

## Draft League Europe College 7s

### Rosters

- All Humans
- Max roster size of 11.
- Max positionals on the roster of 5. Exception being the All positionals roster. Passing roster may have 6.
- Leader may only be taken by third, fourth and fifth year players
- Only fourth and fifth years may take pro.

<b>Balanced</b>	<b>Running</b>	<b>Passing</b>	<b>Ogre</b>	<b>All Positionals</b>
0-1 Thrower	0-1 Catcher or Thrower	0-2 Throwers	0-1 Ogre	Ogre
0-2 Blitzers	0-4 Blitzers	0-4 Catchers	0-3 Positionals	2 Throwers
0-2 Catchers	6-11 Linemen	5-11 Linemen	7-11 Linemen	4 Blitzers
6-11 Linemen				4 Catchers
2 RR	2 RR	3 RR	2 RR	1 RR
Apoth	Apoth	Apoth	Apoth	Apoth

### Inducements

- No Wizards
- No Star Players
- No cards except during rivalries
- Mercenaries may be taken but you must not exceed the positional limit on your chosen roster
- All other inducements may be taken
- Every team gets to induce a wondering apothecary each match. This is to reduce attrition and ensure enough players get to the draft. The money to buy the apoth will be given to you each game by the league. This must be spent on the apoth, buying other inducements with the money will see you penalised. Rule will be assessed once we have a good idea of how well players are getting through 4-5 seasons of play.

## **Rules**

- Player careers are base four seasons long. After the fourth Season players are retired and entered into the DLE draft. Upon entering the draft College players will likely lose two skills to reflect that they are not as good at the Pro Level as they were in College. This is to allow us to get some decent skilled players to play with in college and skill them fairly regularly whilst making sure they don't all hit the draft OP and as a six skill legend.
- In the event there are too many players for the draft the scouting committee (made up of some of the league Commissioners currently James and Matt) will choose which players will be put forward.
- The quality of the players may also be altered once the draft class is selected. If we see too many highly skilled players or not enough skilled players at this point after the minus two skills is applied. Either giving players back the skills they originally lost or adding extra skills. Draft Commissioner Andras will be involved here if this stage is necessary to make sure the draft class he is recreating from the real NFL classes and the players from the college league mix well.
- Seven players on the pitch maximum (What did you expect from the title!)
- Two man line of scrimmage minimum
- One man in each widezone maximum
- Only players with Dirty Player or Sneaky Git skills are legally able to foul. Other players can foul but fouling brings an automatic one match ban for players without those skills. Two reasons, first give a greater incentive to develop such players to add to the draft and second to reduce early attrition slightly by discouraging fouling. The college league's big aim is producing interesting players for the draft.....not half dead ones.
- A PO player is KOed on a double.
- Healthy players can never be retired. Players with permanent injuries may be retired between the end of a season and the start of the following Regular season. Players with 2 or more perms may be retired during the season.

## **Custom SPP Progression**

Player Level	Number of SPP
1-Rookie	0-5
2	6-20
3	21-30

4	31-60
5	61-95
6	96-175
7	176-275
8	276+

### **Official Rivalries**

A possible future feature for the main league being tested out first in college.

Each college is allowed to have one major rivalry and one minor rivalry. This means that when you play your rivals you will be able to induce dirty trick cards to use during the match to represent the colleges going out to try and win the match by any means possible.

- In matches between major rivals teams will be allowed to induce up to three dirty trick cards
- In matches between minor rivals teams are allowed to induce one dirty trick card
- You don't have to have both or any rivalries and are not set in stone forevermore, coaches might leave or set up a new team for example in which case switching rivals is valid. They must be agreed on by both coaches and notify the league in advance before the start of a season who your rivals are.
- Non trick official rivalries may be set up also for those who don't fancy the cards, though still limited to one of each type. These are instead of not as well as.

### **Gold**

Gold is no object, the league will give you what you need if you ever run low and for inducing the apoth and dirty trick cards

### **Redshirting**

**Background:** Redshirting is when in college football (handegg for most of us!) a player is given an extra year at college. They attend lectures and training but can't play for the team during this year. It is done usually to give them an extra year to develop as a player or to focus more on academic studies.

In our league it operates slightly differently and in a manner to help develop player skills. Any Freshman who finishes the season with less than 6 SPP will be redshirted by the league. This will mean they leave for the draft after five seasons on the team as opposed to the usual four.

This is mainly to help linemen and players that join the roster part way through the season to develop more before hitting the draft.

### **Schedule**

The season will be split into three parts. A pre-season that involves playing up to four friendly matches, the main season when competitive league games are played to try and qualify for the Bowl games. Last the Bowl games at the end of the season.

- The college system is divided into four league areas. Empire, Bretonnia, the Northlands(Kislef & the Wastelands), and the Southlands(Estalia & Tilea).
- Pre-season teams can play up to four friendlies, this is to allow teams to try and skill up rookies and work out a system of playing. Again this is to help build players for the draft and give people the chance to develop their squad for the start of the season. The friendlies can be played against any college team which is the other incentive to playing them. During the main season you only play colleges in your league. This is a chance to go on tour and play teams you would not normally play. The pre season period is the first couple of weeks to month of the season and games can be played at any time and in any order during the month.
- Main season is when teams fight it out to become the league champion and make it to the bowl games.
- Post season Bowl games. The best two teams in the in the system face off in the Championship Bowl. The champion in the North league faces the champion in the South league in the Civil War Bowl. The Empire champion and the Bretonnia champion face of in the Old World Bowl. When a league champion has a record good enough to go to the championship bowl the league runner up takes their place in the relevant bowl game.
- All other teams are allowed to play one friendly college bowl game if they like in the post-season party, the primary aim here is to try and get fourth/fifth years who are close to skilling to skill. Building players afterall. Also a good chance for coaches to give their players who are in their final season a good send off.

### **Team Names**

Similar to the main DLE teams are encouraged to sound like college names and to be based on a place in the human areas of the old world used for the main league. The only difference is currently no starting FF planned for college teams. Map link for place names below.

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