

# Insane Asylum

[League Site @ Mfl.com](#)

(Click link)

## ADDITIONAL RULES

(Please review Scoring/Bylaws at League Site)

07/28/13

### 1. INTRODUCTION

Dynasty league, IDP/ auction/contract format. You draft and manage a team that has the top NFL players from the offensive and defensive sides of the ball. Scoring is balanced so that no one position dominates. Many players will stay with you for the length of their assigned contracts. There is no annual “re-drafting” of talent. After the inaugural year players are added to your roster through an annual free agency auction, trading, waiver request and a rookie draft.

#### **A. League theme: “The Insane Asylum”**

Teams are expected to adhere to the theme in team names, graphics. Items should be appropriate for a public web site, which is the league site at mfl.com. Team names, graphics, postings are subject to Commissioner review and approval. Owners can email their graphics and/or the links, for resizing and uploading, to the Commissioner.

#### **B. League Overview:**

- 16 teams
- 2 Conferences, 4 divisions
- 6 team championship tournament
- 10 team consolation tournament
- 45-man active rosters.
- 5-man rookie/taxi squad. Expanded to 10 prior to rookie draft

- 10-man injured reserve squad
- 1-4 year player contracts (5 years for rookies). No salaries are tracked.
- 1 annual franchise tag, 1 annual transition tag
- Full IDP, PK (placekicker) and PN (punter)

### C. League Fees

Each owner is required to pay \$60 per year to own a franchise

Income:

\$60.0 fee x 16=960.0

Expense: MFL.com host fee: \$70.0

Balance: 890.0

Division winners: 200.0 (50 each)

Payouts: 1st place 400.0

2nd 200.0

3rd 90.0

\*Third Prize will be determined by a single playoff game between the two losing teams from Playoff Round 2 (Week 15) to be played in Week 16 (the same week as the Championship Game).

Teams who want to trade the next season's rookie draft picks, 2014, are required to pay 50% of next years league fee prior to completing the trade, this is non refundable, and is applied to the next season's league fee assuming the owner return. In the case of an owner not returning funds may be used to discount a orphaned team depending on overall quality of team and number of draft picks that were traded any remaining balance will be applied to payout.

It is highly recommended that those teams who want to trade 2014 rookie draft picks pay their \$30 fee prior to the rookie draft starting.

Final Deadline to pay: November 5th, 2013. Note that is 7 days prior to the season trading deadline, 12 midnight, November 12, 2013. Reality is doesn't allow much time for trading, so best to pay earlier to take full advantage of fee.

Refund of fees: Prior to making a commitment to the league/paying your fee be sure you have the time/energy to complete the season. Once all teams have paid fees and the league is formally declared open, the league does not provide refunds.

## **D. Roster**

The active roster is maintained at 45 players or less. At times the active roster is increased in conjunction with a specific activity..i.e rookie draft, by 1. Then following the activity the roster is set back to 45. There is also a 5 man taxi squad. In the off season there are players whose contract has expired which allows for them to be dropped, creating roster space.

## **E. League Calendar**

As a team owner, you will experience year-round football action. Trades, waiver moves, the Free Agent Auction and the rookie draft are events which will keep owners active in the off season.

Please see the Annual Calendar tab on the league website to see exact dates.

Major events include:

### **Season Schedule:**

- League Fees Deadline: January
- IR Player Promotion Deadline: January
- Trading Resumes: Only after all rosters are compliant (45+5 maximum, no IR) and all League Fees are Paid
- NFL Rookie Draft: Late-April
- League Rookie Draft Begins: May/June
- Taxi Squads Expand to 10 Players: Start of Rookie Draft
- Zero-Year Player Drop Deadline: One week prior to start of Transition Tag Auction
- Franchise and Transition Tag Deadline: One week prior to start of Transition Tag Auction
- Transition Tag Auction Begins: June/July
- Free Agent Auction Begins: Immediately upon conclusion of Transition Tag Auction
- New Free Agent Nominations End: Two weeks from start of Free Agent Auction (existing auctions will continue until conclusion)
- Roster Cut Deadline: One week prior to kick off of the NFL season (45+5 maximum)
- Contract Assignment Deadline: One week prior to kickoff of the NFL season

- **Waivers:** There will be one waiver run in the offseason. The waiver run will be done on the Wednesday night before the season starts with claims starting 1 week prior
- **Injured Reserve Begins:** After contracts are declared and when league website initiates (I) player designation

**F. Communications/Information:** MFL. com has an extensive list of email notifications in place. These are under “Franchise Setup” “Contact Info” At a minimum teams must have:

**Draft status**

**When I am on the clock**

**Auction update**

**Trade proposals**

**New Message Board Topic**

**New Poll**

**The website design (modules, tabs, home page) is fixed for all teams.** This insures that everyone is getting the same information. If you see the need for an additional module to be added please post at the message board.

## **G. Joining the league**

This is a demanding league in terms of time commitment and is a competitive league. Potential owners should review the league rules/expectations in detail and please ask questions if a rule is not clear. Attention to meeting deadlines, understanding player management options and being active are must. A newcomer to the format can do just as well as a experienced owner if they know the rules, meet deadlines and strive to build their team. When conveying your interest in joining the league please provide the following:

1. Why are you interested in the league?
2. What types of fantasy football leagues have you been involved in?
3. How many and what type of leagues are you involved in for 2013?
5. What is your location/time zone?

The rules as stated address how league functions are conducted and the outcome of such actions.

In any situation that is of question and requires a decision the final ruling on an issue is at the discretion of the commissioner that is in the best interest of the league.

## **H. Formations**

The league offers variations of valid starting lineups. This offers flexibility with your roster to help counter the bye weeks or injury problems team owners may face during the season.

All formations consist of: 6 players on offense, 11 on defense, 1 kicker and 1 punter. All teams are required to start at least 1 QB, 1 RB, 1 WR, 1TE, 1 PK, 1 PN, 2 DE, 1 DT, 3 LB, 2 S, 2 CB. Listed below are the variations you can use on offense and defense:

### ***OFFENSE***

2 RB, 2 WR, 1 TE

2 RB, 1 WR, 2 TE

1 RB, 2 WR, 2 TE

1 RB, 3 WR, 1 TE

### ***DEFENSE***

1 DT, 4 LB, 2 CB (3-4 Defense)

2 DT, 3 LB, 2 CB (4-3 Defense)

1 DT, 3 LB, 3 CB (3-3-5 Nickel Defense)

## **I. The Schedule:**

6 division games-playing each team in the division twice

4 conference games-playing each team in the other division in the conference once

6 non conference games-playing 6 of the 8 teams in the other conference once.

(The non conference games are changed each season)

Total regular season: 16

13 week schedule-Double header weeks 2,12,13 No bye weeks.

Play off weeks-14-15-16

## **J. Scoring-Standings Criteria**

The objective of the scoring system is to have a balanced system in which no one position dominates. Therefore it is important to have quality players at all positions and make the most of their potential weekly throughout the season.

The standing criteria, which is used to determine seeding for the playoffs is listed in the league bylaws report. The use of Victory Points is the first criteria listed. These are as follows:

Victory Points Per Win:	<input type="text" value="2"/>
Victory Points Per Tie:	<input type="text" value="1"/>
Victory Points Per Loss:	<input type="text" value="0"/>
Number of Buckets For Victory Point Weekly Point Totals:	<input checked="" type="radio"/> 3 <input type="radio"/> 2
Victory Points For Top 1/3rd Weekly Point Total:	<input type="text" value="2"/>
Victory Points For Middle 1/3rd Weekly Point Total:	<input type="text" value="1"/>
Victory Points For Bottom 1/3rd Weekly Point Total:	<input type="text" value="0"/>

How VPs work: For every win you get 2 VP's - For every loss you get 0 VP's  
 Then the points scored for the week are divided into thirds with the top 5 teams getting 2 VP's - the next 5 get 1 VP - The last 6 teams get 0 VP's  
 So in any given week you will have somewhere between 0 - 4 VP's (double header weeks could be 6).  
 This scoring eliminates a scenario where you score the 2nd most points in the league but lose to the team that scores the most points and you walk away with nothing.  
 Victory points are scored for weeks 1-13.

## K. Playoffs

**Championship Playoffs-Six teams make the playoffs each season.**

Teams are seeded/ties are broken based on the standings sort used throughout the season;

Standings Sort Criteria #1:	Victory Points
Standings Sort Criteria #2:	Overall Winning Percentage
Standings Sort Criteria #3:	Total Points Scored
Standings Sort Criteria #4:	Head-To-Head Record
Standings Sort Criteria #5:	Conference Winning Percentage
Standings Sort Criteria #6:	Divisional Winning Percentage
Standings Sort Criteria #7:	Reverse Order Of Opponent Total Points Scored

### Making the Playoffs

- a. Division winners are automatically in the playoffs.
- b. Division winners are then seeded 1-4. Teams seeded 1 & 2 get first round byes.  
Teams 3 & 4 play the wild card teams
- c. Wild card Teams-Are the #5 & 6 teams, league wide, based on the sort criteria noted in the table. WC teams play Division Winners in the first round as follows:  
#3 Division Winner vs. #5 WC.      #4 Division Winner vs. #6 WC
- d. Play-off bracket set up Round 1: Top-Seeds 1 bye, 4 vs 6. Bottom: Seeds 2 bye, 3 vs 5

The Mfl.com system is set up, based on our seeding criteria, to automatically seed teams following

Week 13 of the regular season. Note that this is subject to final review and can be changed if needed.

Tiebreaker-In the event that there is still a tie between teams after the 7 criteria above, then teams will submit a virtual roll of the dice with the lowest total rolled, getting the higher seed. In case of 3 teams tying the team with the lowest total gets the first slot, the next team with the 2nd lowest total gets the next slott, the final slot would go to the 3rd team.

### L. Consolation Playoffs

The remaining 10 teams compete for a 3.17 draft pick in the annual rookie draft. The team earning the highest total points for weeks 14-15-16 wins the draft pick. In case of

a tie the team earning the highest number of points in Week 16 wins.

### **M. Rookie Draft Order**

The order is determined in two parts: Consolation playoff teams (10) and Championship playoff teams (6) from the prior season. Non-playoff teams comprise picks 1 through 10.

Teams that finished in position 7-16 will be assigned a draft slot using the reverse order of potential points for their team. This will be done using the rankings after the week 13 games.

Championship Playoff teams comprise picks 11 through 16. Playoff teams draft in the order they are eliminated from the playoffs by reverse order of record (lowest winning percentage first) with the tiebreaker being total points (lower points first). The Insane Champion picks 16th, the Insane Runner-up picks 15th, the Third Place team picks 14th and the Fourth Place team picks 13th.

### **N. Participation expectations and Penalties**

It is expected that each week a team starts a lineup that is free of players on bye weeks and or injured players. There can be an exception when despite one's best effort an injured player or a player on a bye week is started. These should be a rare occurrence and you may be questioned by a commish why this happened.

In the case of a team starting multiple players who are injured or on bye (if you see this please send a PM to the commish ASAP) - the lineup will be reviewed and a lineup will be submitted using FBG projections for that week. This will be done as early during the Sunday games as possible, however, we may at times not be available every Sunday to input the lineup until later in the day.

The owner who has submitted a lineup with multiple players on bye or who has been listed for days as being out with injury will automatically lose any VP's that are won that week.

If the same owner has another issue during the season the owner will be replaced without another warning or refund.

We are adults playing a fantasy game. It is expected that all owners treat each other as adults, demonstrate positive sportsmanship. There are times when these expectations may not be met therefore a penalty, must be present to insure the smooth operation of

the league consisting of 16 owners who mostly do not know each other personally. Penalties will consist of “fines” (against the annually allotted \$100 auction funds; real money will never be used as a penalty) charged against owners.

### **Reasons for Penalty**

- Failure to Meet League Mandated Deadline: This includes cut down dates, contract assignments, designation of franchise and/or transition tag, etc. If a reasonable excuse is provided to the league for why an upcoming deadline was missed, a penalty may not be necessary.
- Abuse of System: Excessive insults, badgering, and/or miscellaneous unethical behavior may prompt a fine.
- Failure to Participate: This would include repeated failure to submit a game day starting lineup, unexplained prolonged absences in which necessary league information is missed and/or prolonged (e.g. weeks) unresponsiveness to trade offers (always annoying to fantasy owners). Teams are expected to have email notifications on at all times for trade proposals, draft notices.

### **Amount of Fine**

Fining an owner is done when absolutely necessary. It is the hope of the league to have a penalty free season! The amount of fines will range from \$1 FAA for minor violations (e.g. excessive insults) to \$20 FAA for repeated violations and/or major instances.

Repeated violations of the above reasons could result in a owner being dropped from the league with no refund of the league fee.

Replacement Owners will take a team as it is and join in the current league activity.

## **2. How the League Works**

Starting at the beginning of an offseason we will have the following activities.

### **A. League Fee deadline and IR promotion deadline will be in January**

### **B. Trading resumes** (when rosters are compliant and all league fees are paid)

NOTE: Contracts will remain with the previous year values and will be updated when we switch to the next years MFL website.

### **C. Dropping players**

If you drop a player who has multiple contract years left you lose those years.

#### **D. Trades**

Trading is a critical part of building a team in a dynasty league, you should be in it for the long haul. This isn't a "one and done" league where you get to throw everyone back in a pile at the end of the year. Since you keep most of your players from season to season, trading is a major part of attempting to acquire new talent from other owners.

#### **E. Trades-Player Contracts**

When you trade for players you assume their contract length. Players currently residing on an owner's taxi squad will maintain their taxi-squad/rookie status on the new roster. A rookie that was on an active roster can't be deactivated to the taxi squad after they are traded to a new owner. They must stay on the active roster since that was their current status on the previous roster.

While there are no limits on trades (number of players or picks), "trades for future considerations" will not be allowed. All trades must be fully specified. [EXAMPLE: Peyton Manning cannot be traded for "a player to be named later."]

Teams cannot trade franchise or transitional player tags, weekly waiver spots, free agent dollars or contract length assignments.

#### **F. Draft Pick Trading**

The trading of rookie draft picks is allowed and encouraged. The Rookie Draft exists as a means of improving your team with an influx of young talent. You can use your picks not only to draft the newest rookie talent each year, but you can use those picks to trade for more established veteran talent.

Owners may trade any draft pick(s) that they own as long as it is available in the Trading System, 1

season in the future. So during 2013 a team has the 2013 and 2014 draft picks, assuming that the 2014 rookie draft trade fee is paid.

#### **G. Revoking Trades**

The Commissioner can revoke a trade if it falls into one of the following categories:

- Collusion: Two owners get together and decide to make a trade that benefits

one owner while the other owner receives disproportionate value in return.

- Team Dismantling: An owner who has decided to leave the league, but as a parting shot tries to make his team such a disaster, that even the most talented owner would need several years to fix it and make the team competitive.
- Best Interest: The value of the trade could alter the competitive balance in the league in a negative way. Such action could also result in removal from the league.

Trades are not revoked because owners decided that it wasn't such a good deal after all or the trade was "accidental".

This can be avoided in many cases by shopping your players around. You might as well get as much for a player as possible.

## **H. Rookies and the Taxi Squad**

Moving the player to the TS is the owners responsibility.

Rookies with 5 year contracts may be promoted at any time to the active roster. The promotion is permanent.

The Taxi Squad is expanded to 10 from the start of the rookie draft until roster cut day one week prior to the first kickoff of the NFL season. At that time the Taxi Squad is reduced to 5. Players can be dropped directly from the TS or moved to the team's active roster, where they become under contract.

## **I. Rookie Draft (May/June)**

Annual rookie drafts will consist of 5 rounds. Each rookie drafted will be awarded a 5-year contract (commish). Owners will have up to eight hours to make their pick (but are expected to pick as quickly as possible).

**The rookie draft order is the same for each of the 5 rounds.**

## **J. Franchise and Transitional Tags**

Each year you will have the ability to keep 2 of your zero year players by using the franchise and transitional tags. The first tag is the Franchise tag which is extremely useful since you use it on a player and that player automatically gets a 4 year contract. The 2nd tag is the Transition tag which is declared prior to releasing your player and then you have the right to match the highest bid on your player during the transitional auction.

## Franchise Players

Each year every owner will be allowed to place a “Franchise Tag” on one zero-year contract player. This action will prevent that player from going into the Free Agent Auction. It will also result in a 4-year contract being awarded to that franchise player.

## Transition Players - Auction

**NOTE: Submitting a Bid - The Transition Auction uses a method where whatever you bid is the immediate value of your bid. This is different than the FAA which uses “Proxy Bidding” see below for more information.**

If I am willing to pay \$25 for a player and I put in that bid that is what the system will show bid what you are expecting to pay for that player.

**NOTE: When bidding if you increase your own bid the timer will reset (so don't do that). This is only during the non proxy bidding.**

Each year, prior to the start of FAA, every owner will be allowed to place a “Transition Tag” on one zero-year contract player (obviously not the same player that was “Franchised”). This player will be released after he is declared and then be available for the transitional player auction.

The Transition Auction will begin in late June or July. The same pool of monies will be used for both the Transition and Free Agent Draft, so spend your money wisely! Any balance of the \$100 does not carry over to the next season.

Once the transition player has completed the auction process the original owner of the player has the option to match the winning bid in order to keep that player. Notification must be done within 8 hours (but please announce ASAP if you are matching the offer to keep the auction moving) or the player will be kept by the winning team. If the original owner does not have the money or elects not to match the transition bid, the highest bidder will be awarded the player.

Transition players are part of the FA players and share in the pool of 2.5 years per player.

## K. Free Agent Auction (FAA)

**NOTE: Submitting a Bid - Proxy bidding (see later in this section for more complete explanation)**

Immediately upon conclusion of the Transition Auction (when all Transition auctions are complete) the Free Agent Auction will commence. New nominations in the Free Agent Auction will continue for two weeks. After two weeks, no new nominations will be allowed. However, currently running auctions will be allowed to run their course to conclusion.

All Free Agents are available in the Free Agent auction - this includes rookies that were not drafted during our rookie draft.

The MFL software provides an online method for all owners to use when bidding on Free Agents. The minimum bid per player is \$1 and you will only be able to bid on the number of players for which you have available (open) roster spots.

There is no limit to the number of times an owner may bid on a player and bids must be increased by at least \$1 over the previous total dollar amount. When a player has received no additional bids after a 24-hour period, that player will be awarded to the highest bidder. At that time, the amount of money bid will be deducted from that owners money.

MFL.com uses a "proxy bid system" which when used as designed eliminates the need to be checking bids daily, getting involved in bid wars, going over your budget. How it works:

Minimum Opening Bid: \$1.00

Minimum Bid Raise: \$1.00

Let's assume that Franchise 1 opens bidding on Player A, and the initial bid is \$5.00. The system will "remember" the maximum bid of \$5.00, and report the initial bid on this player equal to the "Minimum Opening Bid" of \$1.00. Then, Franchise 2 submits a bid of \$2.00 on Player A. The system recognizes that Franchise 1 was willing to pay up to \$5.00 for Player A, so immediately after Franchise 2 submits his \$2.00 bid, the system notifies him that he has been outbid, and then considers the high bid on Player A to be \$2.00. Then, Franchise 2 submits a bid of \$5.00 on Player A. The system recognizes that this bid amount is equal to the maximum bid made by Franchise 1, so the system then considers Franchise 2 to be immediately out-bid (earlier bids always beat later bids of the same amount), but the system then considers the current bid amount for Player A to be \$5.00 (the maximum amount that Franchise 1 was willing to bid). In other words, this "proxy" bidding configuration allows a franchise owner to bid only as much as he needs to on any given player, and no more.

## **L. Assigning Free Agent Contracts**

One week prior to the season starting owners will be required to assign a contract length to all players purchased during the Transition and FAA period. The contract assigned to each player must be from 1 to 4 years in length.

If someone wins a rookie during the auction that rookie will get the standard 2.5 years just like every other player. **UNLESS** - the rookie is placed onto the taxi squad and is on the taxi squad when the contracts and cuts are due. Any rookies that were on the taxi squad when contracts are assigned will be awarded a 5 year contract and not be counted in the 2.5 years per FA won.

For each player won during the auction period (Transition and FAA), an owner will be allowed 2.5 contract years. The total of the awarded contract years (rounded up) can then be assigned to all purchased players at the discretion of the owner, with each player receiving a 1 to 4 year contract.

*EXAMPLE: Owner A has been awarded 11 players during the FAA process. At the conclusion of the auction, he is assigned 28 years (2.5 years \* 11 players, rounded up) from which he may assign contracts. He then chooses to award four 4-year contracts (16), one 3-year contract (3), three 2-year contracts (6) and three 1-year (3) contracts to those players; for a total of 11 players and 28 years.*

Submission of Veteran contracts: Will be done in a thread that we will start close to the end of the FA auction.

Trading of auction players prior to contracts - trading of these players is allowed and the team getting the player won in the auction is responsible for assigning contract years like they won the player. Once a team posts the contracts they are no longer eligible to trade.

Submission of contracts: Due at the time of roster cuts one week prior to kickoff.

## **M. Offseason waiver run**

The waiver request order to start a new season is the reverse order of final regular season standings from the prior season.

## **3. During the Season**

### **A. Injured Reserved**

Each team is allotted 10 Injured Reserve spots. These spots do not count toward the 45-man active roster.

For a player to qualify to be placed on the league Injured Reserve, he must be listed as IR-eligible by MyFantasyLeague (MFL). MFL will update the IR status of players regularly. The League Office will not preempt MFL in updating the status of a player to IR. If the player(s) aren't categorized as IR by MFL, they aren't IR eligible.

A player who is on IR in the NFL and who is moved back to active roster is no longer eligible for IR in the league and must be moved back to the active roster. Players must be moved back onto the active roster at the end of the season prior to the January deadline.

## B. Waivers

Waiver claims will only be allowed during certain times of the year. When active, claims will be processed on Wednesday nights at 9 p.m. EST. Any owner may make a claim prior to waiver processing but players will only be awarded on Wednesdays. The awarding of waiver players is determined by waiver priority which is reverse order of teams by the standing criteria.

Standings Sort Criteria #1:	Victory Points
Standings Sort Criteria #2:	Overall Winning Percentage
Standings Sort Criteria #3:	Total Points Scored
Standings Sort Criteria #4:	Head-To-Head Record
Standings Sort Criteria #5:	Conference Winning Percentage
Standings Sort Criteria #6:	Divisional Winning Percentage
Standings Sort Criteria #7:	Reverse Order Of Opponent Total Points Scored

There will be a First Come, First Serve waiver period from Wednesday at 9:30 p.m. until kickoff Sunday.

All players dropped during the waiver runs will be locked for 2 days and will run at 3:00AM the day after the player is unlocked.

Players dropped on a Tuesday will run on Friday morning at 3:00AM

Players dropped on a Wednesday will run on a Saturday morning at 3:00AM

Players dropped on a Thursday will run on a Sunday morning at 3:00AM

Players dropped on a Friday will run on a Monday morning at 3:00AM (even if the player played on Sunday)

*EXAMPLE: Owner A drops Brian Urlacher to waivers. Owner B sees this and the following week submits his waiver claim (Monday night). The next day, Owner C decides to also submit a waiver claim for Brian Urlacher (Tuesday) The next day, Wednesday, at 9 p.m. EST,, MFL will process waiver claims by examining all claims submitted for an individual player. The owner with a lowest waiver priority number will then be awarded Brian Urlacher. To be awarded a waiver player, the winning owner must have at least one open roster spot.*

The standings sort criteria and the waiver tie breaking criteria are the same.

### **C. Waiver Contracts**

Players picked up via waivers are automatically assigned a 1-year contract. If a rookie is picked up, then that player is eligible to be placed on the taxi squad as long as the owner does this prior to the start of that week's games and has room on their taxi squad. That player will be assigned a 5-year contract as long as that player remains inactive (on the taxi squad) for that week's NFL games.

### **D. Taxi Squad**

Only rookies may be initially placed on the taxi squad. Players may not be started that are on the taxi squad. Owners can leave players on the taxi squad as long as they want (multiple seasons). There is no requirement to promote taxi squad roster players during the off season

1. A Rookie that is promoted from the TS to the active roster is not permitted to return to the TS.
2. A Rookie who was promoted from the TS and then traded to another team, is not permitted to return to TS.
3. A Rookie who is on TS and traded to another team can be placed on that team's TS, a TS slot must be open. Notify the Commish via the league message board to move the player to TS prior to the next scheduled NFL game day. Reason being the rookie was already on TS, so only Commish can do action.

### **E. Trade Deadline**

The trade deadline is week 12 - please check the league calendar for exact date and time.

Trading will resume ONLY after the following have occurred:

- The Playoffs have concluded;
- ALL teams have paid League Fees for the following season (Deadline: February 1st. of following year); and
- ALL teams have promoted players from IR to active roster (Deadline: February 1st of following year).

Once both teams have agreed to the trade it is processed automatically.

During the Rookie draft trades are reviewed and approved by the Commish to insure that only teams who have paid for trading 2014 rookies picks are doing so.