

ARTICLE IV : ROSTER & TRANSACTION PROCEDURES

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Section 1 : Roster Breakdown

1.1 : General Breakdown

Team Roster

- Owner
- GM
- 7 Players Total in the NFL
- 3 Players Total in the AFL

1.1.1 : Training Camp

Training camp players are to be used as ECU for either the NFL or AFL. They are limited to 1 game per week as an ECU or may be used as IR replacement player. If used as an IR replacement player they will receive the standard games per week for their position during that time in the AFL. They cannot be used as an IR replacement player on the NFL level. They may be called up to the AFL roster permanently to fill an empty roster spot. NOT to replace an active player. Once a training camp player has received a permanent call up, they are no longer considered a training camp player.

They may freely participate in practices, locker rooms, and the community, and are otherwise considered a regular prospect/player.

1.2 : Eligibility

The player must be listed on the teams roster in-order to be eligible to play in VFL scheduled games. If a team is caught using ineligible players they could be subject to removal as management and as a member of the league.

Any player signed up past the current seasons sign up deadline must play at minimum 3 AFL games before being eligible for the NFL in any form (ECU, IR, Permanent call up)

1.3: Position Lock

After bidding if a player is acquired at the quarterback position they are not allowed to switch for two weeks. All other position players can switch positions throughout the season as long as they post in #position-change channel except quarterback. If a player is on a AFL roster they can switch positions freely until called up to the NFL where they will submit a permanent position.

During the Season you are only allowed One position change per week.

The post bidding gm is subject to the Position Lock rules

Prestack lines are only allowed to change RB and WR spots and defense but not into or out of QB

Section 2 : Player Procedures

Players have the right to retire and may do so through the proper channels. If the players plan on returning they must go through the procedure of contacting the PA and filing for reinstatement.

A player being blacklisted, will be ineligible for retirement. If they return to the League in the future, they will do so as a Prospect.

2.1 : Procedure for Retiring or Blacklisting a Player

2.1.1 : Retirement

If a player chooses to retire, they must do so for no less than the remainder of the season, and provide a valid reason for doing so.

There will be a public channel in the VFL Player Management section for players to declare their retirement. The player must inform their management of their intention to retire. After informing management, the player has 48 hours to post their retirement, or arrange for a VFLPA representative to do so in their place. Failure to follow proper procedure may make a player ineligible for retirement and may result in them being placed on the blacklist instead.

2.1.2 : Blacklist

Owners may only blacklist a player for inactivity.

Inactivity is defined as either:

1. Not showing up to scheduled games without contacting management for a period of at least one week.
2. Missing scheduled games frequently.

Owners **MUST** have documentation that a Player has failed to fulfill their commitment to the team.

The BOG's and League Staff have the ability to blacklist/suspend a player. They may do so for rule violations or inactivity. This can be done at their discretion. If an Owner would like a Player blacklisted, they will have to submit a request to the VFLPA and provide evidence with an explanation.

There will be a channel in the management category for owners or league staff to announce the blacklisting of a player. Management must message the player and the VFLPA via private message (PM) after approval by staff, on discord to inform them of their blacklisting. This does not apply to players who have been banned from the league. A player has one week from the time of the post and the time of being contacted via PM, to make contact and/or begin an appeal process with the VFLPA.

You have to message them on xbox and discord "He's active on Xbox, you have to message them there." some players don't use both.

Players involved in trades (Example: Only valid 1 VFL week after trade. If trade happens end of week one it has until the end of week 2 to be reversed)

If a player is found to have been wrongly blacklisted, the player will be placed on waivers. If the player goes unclaimed they will be randomly assigned to a teams training camp roster. The owner who wrongly blacklisted said player will receive an offense and be suspended.

2.1.3 : Blacklisting Management

When management is not fulfilling their commitment or duties, their Owner has the right to remove them from his team. The success or record of the team is not a valid reason for removal. The Owner should be able to provide evidence in the form of complaints or in showing that management was not fulfilling their duties or commitment.

When a player in a management is removed by their owner, they will be blacklisted.

That player has one week to file an appeal with the VFLPA. Once he presents his case to the VFLPA, the VFLPA may then choose to file an appeal if they believe they have enough evidence to warrant a ruling. If this appeal is successful, that player will be placed back onto that team in his position.

Section 3 : Organizational Transactions

3.1 : Salary Cap

NFL Salary Cap :\$40M

AFL Salary Cap : \$10M

3.2 : Player Selection

3.2.1 : Management Selection

Management will be required to be submitted for approval by a deadline set each season. There will be a channel for selections in the owner's boardroom. Owners may submit a selection for the NFL GM, AFL GM, those selections will be voted on for approval by the BOG's.

Unapproved management may be re-selected prior to the deadline. Approved management will be exempt from the bidding process. **Management is also allowed to play at any position.**

The AFL GM cannot be called up permanently to the NFL roster but can be used as an ECU.

Once the deadline has passed, no further management selections may be made. It is now the team's responsibility to bid on and acquire those positions at a salary. Selections are still subject to approval.

It is recommended to make your selections as early as possible in case your first choice does not meet approval. It is also recommended that you make wise selections that will easily meet approval. Players who are in good standing and have previous management experience are encouraged. Good standing implies that you do not have a history of suspensions or bans for misconduct, and follow the rules.

3.2.2 : Selection Restrictions

The league may select any player to fill an ownership position. Being selected as an owner negates that player's salary. If the league selects an owner who is under contract to your team during the season, the league will make you a trade offer before taking that player off your roster. You will be presented with three options:

1. You may release that player freely.
2. You may select a player of equal or lesser value. (Salary is the determination of a player's value. Rounded up to 500k).

During the off season, teams have no rights to a player who is selected for ownership.

Owners may only select ANY player to be their management depending on BOG's approval of said player through the interview process.

ALL management contracts are for 1 season only. After that season, management may re-apply for any other management position, with any other organization, or choose to enter free agency. All management is subject to re-approval during the off season. Owners may not step down from their current team and attempt to acquire ownership of another team.

3.2.3 : Free Agent Bidding

Teams will enter bidding with a number of slots and available cap to spend based on the maximum allowed, minus the totals of their current roster.

All players available for bidding will begin with no bids at a value of \$0.

It is management's responsibility to ensure their roster is 100% accurate prior to bidding. If you are unable to acquire enough players due to a roster error, it will NOT be corrected for you. If you are able to exceed your restrictions, and do so, you are subject to losing any extra players. It is management's responsibility to ensure all bids placed are accurate before confirming them. If there is an error in your team's situation, inform the BOG immediately for possible correction.

3.2.4 : Random Assignment

All VFL Players that were not selected in the NFL bidding, or players left over from AFL Bidding will be randomly assigned once the AFL bidding is over.

During the season any new sign ups will be randomly assigned to teams. They will be placed on a team by a staff member based on position need only. You may not ask to be placed on a team.

All VFL Players that were randomly assigned will have a 1 year 500 thousand dollar Contract.

3.2.5 : Staff as a Player Restriction

In order to eliminate potential bias, staff are not permitted to vote on issues related to their team. To avoid situations where there are not enough eligible voters on an issue, the following restrictions apply to the numbers of VFL staff within your organization :

Commissioner's Office Limit: One

Board of Governor Limit: Two

VFLPA Limit: One (You cannot have both the President and Vice President in your organization.)

If you have the maximum allotted staff within your organization, you are not permitted to acquire another, by any means, until you have reduced the number you currently have. The most you may have at any one time is 2 staff total.

3.2.6 League Promotion

This is the one situation where a player in management will be allowed to finish the season as a player on their current team. This may include a player selected to fill a commissioner, BOG or VFLPA position.

3.3 : Team Transactions

3.3.1 : Team Bidding

Each season we will have a team bidding before the free agent bidding process. During the team bidding, owners will be given a salary of 40 million to spend. Each team's clock will start once a bid has been placed for 8 hours. If an owner bids on a team with less than 2 minutes remaining, 10 minutes will be added to the bidding timer. However much cap space the owner has remaining after team bidding, will be the amount the owner has available to spend in free agent bidding. **For example if the owner spends \$10 million in the team bidding, he will carry over \$20 million into the player bidding.** The maximum amount of salary cap a team is allowed to spend is 27 million. This is in order to leave enough cap space for the minimum salaries to fill the teams roster. Owners are not allowed to bid on more than two teams at one time. If an owner wins two teams the organization will pay for both teams and are only allowed to play with one.

3.3.2 : Player Bidding

Every owner's available salary cap will be determined after the team bidding process. The amount they have remaining after the team bidding process will be the amount they'll have available to use in the player bidding. The staff will determine a date and time that the bidding will commence. All bids will be anonymous and monitored by staff. If an owner does not fill his roster he will have to wait until the bidding is over to call up a player from his AFL roster or training camp.

Section 4 : Roster Transactions

4.1 : Management Contracts

Management contracts are 1 year. They are always considered to be free of their current contract at the end of the season. Should they choose to seek a new position or free agency, they are free to do so.

Management that steps down or is removed, is not eligible to play until the next season, as they have not fulfilled the terms of their contract, and they will be placed on the blacklist.

When a management contract carries a salary due to a promotion or being selected after bidding, their salary may be reduced to the standard \$0 at the end of the season if they meet approval and are remaining in management for the following season.

4.1.2 : Player Contracts

Is still being fine tuned but will be given to owners before the last week of the season to add a player under contract

4.2 : Waiver Wire

When a team sends a player down, that player will be placed on the waiver wire, for 24 hours, for any other team to claim, before the movement will be completed. Players called up on ECU or IR are exempt from waivers. ECU's are waiver exempt.

The waiver order will be drawn randomly to start the season. Waiver order will be reset to the current standings at the end of each week.

The waiver wire will be closed for the season following the final week of the regular season and will reopen on the first day of the next season.

Claims not filed by the time the waiver wire closes are invalid, and unclaimed players are considered to have cleared waivers at that time.

A team may only place a claim on a player if they intend to place him on the roster of the league he is being waived from or higher. There are uncommon instances where an AFL player must be placed on waivers due to salary cap restrictions. Those players may be claimed for either an NFL or AFL roster.

To place a claim on a player, teams must post the corresponding transaction, as well as the empty slot or player movement they will make in order to place that player on their roster.

Teams may **NOT** retract a claim once it has been placed.

The winning claim will be determined to be the team with the highest waiver priority that has posted a legitimate transaction. If your claim does not provide a spot for that player or causes a salary cap restriction, it will be denied, and you will still have lost your spot in the waiver priority.

Once a team has successfully won a player, they will be moved to the bottom of the waiver priority until the next reset. The transaction they made to acquire that player will then be processed.

If a player goes unclaimed, the original send down will be processed, provided there is room for that player on the corresponding roster. If there is not, that team will be required to send down a prospect. If they cannot, they will be required to place a different AFL player on waivers every 24 hours, until another team successfully claims their extra player. You cannot place the same player on waivers twice to correct this situation.

If a player goes unclaimed their salary will be reset to 500,000k.

Due to logistical constraints, players passing through waivers may be exempt from their minimum games requirement for that week.

4.3 : Call Ups

AFL players may only be used as an ECU, IR, or permanent call up for the NFL. Training Camp players may only be used as an ECU, IR, or permanent call up for the AFL & NFL. A randomized rolling waiver order will be announced at the start of the season for the players who gain eligibility.

4.3.1 : Call Up Eligibility

Any player signed up past the current seasons sign up deadline must play at minimum 3 AFL games before being eligible for the NFL in any form (ECU, IR, Permanent call up)

If you were a blacklisted player you must play a full season in the AFL before being call up eligible for the VFL again (not IR eligible)

4.3.2 : ECU (Emergency Call Up)

Teams must add a new post to their locker rooms when they are required to use an emergency call up (ECU). The type of call up, gamertag, date, time, and opponent, must be listed.

(ie, (ECU) xXFATALXxATTACK : Thursday 9pm vs. Houston)

An ECU may be used for a single game as a substitute for a missing player. It does not matter what league a player is being used as an ECU for, they count toward the season total.

- A player may be used for 3 ECU's in a season. Per team
- NFL players cannot be used as an ECU for either the AFL.
- NFL Management may be used as an AFL ECU with no stats included
- Training camp players can be used as an ECU for the NFL.

4.3.2.1 : ECU ONLY

A player may sign up to be an ECU Only that will exempt them from being eligible to be called up but will allow them to play for anytime if needed. This does come with a rule of being allowed to play with a team only once per week and can not play with a team in back to back games.

4.3.3 : IR (Injured Reserve)

A player may be placed on injured reserve for up to one week per season, if they are unable to participate in VFL games during that time. A player placed on IR may not participate in games until they have been recalled from the IR. It does not matter what league a player is being used as an IR call up for. It counts as their 1 week allowed for the season. Only one player may be called up for the player going on IR.

You may use an IR call up to replace a player who is on IR for the week. The player called up to your roster will play in the IR player's place for the entire week. At the end of the week, that player must be sent back down, and **will pass** through waivers. A different player must be called up if the player will be gone for a second week.

- A player participating as an IR call up is not eligible to play games for his regular team.
- Each player may only play 1 week as an IR call up per season.
- Each player may only be placed on the IR 1 week per season.
- NFL players may not be used as IR call ups for the AFL.
- Training camp players may not be used as IR call ups for the NFL.
- Must be confirmed by the player and the VFLPA before processed
- Previous Blacklist is not eligible for IR

4.3.4 : Call Up (Permanent)

A player may be called up to fill an empty roster spot, or to replace a player that is being sent down. Once a player is called up in this manner, they must pass through waivers when being sent down. Training camp players may only be called up to the AFL to fill an empty roster slot.

4.4 : Send Downs

4.4.1 : Send Down Eligibility

Any player may be sent down, at their management's discretion.

4.5 : Trading

Final Trades of the Week are due by Thursday Night at 9:00 PM EST of Every Week, and do not become official until an announcement is made in the league transactions channel by staff. All parts, of all trades, must be both submitted and confirmed, by all parties, with a timestamp equal to or less than the 9:00 PM EST deadline.

If any part of a trade is submitted at 9:01 or later, it will not be processed until the following week. If a trade is submitted past the trade deadline for the season, it will NOT be processed.

Once a trade is submitted and confirmed by all parties, it is final. You may not revise or cancel a trade after that point.

All trades must be salary cap compliant. If you exceed your salary cap through trade, you have 24 hours from the announcement to post a transaction that will bring you back under the cap. Otherwise, the trade will be reversed.

Players are not to be informed of being traded until it is officially approved and announced.

If a player does not show up to his new team after being traded, that player will be blacklisted for the season. The team losing said player may request that the entire trade be reversed. This will not occur immediately after staff approval, and will reverse the entire transaction as it was originally submitted.

You may only trade a player between teams, not between leagues. The league they are in before the trade, is the league they must go to after the trade. They may then be called up or sent down as normal. (If a player is on an NFL roster, you cannot send him to an AFL roster via trade.)

Players involved in trades, will not be permitted to participate in games with their new team, until the appropriate transactions have been completed to provide that player with a roster spot. Teams must include the appropriate transactions that make room for the player or the trade will be voided.

4.6 : Trade Deadline

The Trade Deadline for a 4 week regular season shall be the Thursday Night at 9:00 PM EST of week 3. After that no more trades will be processed

4.7 : Trade Position Change

For a player to be granted a position change after a trade it has to be agreed upon by the owner to be valid

4.8 : Playoff Call Up

If a roster has a free spot only an AFL player with eligibility may be used as the Call up, no player from a previous team roster is eligible

4.9 : Prestack Dou and Trio Rules

- No trade request
- Can not change to or from the qb position other are okay
- Can not play with other lines
- If one retires or blacklisted the other member(s) absorbs their salary and must play with the CU for the remainder of the season