocation bids must be approved by Head Office

B. Agents

1. Agents are not allowed to have any affiliations with teams in the ISFL or DSFL, nor have any players in the ISFL or DSFL.
2. Any communication between an agent and GM regarding a player must include said player. Including, but not limited to: contract, trade, and general inquiries. Basically, if an agent is talking to a GM, there must be a player included in the communication as well.
3. Each agent must have a license from the Head Office to act as an agent. License fee is \$10mil per season (Ultimus to Ultimus).
4. An agent may have a league job to offset costs and they may take part in Twitter, Media and GFX.

5. Agents cannot be in a war room.
6. Users must be in the league for 5 full seasons prior to becoming an agent.
7. ISFL GMs cannot hire agents for their players

C. Conduct and Punishment

1. Conduct Detrimental to the League is any user action that is reported to HO and meets two or more of the below criteria. Reports made to head office should include screenshots of the offensive behavior whenever possible. Reports will be investigated and, if any of the above criteria are found to be met, the user will be suspended from the spaces where the offending behavior occurred and may face additional penalties in the forms of fines or player suspensions. Repeated offenses will result in heavier fines and/or lengthier suspensions or permanent bans as deemed necessary.
 - a. Takes place in an official league owned space, including but not limited to:
 - General chat
 - Rookie chat
 - Management chat
 - Forums
 - Affiliate league chats and forums
 - b. Takes place in a public facing area that clearly represents the league as a whole, including but not limited to:
 - Player or team twitter accounts
 - Forums such as reddit recruitment threads
 - c. Contains NSFW imagery
 - d. Contains hateful or offensive language
 - e. Takes place in any online or public space and; (1) would meet the requirements of this rule if it took place in an official league owned space or public facing area and (2) can reasonably be confirmed as the same person with an account in the ISFL and (3) there exists reasonable suspicion that similar offenses will occur in an ISFL space.
2. Ban
 - a. Definition: a punishment whereby the user's access to the site and any official league Discord channels is revoked for one year or more, including permanent revocation.
 - b. Player Implications

- i. In cases of a ban, unless otherwise specified by HO, the player associated with the user will be treated as retired. Thus, the player will be able to finish the rest of the season with the team from the point of the ban and will be unable to exercise or waive any contract options or clauses. Any pending updates and bank purchases will be processed.
 - ii. The player will immediately lose eligibility for any awards. The user will immediately lose eligibility for any awards until such time as the ban is lifted.
 - iii. The player will be considered IA according to the normal rules for the purposes of the DSFL (two weeks after the banned users last meaningful forum activity), but the DSFL team may choose not to play the player if it wishes.
 - c. User Implications
 - i. A banned user's access to team Locker Rooms is at the discretion of the team GMs.
 - ii. Any pending bank transactions, bets, or casino assets are paid out as if the user was IA, except that auto-purchases (such as Dotts subscriptions) are automatically terminated.

3. Suspension

- a. Definition: a punishment whereby the user's access to the site and any official league Discord channels is revoked for less than one year, including revocation for an unspecified period of time.
- b. Player Implications
 - i. In cases of a suspension, unless otherwise specified by HO, the player associated with the user will be treated as IA. Thus, the player will be able to finish the rest of the season with the team from the point of the suspension and will be unable to exercise or waive any contract options or clauses. Any pending updates and bank purchases will be processed.
 - ii. The player will not immediately lose eligibility for any awards unless otherwise specified. The user will immediately lose eligibility for any awards until such time as the suspension is lifted, unless otherwise specified.
 - iii. The player will be considered IA according to the normal rules for the purposes of the DSFL (two weeks after the suspended user's last meaningful forum activity).
- c. User Implications

- i. A suspended user's access to team Locker Rooms is at the discretion of the team GMs.
 - ii. Any pending bank transactions, bets, or casino assets are paid out as if the user was IA, except that auto-purchases (such as Dotts) are automatically terminated.
4. These rules may be superseded by a HO punishment specifying such.
5. Users may not have more than 2 images or videos, vertically aligned as their forum signature. Users will receive a warning and have one week to comply with this standard. Failure to comply will result in a personal fine of \$1 mil per image over 2 per week. The league reserves the right to punish those who stack images into one file to circumvent this rule. Any signature that is made obnoxiously long via text or line breaks will also be reviewed on a case by case basis and may be subject to punishment.
6. No multis. If caught, all multi accounts will be deleted and their players retired and removed from the sim immediately. The original account will also be subject to discipline.
7. It is strictly prohibited for one person to have multiple forum accounts. If a person needs help logging in to their account they simply need to contact any member of Head Office who can help them to regain access.
8. Any cheating will result in discipline based on the decision of the Head Office.

D. Miscellaneous

1. A user may change their username for the cost of \$1M. Please post this withdrawal in your player transactions area and tag a head office member.
2. A player may change their player's name once during their career for the cost of \$4M. Players may change their name once free of charge if it is done prior to the DSFL Pre-draft. Please post this withdrawal in your player transactions area and tag a commissioner.
3. A user's bank account may not go below -\$2M. All purchases will be refused until a user's bank account is no longer in the red, unless there are pending media/gfx or contract/job payments, to the max of -\$5M. If the situation persists, the

following week's transactions will be denied until the user has enough funds for them to be processed.

4. Players may make bets with their ISFL money, but they must post bets publicly in the bank before it takes place. The league reserves the right to deny any bet they see as an attempt to circumvent any rules.
5. Player names have a 22 character limit. Quotation marks are not allowed.
6. Head Office reserves the right to deny any player name or render if it is deemed inappropriate or unacceptable. If the player name or render contains a religious figure, currently living politician, violent criminal, sexually explicit material, racist/sexist/homophobic symbolism, or is potentially problematic to the community in any way as determined by HO, it may be subject for review.
7. Users are not allowed to pay other users directly.
8. Users may claim incentives for recruiting members to the league, receiving 2 TPE when the recruit passes 100 TPE, and an additional 3 TPE when the recruit passes 250 TPE [5 total TPE per recruit]. A maximum of 5 recruits may be claimed per player career.
9. Unless otherwise specified in the schedule, if the schedule sets an event or deadline as the occurrence of another event (such as a sim/game), then the first event or deadline is set as the time the broadcast of the second event (eg. sim/game) is scheduled to start. If the second event is postponed with an official announcement, then the second event or deadline tied to it is also postponed.