

World Football Championship

The World Football Championship is an off-season DSFL-style league where players will compete for their nations in search of gold. There will be three medals handed out during these games: gold, silver, and bronze.

Regions

1. The countries will be split up accordingly (countries not listed will be added to the team that makes the most sense):
 - a. Northeast (US)
 - i. Connecticut, Delaware, Maine, Maryland, Massachusetts, New Jersey, New York, New Hampshire, Rhode Island, Pennsylvania, Washington D.C., West Virginia, Vermont
 - b. Southeast (US)
 - i. Alabama, Georgia, Florida, Kentucky, Mississippi, North Carolina, Puerto Rico, South Carolina, Tennessee, Virginia
 - c. Southwest (US)
 - i. Arizona, Arkansas, Colorado, Kansas, Louisiana, Missouri, New Mexico, Nevada, Oklahoma, Texas, Utah
 - d. Midwest
 - i. Illinois, Indiana, Iowa, Minnesota, Michigan, Ohio, Wisconsin
 - e. West (US)
 - i. California, Idaho, Montana, Nebraska, North Dakota, Oregon, South Dakota, Washington, Wyoming
 - f. EuroCan
 - i. Europe, Canada
 - g. APAC (Asia/Pacific)
 - i. Alaska, American Samoa, Australia, Bangladesh, Cambodia, China, Fiji, Guam, Hawaii, India, Indonesia, Japan, Laos, Malaysia, Maldives, Mariana Islands, Mongolia, Myanmar, Nepal, New Guinea, New Zealand, North Korea, Pakistan, Philippines, Russia, Singapore, South Korea, Sri Lanka, Taiwan, Thailand, Vietnam
 - h. World
 - i. Anything that doesn't fall under the other regions, including undefined birthplaces (aka no location listed)
 1. Some countries may have been overlooked and will be added to the correct region when the need arises.

Roster Rules

1. In order for a player to be eligible to be selected to play for their WFC team, they would have had to play in the ISFL in the season that just finished (or is currently under way).

- a. In most cases, the eligible players that may be selected must be active. Rather than using the strict ISFL rulebook definition of “active”, we will define it as having been updated in the last month, or having posted on the forum in the last two weeks.
 - i. Active players less than 400 TPE are eligible, but not required to be selected during initial roster selection if you’d rather address that position during the supplemental draft.
 - b. If a team has 0 active players at a position, they may select 1 IA at that position during initial roster selection, or during the supplemental draft if there were none in their region.
2. When a federation head is initially selecting their team, they can have a maximum of:
 - a. MAX: 1 QB
 - b. MAX: 2 RB
 - c. MAX: 1 FB (if you have no FBs, you may select an additional RB)
 - d. MAX: 3 WR
 - e. MAX: 2 TE (if you don’t have an eligible TE after the supplemental draft, you may select an additional RB/WR)
 - f. MAX: 5 OL
 - g. MAX: 2 DE
 - h. MAX: 2 DT
 - i. MAX: 4 LB
 - j. MAX: 3 CB
 - k. MAX: 2 S
 - l. MAX: 1 KP
3. Federation heads are not required to select their own player. If a head’s player is not selected for their home team, they will be entered into the supplemental draft where any team can select them.
4. If a team has less than 5 human OL, the rest will be filled out with a generic 500 TPE bot.
 - a. A team may not forgo selecting a lower TPE human OL in order to get the higher TPE bot, unless they have valid reason to do so.
 - b. There will be different generic builds for IOL and OT bots.
 - i. IOL will be Mauler archetype
 - ii. OT will be Balanced archetype
5. Federation heads may select players to play out of position (S at CB, LB at DE, etc.) if it helps them meet their position minimums and they don’t want to address that position in the supplemental draft.
6. After every team has selected their roster, any teams that haven’t met the roster numbers listed above will be entered into a supplemental draft where they can temporarily draft players from other regions to fill out their roster for the current tournament.
 - a. At the end of the tournament, these players will be removed from the roster and will be eligible to be selected by their home region in the next tournament.

- b. The order of this draft will be determined by the reverse order of each team's total team TPE.
 - c. Actives must be selected before inactives in the supplemental draft.
 - d. If there are no actives >400 TPE at a given position during the supplemental draft, an inactive player at that position may be selected.
- 7. After the supplemental draft, each team may select one additional active player at each position from the team's region, if they so choose.

Depth Chart Rules

- 1. Every player on each roster must be listed in the depth chart for every game. If this does not happen, the federation head is subject to loss of pay for the tournament.
- 2. The depth charts will be done the same as ISFL/DSFL depth charts. The WFC Commissioner will provide the blank template for your team, and will assist with any DC's if a Federation head requests help.

Schedule Details

- 1. Each season will be 14 games long, with 4 teams making the playoffs.
- 2. Divisions will be decided via random selection with the first four teams going to Division A and the next four going to Division B.
- 3. The playoffs will be single elimination with the two winners playing in the gold medal game. The bronze medal will be decided using the ISFL tie breaker rules.

Transferring

- 1. Once per player career, you will be able to transfer to a different nation. You will have to post in the transfer thread with your new federation head accepting the transfer. You will then play for that team throughout the entirety of your player's career.
 - a. Federation heads are automatically transferred to the region they have been appointed to manage. If they step down, the transfer is undone, and the now former federation head will need to make an official transfer if they wish to stay with the team they were managing.
- 2. A federation head is **NOT** allowed to actively recruit people to convince them to join their squad. This will be seen as tampering, and the head is subject to lose their pay for the season and possibly lose their position.
 - a. If a player is looking for a new team and directly reaches out to a federation head, the federation head is only allowed to talk about the team's needs.
- 3. To maintain parity, if a team already has the highest TPE and/or highest player count in the WFC, transfers to that team may be denied.
 - a. The WFC Head reserves the right to deny any transfers for any reason, if deemed necessary.
 - b. If a player expresses interest in transferring away from a team whose transfers are blocked and has a genuinely good reason to, they must let the WFC head know as soon as possible, and may be granted a transfer from the blocked team for the next WFC tournament.

Prizes

1. The Gold medal team will all receive \$2,000,000
2. The Silver Medal team will receive \$1,000,000
3. The Bronze Medal Team will receive \$500,000

As the WFC is still in its early stages, these rules are subject to change.