

# **English Football Association Bylaws**

*Updated: 5/3/20*

## **League Structure:**

### Divisions

This league is meant to mirror the structure of the top soccer (football) leagues in England. The league will be composed of 92 teams (clubs) divided into 4 divisions, each representing an English football league. These divisions will be set up as follows:

- Premier League (Level 1) – 20 clubs
- League Championship (Level 2) – 24 clubs
- League One (Level 3) – 24 clubs
- League Two (Level 4) – 24 clubs

### Teams

Owners must choose a team currently competing in one of the four, previously mentioned leagues.

### Promotion and Relegation

One of the main components of the English football system is the concept of promotion and relegation. Each year the best clubs are promoted to the next highest league, while the worst clubs are relegated. The promotion/relegation structure will be as follows:

- Premier League – Bottom 3 relegated.
- League Championship – Top 2 automatically promoted; next 4 compete in a playoff with the winner gaining the third promotion spot. Bottom 3 relegated.
- League One - Top 2 automatically promoted; next 4 compete in a playoff with the winner gaining the third promotion spot. Bottom 4 relegated.
- League Two - Top 3 automatically promoted; next 4 compete in a playoff with the winner gaining the fourth promotion spot.

In the first year of the league, all clubs will compete in the same league. All-play record will be used to determine standings and then to place clubs into their appropriate leagues. As such, clubs will play in leagues with others of similar talent. In the following years, promotion and relegation between the leagues will take place as described above after rookie drafts have been completed.

### Schedule and Standings

After the inaugural league year, clubs will play only those in their respective leagues. The regular season schedules are outlined below.

- Premier League - Each club will play all other clubs once. Single matchups Weeks 1-13, doubleheaders Weeks 14-16.
- League Championship - Each club will play all other clubs once. Doubleheaders Weeks 1-11, Single matchup Week 12.
- League One - Each club will play all other clubs once. Doubleheaders Weeks 1-11, Single matchup Week 12.
- League Two - Each club will play all other clubs once. Doubleheaders Weeks 1-11, Single

matchup Week 12.

The standings will be determined using the victory point system. Each club will be awarded 3 points for a win, 1 for a tie (unlikely), and 0 for a loss. Ties in the standings will be broken by total points.

There are no standard playoffs in any of the leagues. The club that finishes at the top of the standings is crowned the champion. There are, however, promotion playoffs in the three lower leagues. The structure of those playoffs is described below.

- Premier League - No playoffs
- League Championship - Clubs that finished 3-6 in the standings will compete in the playoffs (3v6, 4v5). Each matchup takes place over 2 weeks (i.e. 1st round in weeks 13-14, championship in weeks 15-16)
- League One - Clubs that finished 3-6 in the standings will compete in the playoffs (3v6, 4v5). Each matchup take place over 2 weeks (i.e. 1st round in weeks 13-14, championship in weeks 15-16)
- League Two - Clubs that finished 4-7 in the standings will compete in the playoffs (4v7, 5v6). Each matchup take place over 2 weeks (i.e. 1st round in weeks 13-14, championship in weeks 15-16)

### **Cup Competitions:**

Ideally, all cup competitions will be scheduled around bye weeks to prevent placing any club at a disadvantage during the competition. However, depending on NFL bye weeks and the length of each competition, this may not always be possible.

#### League Cup

The League Cup is a league-wide tournament that will take place simultaneously to our regular season/promotion playoffs. All 92 clubs will participate and have the opportunity to win. The structure of this tournament is meant to mirror the structure of the actual tournament as much as possible.

The League Cup competition is divided into seven rounds, organized so that 32 clubs remain by the third round. The clubs from the previous year that would qualify for "European Competitions" receive byes until the third round. This includes 1st through 5th place in the Premier League, the previous League Cup winner, and the previous EFL Trophy winner. The remaining Premier League clubs enter at the second round, and all other clubs enter at the first round. If the number of byes causes an odd number of teams to enter a round, the highest-placed team of those relegated from the Premier League the previous season will be given a bye. There will be a separate draw for each round of fixtures. (i.e. At the conclusion of the first round of fixtures, the winners will be placed in a draw with the clubs entering the competition at round two. At the conclusion of round two, the winners will be placed in a draw with the clubs entering the competition at round three.) Matches in all rounds are single-legged (one game), except for the semi-finals which consist of two legs.

In year one, all clubs will enter the competition in the first or second round. Thirty-six teams will be awarded byes at random. The rest of the competition will proceed as outlined above.

#### EFL Trophy

The EFL Trophy is a tournament that takes place each season, open to the 48 clubs from League One and League Two. All 48 clubs will enter the competition in the first round. The 24 clubs that win their first

round match will advance, along with the 8 losing clubs with the highest score (leaving 32 clubs for round two). There will be a separate draw for each round of fixtures. The competition is single elimination and matches in all rounds are single-legged (one game).

There will be no EFL Trophy competition in year one.

#### FA Community Shield

The FA Community Shield is an annual match contested Week 1 between the champions of the previous Premier League season and the holders of the League Cup. If the Premier League champions also won the League Cup then the Premier League runners-up provide the opposition.

There will be no FA Community Shield in year one.

#### The Euro Cup (New for 2020 and beyond)

The Euro Cup will consist of all 184 teams in EFA and EDSL (our sister league) and will span from Week 1 through Week 16. The entirety of the tournament will be hosted on Google Sheets. Lineups used will be lineups submitted to the EFA or EDSL League Page for the appropriate week. The tournament will span three stages: A Weekly Points Knockout Qualification Stage, a group play stage, and a tournament stage. Owners of teams in both EFA and EDSL can have their teams play each other in any stage, ownership will not be taken into consideration during this tournament.

#### *Stage One: Points Knockout Qualification Stage*

Weeks: 1 – 4

The Points Knockout Qualification stage begins with all 184 teams in EFA and EDSL. Eliminations each week will be based on team's scores from that week only unless there is a tie. Any ties over the elimination threshold in Weeks 1-3 will result in extra teams being carried over and the number of eliminations growing the same amount for the following week. If teams tie at the elimination threshold in Week 4, total points scored over the four weeks will be used as the tie breaker.

- Week 1: 25 lowest scoring teams over Week 1 will be eliminated. 159 teams remaining.
- Week 2: 15 lowest scoring teams over Week 2 will be eliminated. 144 teams remaining.
- Week 3: 10 lowest scoring teams over Week 3 will be eliminated. 134 teams remaining.
- Week 4: 6 lowest scoring teams over Week 4 will be eliminated. 128 teams remaining.

#### *Stage Two: Group Play Stage*

Weeks: 5 – 10

The Group Play Stage will include the 128 teams who survived the first stage. The surviving teams will be separated into 32 groups of 4. The procedure for assigning groups will be as follows:

1. Teams will be split into 4 quadrants by cumulative points scored over the first 4 weeks.
2. Each quadrant will then have their own 100yardrush race or have a live drawing done and placed into appropriate groups by finish or when selected.
3. Each group will have a member of each quadrant by the end of the process.

Each team will play the other three teams in its group twice over the Weeks 5 - 10. Teams will get 3 points for a win, 1 point for a draw, and 0 points for a loss. (NOTE: For the purposes of this stage, games in which teams finish within 5 points of each other will be counted as a draw.) The top two teams in each group (64 teams total) will advance to the next stage of the tournament. Total points scored over the Group Play stage will be the tiebreaker for final standings in this stage.

#### *Stage Three: Tournament Stage*

Weeks: 11 – 16

The Tournament Stage will consist of a 64-team single knockout tournament. Brackets will be seeded where 1A plays 2B on one side of the bracket and 2A plays 1B on the other side of the bracket and so on: So C plays D, E plays F, etc. Any ties during this stage will be broken by the team with the most potential points that week advancing. The championship game will fall on Week 16.

The winner of the Euro Cup will be declared after the stat corrections process after week 16 concludes.

#### Losers Tournament (New for 2020 and beyond)

All non-playoff and auto promotion teams from Championship, League One, and League Two are entered into a losers bracket points tournament. The winner shall receive 100 FAAB.

There will be 53 total teams in the Losers Tournament and it will take place between week 13 and week 16 of the season.

- Week 13: 23 Eliminations
- Week 14: 15 Eliminations
- Week 15: 10 Eliminations
- Week 16: 4 Eliminations to leave 1 winner.

#### **Startup Draft:**

All 92 clubs will take part in a 35-round startup draft (snake style), with 4 copies of each player (rookies included). No club will be allowed to have more than one copy of a single player. The draft order will be randomized. The draft timer will be 4 hours for the first 20 rounds and 2 hours thereafter, with no pauses. Pre-drafting is highly encouraged due to the number of teams in the draft.

\*EDIT: Any team with 2 total timeouts will be put on autodraft for the remainder of the startup.

*This is subject to change due to time constraints. May be forced to have 4 separate drafts. We re-evaluate when the league is filled.*

#### **Dispersal Drafts:**

At the conclusion of each season, each league (Premier/Championship/League One/League Two) will hold a dispersal draft. The exact time of the drafts will vary year to year, but will occur BEFORE the winter transfer window opens and AFTER the following requirements have been met:

1. All vacant clubs have replacement owners
2. All 92 owners have paid league dues

All replacement owners added after the season has concluded will be automatically entered in the appropriate dispersal draft. Replacement owners who were added during the previous season will have the option to enter, but will not be required to. In addition, any owner may declare for the dispersal draft so long as the following requirements are met:

1. The club had a losing record in the most recent season
2. The owner has not entered a dispersal in the last three seasons
3. The owner has declared privately to the Commissioner that he/she intends to enter the dispersal

## draft

The deadline to declare for the dispersal draft will be 11:59 pm Eastern on December 31 of each year. If only a single owner has declared for the dispersal and the corresponding league does not have any replacement owners, the dispersal draft for that league will not be held.

Once owners have declared for the dispersal drafts, the Commissioner will send an email to the league announcing the dispersal draft entrants. All assets, both players and draft picks, for participating teams will be entered into the player pool. Each draft will take place via Google Sheets with a 24-hour pick clock. It is the responsibility of each owner to notify the following owner after making his/her pick. If an owner fails to make a pick during the 24-hour period, he/she will be skipped and the owner will make a replacement pick at a later time.

## Rosters and Lineups:

Starting lineups will require 18 players, as follows:

OFFENSE (8): QB/RB/WR/WR/TE/Flex/Flex/Flex

DEFENSE (10): DL/DL/LB/LB/LB/DB/DB/Flex/Flex/Flex

Rosters will have a max of 35 players + 5 player Injured Reserve. Only players on NFL IR lists are eligible.

In the offseason clubs may go over the roster limit to account for acquired draft picks, etc. However, owners will not be able to submit a lineup nor acquire additional players through waivers until under the 35-man limit.

Owners are expected to submit a competitive lineup every week. This means no submitting partial/incomplete lineups or starting players who are on a bye week. If you are habitually starting players on byes or have missed as many as two total lineup submissions, the commissioner reserves the right to remove you from the league without refund of your paid dues.

## Scoring:

This league will use the "No Position Left Behind" scoring system. Details can be found on [our league scoring page](#).

## Trading:

In year one, clubs can trade with all other clubs throughout the year.

In following years, clubs will only be permitted to trade within their league, with the exception of several "transfer windows." During the transfer windows, clubs are permitted to trade with any club, provided they do not trade for draft picks outside of their league or players already on their roster. The league transfer windows will take place as follows:

1. One transfer window will begin at the conclusion of the yearly dispersal drafts and end four weeks from that date.
2. The second transfer window will begin immediately following the conclusion of rookie drafts and

the promotion/relegation process, and will end two weeks from that date.

3. A third transfer window will open at kickoff of the Hall of Fame game and close at the conclusion of the Week 4 Preseason games.
4. Fleece Free Week beginning at the conclusion of Week 6.

Trades are processed immediately upon acceptance of the trade by both owners. All trades are final unless there is obvious collusion. Players traded between two teams may not be traded back to the same team for any reason for a period of 3 weeks to prevent trades used to simply avoid bye weeks.

#### New Owner Fleece Free Transfer Window (Transfer Window 1)

New Owners will not be able to trade until all dispersals have concluded and the transfer window opens. During the first transfer window of each season New Owners will be allowed to trade with the entire league, but with distinct regulations. The general idea is to help new owners learn league valuations and make sure they can make the most informed moves possible.

During this transfer window trading will be open and trading will be allowed between leagues but the commissioner trade review function will be turned on. If a trade is accepted involving a New Owner, the commissioner will create a message board post detailing the trade. There will then be a 24-hour review period where teams can offer alternative packages to the New Owner involved in the original trade to see if they can beat the accepted offer. If a new trade is agreed to and accepted, the commissioner will reject the original trade and the new trade will then begin its own 24-hour review period. If a new trade has not been agreed to at the conclusion of the 24 hours, the original trade will be processed.

NOTE: Copies of the same player traded for each other will not count for this window, also trades cannot be backed out of during the 24 hour period.

Trades accepted by two established owners will be processed by the commissioner ASAP, and will not be subject to the 24-hour review period. Please message the commissioner when a trade gets accepted. Old Owners will be locked into deals with New Owners and do not get the fleece free optionality.

At the conclusion of this transfer window, all trades that are currently under review will have their review period extended for an additional 24 hours. This will be deemed the "last chance" period. Any counter offers agreed to during the last chance period will be processed immediately and will not be subject to review. At the conclusion of this period, all open trades will be processed and the first transfer window will conclude.

NOTE: This is the only window New Owners will have special regulations.

#### Fleece Free Week (Transfer Window 4)

At the conclusion of Week 6 (when the Monday Night game ends) the league will hold a "fleece free trade week." This will function as an additional special transfer window, but with distinct regulations. The general idea is to give league members a chance to "beat" accepted trades by offering something better.

During this week the trade window will be open and trading will be allowed between leagues. However, the commissioner trade review function will be turned on. If a trade is accepted the commissioner will post a message board post detailing the trade. There will then be a 24-hour review period where teams can offer alternative packages to either team involved in the original trade to see if they can beat the accepted offer. If a new trade is agreed to and accepted, the commissioner will reject the original trade and the new trade will then begin its own 24-hour review period. If a new trade has not been agreed to at the conclusion of the 24 hours, the original trade will be processed. NOTE: Copies of the same player traded for each other will not count for this week (contrary to the standard 3 week rule). Trades cannot be backed out of during the 24-hour review period.

This transfer window will be open from the conclusion of the Week 6 Monday Night Football game until Friday of the same week at 11:59pm Eastern. At the conclusion of this transfer window, all trades that are currently under review will have their review period extended for an additional 24 hours (until Saturday at 11:59pm Eastern). This will be deemed the “last chance” period. Any counter offers agreed to during the last chance period will be processed immediately and will not be subject to review. At the conclusion of this period, all open trades will be processed and “fleece free trade week” will have officially concluded.

## **Rookie Draft**

Each year (minus year one) a 5-round rookie draft will be held approximately 2 weeks following the NFL Draft. Each league will hold its own rookie draft with a separate rookie pool. Rookie drafts will happen before the promotion/relegation process. Drafts will be slow email-style using an 8-hour timer with no pauses. Pick order will be assigned in the following manner for each league:

- Premier League - Reverse order of potential points for clubs 4-20. Clubs 1-3 will have picks 18-20 in reverse order of finish.
- League Championship - Reverse order of potential points for clubs 7-24. Clubs 1-6 will have picks 19-24 in reverse order of finish.
- League One - Reverse order of potential points for clubs 7-24. Clubs 1-6 will have picks 19-24 in reverse order of finish.
- League Two - Reverse order of potential points for clubs 8-24. Clubs 1-7 will have picks 18-24 in reverse order of finish.

Due to the league organization, rookie picks will not be available for trade until the conclusion of year one and the four leagues have been established. After each year’s rookie draft and promotion/relegation process has been completed, the following year’s picks will become available for trade. Rookie picks can NEVER be traded between leagues during transfer windows.

NOTE: Only rookies are eligible to be drafted in rookie drafts.

## Supplemental Draft

Beginning in 2020 and applying to all future years, owners may draft players during the rookie draft that they think may enter that year’s NFL supplemental draft. The process is as follows:

1. Commissioner will create a message board thread where owners may request a custom player be added to the player pool (this is currently the process for adding rookies not in the MFL player database).

2. Owners must post in the thread which player they would like added and state that it is a potential supplemental draft player.
3. Once that player has been added to the player pool, he is eligible to be drafted during the rookie draft.
4. If the player DOES enter the NFL Supplemental Draft, he will remain on the roster of the owner(s) that drafted him.
5. If the player DOES NOT enter the NFL Supplemental Draft, he will be removed from all teams and the MFL player pool and any draft picks spent on the player will be considered forfeit.

NOTE: Players drafted under these stipulations may not be traded until AFTER the NFL Supplemental Draft takes place. Any undrafted copies of players requested may not be added via waivers until AFTER the NFL Supplemental Draft takes place.

## **Waivers**

Each club will be given a yearly \$500 budget to use towards acquiring free agents through the blind bidding process. This budget is a tradable asset.

The first waiver period will begin following the closure of the summer transfer window. Each week, bids will process on Wednesdays at 8:00pm EST. There will be no first come, first served period.

Starting at the conclusion of preseason, blind bidding waiver requests will be accepted from Monday night (8:00pm EST) until Wednesday at 8:00pm EST. At this time, requests will be awarded based on bid amounts. Clubs will then have the opportunity to acquire players through first come, first served waivers until the kickoff of each player's game that week. This process will repeat each week until the kickoff of Week 16, at which point waivers will close until after the summer transfer window.

NOTE: Players dropped during blind bidding will lock for 24 hours to allow every club a fair shot at acquiring them.

## **League Dues:**

### League Dues

League dues are \$25 yearly. Due to the structure of the league and in order to maintain league integrity, all teams are required to pay one year in advance. This is to avoid situations in which an owner poorly manages his/her team and then quits the league when relegated. Finding a replacement owner who wants to pay \$25 for a bad team in the bottom division could be near impossible to do. This will help prevent that and maintain the longevity of the league. Dues must be paid before kickoff of the Super Bowl each year. Any team who has not met the payment deadline will be immediately removed from the league so a replacement can be found.

### Abandoned Teams

In the event of a team being abandoned midseason, the commissioner will set the abandoned team's weekly lineup using the highest MFL projected score. Abandoned teams will not make any waiver moves or trades until a replacement owner has been identified. Teams will be considered abandoned if one of the following occurs:

1. The Franchise Owner contacts the Commissioner stating that he/she would like to leave the

league

2. An owner doesn't log into the league website for a period of 4 weeks without communicating to the Commissioner. In addition, if an owner doesn't set their lineup without notifying the Commissioner, the Commissioner will issue a warning to that individual via email. If the owner doesn't respond to this email or doesn't set their lineup for a second time during that season, the team will be considered abandoned and the owner will be removed from the league. Once an owner has been removed, he/she will not receive a refund from Leaguesafe.com and he/she is no longer eligible to win any prize money.

Abandoned teams forfeit their league dues for the following season, which will be used to recruit a replacement owner.

#### Refunds and Replacement Owners

Owners that decide to leave the league will be entitled to a refund of future league dues IF they find a replacement owner AND that owner pays the league dues by the deadline (kickoff of the Super Bowl). If those requirements are not met, the owner will not receive a refund and those future league dues will be used to recruit/entice a replacement owner to join the league.

#### **Mandatory End of Season Poll:**

At the conclusion of each season, a poll will be posted on the league page asking each owner whether or not he/she plans on returning for the following season. Responding to this poll will be mandatory. At the end of the voting period, any owner that has stated he/she will not return for the following season will be immediately removed. In addition, the commissioner will assume that any owner who did not answer the poll will not be returning and those owners will be removed as well. This is to expedite the recruiting process and avoid delays in the start of the winter transfer window.

#### **Prize Structure:**

Payment and prize structure is as follows (*Updated for 2020 and beyond*):

Total Collected: \$2300 (\$25\*92)

MFL League Fee: \$70

Total Available for Prizes: \$2230

#### Premier League

Champion: \$370

2nd: \$275

3rd: \$200

#### League Championship

Champion: \$200

2nd: \$150

Promotion Playoff Winner: \$100

#### League One

Champion: \$100

2nd: \$75

Promotion Playoff Winner: \$50

League Two

Champion: \$50

2nd: \$40

3rd: \$30

Promotion Playoff Winner: \$25

Miscellaneous

League Cup Champion: \$150

EFL Trophy Champion: \$75

FA Community Shield Winner: \$25

The Euro Cup: \$50 (\$25 funded by EFA, \$25 funded by EDSL)

Weekly High Scorer: \$10 \* 17 weeks = \$170

Season Point Champion: \$25

League 1 & 2 Season Point Champion: \$25

Jersey/Scarf (or similar) to Premier League Champ + League Cup winner (if money remains): \$70 (leftover from not needing an MFL Deluxe League)

Because of league structure, year one payouts will be altered as follows:

Overall Finish based on All-play Record

1st: \$400

2nd: \$245

3rd: \$185

4th: \$160

5th: \$135

6th: \$110

7th: \$95

8th: \$80

9th: \$65

10th: \$50

11th: \$45

12th: \$40

13th: \$35

14th: \$30

15th: \$25

Miscellaneous

League Cup Champion: \$250

Weekly High Scorer: \$10 \* 16 weeks = \$160

Season Point Champion: \$50

Jersey/Scarf (or similar) to 1st place + League Cup winner: \$70 (leftover from not needing an MFL Deluxe League)

**Gameplay and Conduct:**

All owners are expected to be active participants in the league. Owners are expected to strive to create a winner. Owners who ignore their team and the league shall be deemed unfit and removed from the league.

Activity is expected in setting lineups and trades (teams are not required to send trades, however, they are expected to respond to them in a timely manner).

Collusion is highly unacceptable and will result in expulsion from the league.

Please actively use the League Message Board for communicating. This can include general discussions, trash talk, and official league business. If there is enough interest, we will establish a league GroupMe chat.

### **IMPORTANT NOTES:**

THIS IS AN EXPERIMENTAL LEAGUE. Because this is a new style of league, we may encounter some unexpected hiccups along the way. If/when these situations arise, the commissioner will determine the best course of action via vote or executive decision. All decisions will be made with the best interest of the league and its members in mind. All unscripted actions taken will be with the purpose of maintaining fair, fun, and honest play. Please bear with me as we make this league unique and fun!

## **2020 COVID-19 Pandemic Contingencies**

Due to the COVID-19 pandemic, the following adjustments and contingencies are added to the league effective immediately for the 2020 season:

- Injured reserve spots are increased to 7 for the 2020 season. COVID-19 opt outs (designated on MFL with the "H" status) are eligible.
- A 7-spot taxi squad will be added for the 2020 season. The only eligible players will be those on the NFL COVID list (designated with the "C" status on MFL).
- As all preseason games have been cancelled, the preseason transfer window will begin at 6pm EDT on August 8. The transfer window will close at 11:59pm EDT on September 3.

- In the event that the NFL plays fewer than 8 weeks of games:
  - The 2020 fantasy football season will be considered a wash.
  - No prize money will be paid and all funds will be carried over to the 2021 season.
  - No promotions/relegations.
  - If fewer than 5 weeks are played the 2021 rookie draft will be an auction and funds will be allocated in the following manner:
    - Rookie picks in each round will be assigned monetary values in a scaled manner using potential points from 2019 + the completed weeks from 2020.
    - The monetary values for rookie picks are:
      - 1st: \$100-\$150
      - 2nd: \$40-\$60
      - 3rd: \$20-\$25
      - 4th: \$10
      - 5th: \$5
    - The values will be scaled using potential points. The picks for the team with the fewest potential points will be awarded the highest point value for each round, while the team with the most potential points will be awarded the lowest point value for each round. For example: The team with the fewest potential points will receive \$150 for its first round pick, \$60 for its second round pick, and \$25 for its third round pick. The team with the most potential points will receive \$100 for its first round pick, \$40 for its second round pick, and \$20 for its third round pick. The dollar amounts will scale equally from 1st to 20th in Premier League and 1st to 24th in the other 3 leagues.
  - If more than 5 weeks are played the 2021 rookie draft will proceed as normal, using 2020 standings and potential points to decide draft order.
  
- In the event that the NFL plays 8 or more weeks of games:
  - The fantasy football season will end when the NFL cuts its season short.
  - Promotion and relegation WILL occur.
    - The top 3 teams (4 in League Two) in the standings in each league will be promoted and the bottom 3 teams (4 in League One) in the standings in each league will be relegated. Ties in standings are broken by points scored.
  - The following prizes will be paid in their standard amounts:
    - Premier League 1st-3rd
    - League Championship 1st-3rd
    - League One 1st-3rd
    - League Two 1st-4th
    - FA Community Shield
    - Weekly high scores
    - Season point champion
    - League 1 & 2 point champion
    - Premier League Champion jersey

- Leftover funds from unfinished competitions (League Cup, EFL Trophy, Euro Cup, weekly high scores) will be rolled over to 2021 and all league members will have their 2021 dues decreased by that amount rounded down to the nearest dollar (i.e. \$330 in leftover prize money/92 teams = \$3.58 per team, so each team would receive a \$3 discount towards 2021 dues).

The above changes are subject to change based on additional information and/or changes from the NFL. Any additional changes will be made with the best interest of the league in mind.