

Deaf Elite Fantasy Football League

DEFFL Guideline

As of 1/25/25

I. Structure

A. The league is a 12-team league with six teams in two divisions. The division shall be determined by two teams with best record in 2 year span. They will choose teams in their division for 2 year span starting in 2026. This will happen before rookie draft night.

(Motion 2025)

B. There is a 14-week, 14 game schedule. Every team will play two games against their divisional rivals for ten games total a year. In the remaining 4 games, everyone will play the other division. Next year will play another 4, this format to ensure everybody plays everybody at least once in 2 year span.

C. Each franchise will have an owner and there will be 12 owners in total.

D. This will be the individual who submits all league fees, starting lineups, and makes roster moves unless the owner requests someone to act on their behalf.

E. The owner of each franchise will have the right to maintain ownership from season to season.

F. Failure to comply with acceptable management practices (i.e. failing to turn in lineups on a consistent basis including any threats,etc) will be grounds for expulsion.
(non-refundable)

1. The expulsion of a team will be at the discretion of the league commissioner.

2. Changes in franchise ownership require a majority vote among all twelve franchises. (Commissioner makes final decision)

3. Rosters are transferred with change of ownership.

G. No owner may own more than one franchise at any given time.

H. No owner may change the location name, team name, and the head coach name for their team without majority approval from the twelve franchises in the league.

1. The team location name must be a valid city or town name found in the United

States.

2. The coach must be an active head coach in the NFL. If a team's coach becomes inactive, the franchise may name a new active coach without majority approval.
3. There cannot be any duplicate coach names among the twelve franchises. A coach name must be available for use.
4. There also cannot be any duplicate city or town names even if they are from different states in the United States.
5. All changes are only permitted in the off-season following a majority vote, except for changing a coach's name should your franchise's current coach become inactive.
6. All changes must be through video on forum (or facebook).
7. Another exception, for changing names, is for when the league commissioner appoints a new owner to a franchise on an emergency basis.

I. Season set up & important dates:

1. Fourteen game season starting with week 1 of the NFL season and concluding with week 15 of the NFL season.
2. The trading deadline is on the Tuesday prior to week 11 of the NFL season.
3. Play-offs begin in week 15 and conclude in week 17.
4. Following the championship game in week 17, there will be no league activity until February 15th. (Definition: No transactions)
5. A new league year begins on February 15th; all player contracts lose a year at that point. This is when franchise and transition-tagging period begins. Every team must have at least 100 dollars paid in order for off season to start.
6. Free agency should start on March 1st (but sometimes it is delayed by the commissioner for various reasons having to do with annual league set up) and Feb 22nd is also the deadline for each team to declare its franchise and/or transition tagged player.
7. 7 days after FT/TT announce ends, that's when the owners can start bidding.
8. The three round rookie draft will occur on a day (or over days) and a time

frame determined by a majority vote of all twelve franchises.

9. **14 days before kick off of the first NFL regular season game** is the deadline to sign your rookie draft picks, and UFA closes. Also, all franchise rosters must meet the minimum requirements (18 players, 18 years, and 5.4M) on this date. This is also considered officially DEFFL SEASON STARTS.

10. Restricted free agents who were never bid on may be signed, by their original franchises, at 50% of their previous year's salary **1 weeks after rookie draft. (Window will be set up by commissioner, after that all of RFA will become UFA)**

11. Unrestricted free agents (rookies only) who were drafted but never signed may be bidded. It will be a different procedure than a regular 7 day wait period. It will be 72 hours ongoing bidding. (Refer to 7.N)

12. NO activity shall be performed within 7 days of kickoff. (Commissioner have right to determine any activity)

13. Any owners can appeal the Commissioner's decision. Cost: \$5. If the ruling council overrule the Commissioner's decision. Owner shall receive \$5 back. If the ruling committee in favor of the commissioner's decision, the league shall keep \$5.

II. Weekly Line-ups

A. A weekly line-up consists of the following positions:

1. (1) Quarterback, (1) Running Backs, (3) Wide Receivers/TE, (1) Kicker, (1) Team Defense and one FLEX (RB,WR,TE)

B. You must have legal lineup that consists of each position filled with active player. Failure to do that, lineup will be same as last week or the commissioner will have the right to edit to best lineup possible. (Including leaving IR/Bye player)

C. Each owner is responsible for ensuring that his or her weekly line-ups are posted.

D. Deadline for lineup: 5 minutes before first kickoff of each time slot.

III. Regular Season

A. Final records will be used to determine play-off seedings and final draft positions.

B. Lineup must have legal lineup, if illegal lineup will face expulsion from this league without any warning. (What consider illegal- starting bye player/team, starting any player/team is on NFL FA with plenty of cap room to make adjustments. If cap wise, the commissioner will visit the situation to see if the owner is trying to make adjustments to his roster to prevent easy wins. Leaving the IR player in the lineup for more than 1 week.)

C. Any public congratulation before the final game ends of the week is considered a white flag. Team that congratulate their opponent will receive automatic loss.(2019)

D. No team shall be allowed to TANK season intentionally by leaving BYE player, IR player or player that obviously will not play. As a result of that- expulsion will happen immediately.

IV. Player Contracts

A. Requirements for player contracts:

1. Roster and salary cap limits for each franchise:

- a) Must have a minimum of 18 players under contract to a maximum of 24 players.
- b) The salary cap is \$25,000,000 per franchise (passed in 2020).
- c) The total length of all player contracts combined must not exceed 60 years.

2. Individual player contracts:

- a. Minimum annual salary allowable: \$300,000
 - b. Minimum contract length in years: 1 year.
 - c. Maximum contract length in years: 4 years.
- 1. No player may have more than one contract at any given time (i.e. no extensions on top of existing contracts).
 - 2. The contract and roster limits rules cannot be revised unless there is a rule change enacted by a majority vote by all franchises.

3. All contracts are guaranteed except for the final year of the contract.
Exception, if a player signs a 1-year contract, that one year is guaranteed.
- B. No team may exceed the roster limits at any time, even in the off-season.
- C. If a team performs any transaction (a bid on a free agent, a trade for a player, a free agent signing, or a waiver wire pick up) that, if processed, would then put the franchise over the cap or roster limit, that specific transaction will then be denied by the commissioner.
- D. The failure of a franchise in securing the necessary cap or roster space prior to making a free agent signing would then make the player in question a free agent free to sign with any franchise.
 1. The franchise that made an error will not have a grace period to rectify its error. The player in question is a free agent immediately following the error.
- E. Once a player signs a contract with a franchise, that player is not a free agent until the completion of his contract or his release from the franchise.
 1. All players become free agents at the completion of their contracts.
- F. Each contract year reduces by one year on February 15th, until there are no contract years left and the player becomes a free agent.
- G. Head coaches do not count towards roster limits or salary caps. They are merely franchise “figureheads”.
- H. Franchises can only be released from their obligations to guaranteed contracts by the real life death of the fantasy player in question.
- I. In real life NFL if a player is tagged in any means (FT, TT ET..etc) and the player did not sign any contract. Until the NFL's deadline, the player shall remain on team's active roster until the NFL announces the player is INELIGIBLE. Then the team can place him on Suspension roster. (LeVeon bell situation) (2019)

V. Play-off Structure

- A. DEFFL play-offs will be held in weeks 14 through 16 of the NFL regular season.
- B. Tiebreaker (for regular season)- in series order: Head to head record, Division record, Head to Head differential, Points overall.
- C. The play-off field will consist of eight teams, Top 4 from each division.
 - . Division champions will be ranked #1. It will be like AFC vs NFC style bracket. (A1 v

A4, B1 v B4, A2 vA3, B2 vB3)

D. Should there be a tie in the play-offs, the highest single player score on either team determines which franchise advances to the next round (i.e. Team A scores 80 points and team B scores 80 points. On team A, Peyton Manning was the highest scorer with 25 points and on team B, Larry Fitzgerald was the highest scorer with 26 points. Team B advances to the next round.)

1. If there is a tie between both high scorers, then the tiebreaker moves on to the second highest scorers and so on.
2. In the unlikely event that all 8 starters matched each other's scores, both teams will advance to the next round and it will be a three-team match up with a single winner.
3. In the unlikely event that a tie occurs in the DEFFL Superbowl, the prize money will be automatically split 50/50 or evenly among multiple teams.
4. In the unlikely event that both teams forfeit their play-off match up, the team in the next round will automatically earn a bye.

D. If a forfeit occurs in the DEFFL Superbowl, the forfeiting team(s) also forfeits their prize money and the money will be spent elsewhere at the commissioner's discretion.

E. Consolation champ: Loser of 1st round playoff (winner bracket), There wont be a bracket style, top 2 scoring out of 4 teams shall advance, then face each other for 5th pick in rookie draft and cash prize.

F: Toilet bowl champ: For those teams who didn't qualify for playoffs. (4) teams will play each other, winners teams shall advance next week and play each other for no.1 pick in rookie draft.

VI. Forming New League Draft

- A. All names will be thrown into hat and draw.
- B. Once a team has been drawn, that owner has right to determine which draft slot he wants.
- C. Draft will be conducted snake style draft.
- D. Salary for each round

1	\$3,000,000
2	2,500,000
3	2,000,000
4	1,750,000

5	1,500,000
6	1,250,000
7	1,000,000
8	750,000
9	500,000
10	300,000
11	300,000
12	300,000
13	300,000
14	300,000
15	300,000
16	300,000
17	300,000
18	300,000
19	300,000
20	300,000
21	300,000

VII. Annual Rookie Draft

- Division draft check 1.A (2025)

A. The draft date will be on third weekend of June, if $\frac{2}{3}$ cant make it, move to 4th weekend.

1. Restrictions are as follows:

a.) The annual rookie draft must take place following the actual NFL draft and by the end of the NFL pre-season.

B. The rookie draft will be three rounds with twelve picks in each round.

1. Zoom Draft will be used for Draft with 3 min 1st round, 4 min 2nd round, 5 min 3rd round. (If a trade occurs, new team will get their clock reset)

2. Each team have 1 “LIFELINE” ask clock to be reset without penalty.

C. The draft is not a serpentine style draft, the team with the worst record will select first in each round followed by the second worst and so on.

D. The draft order is determined from final standings in the regular season.

1. The four teams that missed the play-offs will be ranked #1-#4 per the league’s tie-breaking procedures.

- 1st pick will be awarded to Toilet bowl champion. Then the rest of the pick will be based on season finish.(2019) (If a team that does not have any 1st round and intentionally does not place the best

lineup to win. Commissioner have every right to edit the lineup to the best possible)

- Consolation champ shall receive 5th pick

2. The rest of the draft order is determined by play-off finishes, and the two losers from each of the first two rounds of the play-offs will have their draft position determined by their final standings. (i.e. Team A and team B both lose on wild card weekend, but team B finished the regular season with one more win than team A. Team A will then draft 7th and team B will draft 8th.)

E. Any forfeits during the regular season will be counted as a 2-point “Win” for purposes of determining the draft order.

F. The Commissioner will update the messageboard/excel for everyone in the league.

1. A franchise owner who is unable to show up on draft day to make his/her picks. He/She is allowed to appoint someone else to serve as a proxy with the commissioner’s knowledge.

2. If a franchise owner or a proxy does not show up after a franchise’s draft pick clock expires, their pick is skipped and he/she cannot make up for the lost pick.

G. Trading future draft picks is permitted only up to four seasons in the future, counting the current season. (For example, in 2009, a franchise is not allowed to trade (or trade for) a draft pick beyond the 2012 draft.)

H. DEFFL uses a slotted rookie salary for all draft picks based on where they were taken in the draft. The rookie salaries are as follows:

1st Round	2nd Round	3rd Round
1.1st - \$1,500,000	2.1 - \$960,000	3.1 - \$540,000
1.2 - \$1,450,000	2.2 - \$920,000	3.2 - \$520,000
1.3 - \$1,400,000	2.3 - \$880,000	3.3 - \$500,000
1.4 - \$1,350,000	2.4 - \$840,000	3.4 - \$480,000
1.5 - \$1,300,000	2.5 - \$800,000	3.5 - \$460,000
1.6 - \$1,250,000	2.6 - \$760,000	3.6 - \$440,000
1.7 - \$1,200,000	2.7 - \$720,000	3.7 - \$420,000
1.8 - \$1,160,000	2.8 - \$680,000	3.8 - \$400,000
1.9 - \$1,120,000	2.9 - \$640,000	3.9 - \$380,000
1.10 - \$1,080,000	2.10 - \$600,000	3.10 - \$360,000
1.11 - \$1,040,000	2.11 - \$580,000	3.11 - \$340,000
1.12 - \$1,000,000	2.12 - \$560,000	3.12 - \$320,000

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I. Rookies drafted in the DEFFL draft will not have their salaries and contract lengths does not count against franchise limits until August 25th or signed.

J. The failure of a franchise owner to make adjustments to his/her cap for incoming rookies by August 25th will result in the following:

1. Rookies will be dropped from rosters unless the franchise is under the 24 million dollar cap.
2. The rookie with the lowest slotted salary cap figure will be dropped first and the rookie with the next highest salary will be dropped and so on until the franchise in error is under the cap limit.
3. All dropped rookies become unrestricted free agents immediately.

K. Any undrafted rookie must be signed to a contract and have his contract added to the salary cap by August 25th. These rookies are also subject to the rules found in section VII, line J, and the sub-lines.

L. Each franchise must announce the number of years they signed their rookie draft picks for (up to 4 years).

M. All rookies that has been drafted will be considered RFA. (including 3,4 years contracts) Rookie that has been picked up through UFA will not be considered RFA if the contract is either 3 or 4 years.

N. All un-signed draft rookies will be available for 48 hours after UFA closes. Original owner cannot sign rookies below the salary they drafted at. They can jump in at anytime but the bid must be above their salary at draft position.

VIII. Rosters

A. A player's official position in DEFFL will be determined by the NFL pre-season rosters as found in 'ESPN'. As soon as the season begins, a player cannot be assigned a new position designation regardless of what occurs during the NFL season. (i.e. A wide receiver is converted into a RB mid-season, in DEFFL the said wide receiver would still count as a wide receiver and cannot be used as a RB.) Changes to positional designations only can occur in the off-season according to Team's depth chart/www.nfl.com. Owner shall choose ONE position (RB/WR- need to choose one and cant change during season)

1. Each team shall add active contract players to their roster on ESPN once when commissioner activated the league on ESPN. Each owner have 2 weeks to add rosters (Commish will set deadline). Failure do that, team will incur 1m dead money toward their salary.

B. There are five parts to a franchise's roster and they are:

1. The active roster:

- a. The active roster has a maximum of twenty-four players (minimum of 18) on the roster.
- b. The salary cap is set at twenty-four million dollars (minimum of 5.4M).
- c. The combined contract length in years for all contracts cannot exceed sixty years (minimum of 18 years).
- d. Effective on February 15th, each player's contract years is reduced by one year.
- e. Any player with zero remaining contract years becomes a free agent automatically.

2. The injury reserve:

- a.) There is no limit to the number of players that can be placed on the injury reserve.
- b.) In order for a player to be placed on the injury reserve, that player must also be placed on an actual NFL team injury reserve (IR). (ESPN)
- c.) Players can only be placed on the injury reserve during the NFL season (pre-season considers in season). Off seasons do not count. (Playoffs to 1st day of Camp in July)
- d.) Players placed on the injury reserve will not have their player head count, salary amount, and contract years count towards franchise roster limits.
- e.) Any unsigned free agent players who are on the NFL's injury reserve cannot be picked up via waivers during the season.
- f.) A player can be placed on injury reserve as soon as the player's NFL club announces the player was placed on injury reserve.
- g.) Cost to move to Injury Reserve is \$10.
- h.) Failure to do that- Refer to 8.E.

3. The retirement roster:

- a. Any actual players that retire from the NFL while under an active contract with a DEFFL franchise are still owned by their DEFFL franchise until the expiration of their contract.
- b.) A retired player's player head count, salary amount, and contract years do not count towards franchise roster limits.
- c.) Retired players cannot be picked up via waivers nor bid on as a free agent in the off-season. They can only be picked up via waivers or bid on as a free agent as soon as they announce their comeback and are not already under contract with another franchise.
- d.) If a retired player, while under contract, attempts a comeback, the exact terms of original contract will then be activated and counted against the DEFFL franchise's roster limits. The franchise owner must then make the necessary adjustments to get within roster limits within 48 hour, (Failure do that- Refer to 8.E)
- e.) Retirement roster must be officially signed retirement with NFL.

4. The suspended roster:

- a. The rules are the same as for retired players (as noted above, simply replace "retired" with "suspended") with one difference as noted below.
- b. If a suspended player's contract expires while he is suspended, the player becomes a restricted free agent regardless of the type of contract the player had prior to being suspended.

5. Practice Squad

- a. Practice squad (PS) placement can be only for drafted rookies. Only can be left on Practice squad for maximum of one year.
- b. Must declare before season start (DEFFL Season "Aug 30" depend on deadlines), you cant place any rookies on PS during season.
- c. \$20 to place player on PS.
- d. Only ONE PS slot per team, you can activate during season at anytime but cannot put back on PS.

C. In the off-season starting with the end of the DEFFL Superbowl through August 30 (when rookies must have their salaries count on the roster), all franchises do not need to adhere to the league minimum limits (18 players, 18 years, and 5.4M).

D. Failure to meet minimum players (18) by 1st kickoff date. Team shall forfeit games until minimum is being met AND will consume 300k dead money per player short of

minimum (Ex. 16 players, 2 player short therefore: 600k Dead money will be added)

E. Failure to place player back to active roster from: IR, Suspension, Retirement within 48 hours when they announced they are active. They must make enough cap room by cutting players or making trades.

Failure to do that:

1. Luxury tax: Owner shall pay Luxury tax of players that cannot be placed in the active roster. Tax will be based on his first 2 numbers of its contract with a minimum of \$10 upfront. (Ex. 4,500,000 = \$45)
2. Dead money carried over next season with a maximum of 2M per year. (Ex. 5 million contract shall distribute 2-2-1 in 3 year evenly, or 1M shall impact next season of 1M dead Money)

IX. Transactions & Waivers

1- All trades are \$2 each owner.

A. During the off-season all transactions are performed via free agency bidding and trades. Waivers are only in effect during the regular season.

B. During the regular season, all free agent players are subject to the waiver process.

C. Players with guaranteed salaries will still count against roster salary limits (not head count or years) when waived. The commissioner will assign a player named “Dead Money” to the team’s roster. The “Dead Player” will have a head count and years of zero, but have his salary count.

D. Should there be any forfeiture of a game during the regular season, those forfeitures will be counted as wins when determining the waiver wire order.

E. The waiver wire order is determined by: waiver process.

F. There are no limits to the number of players picked up on waivers in any given week, but there is a limit to one waiver transaction per round. (i.e. In round 1, each team gets their turn to pick a player off waivers before the 1st team goes first again in round 2, and so on.)

G. Teams not in the play-offs can make waiver claims during the play-offs. They can make free agent signings after waivers are processed. Commissioner will monitor transactions to ensure fairness. (Add/Drop ends Week 16).

H. \$ 1 for each ADD, \$1 for each DROP. (If a team error added/drop while any violation related to cap/player/years. No fees will be waived by commish)

I. Waivers shall begin after week 2 matchups ends. (Illegal transactions will lead owner paying for the transactions fee)

X. Trades

A. Trades are allowed at any time between the start of free agency and the Thursday before the 10th week of the NFL regular season (the trading deadline).

B. Franchises are not allowed to reacquire players that they traded away during the same season.

1. The exception being that a franchise can reacquire a player traded away only if the player went to a second team before being traded back to the original team. (i.e. Team "A", trades Peyton Manning to team "B". Team "B" then trades Peyton Manning to team "C". Now team "A" is allowed to reacquire Peyton Manning in the same season from team "C".)

C. All agreed upon trades must be announced to the commissioner and the entire league prior to being processed. There won't be any trade committee necessary. If the Commissioner feels the trade is lopsided with the intention to give up or "fix", he will appoint 3 owners randomly to vote.

D. The exact terms of all contracts are traded along with each player traded.

E. In any trades that involve a 1 year contract and status of UFA. New owner may change its status to RFA with understanding 1 per position and 2 per year (in the same year). In order to announce change from UFA to RFA, it has to be in the same thread of the trade itself.

F. No trades will be allowed if any receiving team will be left with more than 24 million in salary, more than 24 players, and/or more than 60 years combined in contract year lengths.

1. Should this occur, the commissioner will automatically void the trade.
2. Franchises may resubmit the trade again with acceptable terms.

G. All parties involved in a trade must confirm acceptance by announcing to the commissioner and the league their acceptance within 24 hours.

H. A franchise owner may announce the names of players that they will cut, should the trade be processed, in order to meet their roster limits. (For example, team "A" only has a

million in cap room. Team “A” trades away Larry Fitzgerald who was earning 3 million a year for Peyton Manning who is earning 5 million a year. This trade would put team “A” one million over the cap. Team “A” needs to cut a million in salary and decides to waive Alge Crumpler who has a million dollar annual salary. So, team “A” announces to the league, “Team A trades Larry Fitzgerald (3M) to team B for Peyton Manning (5M). Ins: Waive Alge Crumpler (1M)”. “Ins:” is an abbreviation often used in DEFFL for “insurance”.)

I. Any rookies involved in any trades must be SIGNED by original owner.

K. Both team must receive something in return. (Draft pick or player, no cash consideration or any other kind)

XI. Free Agency

A. Unrestricted free agents (UFA) are players free to sign with any franchise in free agency with no rights held by the player’s former franchise.

1. Any player signed to a contract with a length of three or more years will automatically become an unrestricted free agent at the end of his contract.
2. All free agency contracts are guaranteed except for the final year. For example, a 4 year 40 million contract means that the first 3 years and 30 million are guaranteed to count against the cap. *One exception: for one-year contracts, the single year will be guaranteed.*

B. Restricted free agents (RFA) are players whose contracts have expired, but their rights are still held by their former franchise.

1. Any player signed to a contract with a length of two years or less will automatically become a restricted free agent at the end of his contract.
2. A restricted free agent’s former franchise has the right of first refusal. Meaning that franchise only needs to match the salary of any offer the RFA receives.
3. Should the RFA’s former franchise not match the offer the RFA received on the market, the former franchise is not entitled to any compensation at all.
4. It is each owner’s responsibility to watch their own RFA’s time frame.
5. Team who has right to match his RFA, once when he matches and he cannot trade the player/team until after week 4 of NFL season. (prevent match then trade)

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C. Any player waived automatically becomes an unrestricted free agent (waiver).

1. Each franchise is responsible for reviewing the free agent listings on the league website.
2. Any free agent reacquired by the same team within two weeks will have its original contract honored. (i.e. Team A waives Peyton Hills (2M) and re-signs Hills within 2 weeks. Team A would need to count Peyton Hill's salary as 2M.)

D. Free agency bidding and signing.

1. On February 15th, all players with expiring contracts become free agents (either UFA or RFA).
2. Franchises with restricted free agents have matching rights.
3. Free agency bidding opens on March 1st (or a day determined by the commissioner).
4. Once a free agent is bid on, all teams have up to 7 days to bid on the player. Any subsequent bids will extend the bidding period another 7 days. The bidding date and time are determined by the time post on the website where the bid is made.
 - A. Commissioner will monitor excessive abuse of last day and/or last hour and/or last minute bids. (More than 2 times)
5. Each bid must include the annual salary figure and the length in years of the contract.
6. If a bid does not have both the salary figure and the length of the contract, it is automatically invalid. (Must follow proper bidding template/expectations) (Therefore that owner can't bid on same player). (Ex. Team bids 400k for 3 years (800kG))
7. Bidding starts at a minimum of \$300,000 and 1 year.
8. The maximum bid allowable is an \$18,900,000, four-year contract bid.
9. Bid increments must be by at least \$10,000 (Failure to do that, invalid bid, can't bid again).
 - A. Commissioner will monitor excessive abuse of 10k bids (Ex. have cap money, more than 2 times). If caught- will lose opportunity to bid that

player.

B. On final day of bidding, the bid shall exceed 50k. (2019)

10. No franchise may make a consecutive bid.

11. All bids must be posted somewhere viewable for all franchise owners.

12. If 7 days follow the final bid with no other owner making another bid, the bid is then accepted as the highest bid.

13. The highest bid = the most guaranteed money. For example, team “A” makes a 1-year 17 million bid and team “B” makes a four-year 24 million bid. Team “B” would have the highest bid because team “B” is guaranteed to pay out 18 million for the first three years and 18 million > 17 million.

14. After the highest bid is accepted, the old owner then has **48 hours** to match the highest bid. (This only applies if the player is a restricted free agent or a franchise/transition tagged player.)

15. If the old owner matches the salary bid, the old owner then must also make arrangements for the player to be added to his/her franchise roster. If the old owner did not post any answer past the deadline, the player automatically goes to the new owner that wins the highest bid.

16. If a restricted free agent is **not bid on by the RFA deadline**, that same RFA is then allowed to be resigned by his original DEFFL franchise at 50% of his previous contract. (Deadline is 2 weeks after the rookie draft, the rest of RFA is not signed will become UFA)

- a. Deadline will be sometime around July after July 4th as per commish announcement. (Once a date is established, ex. July 8th.)
- b. No teams will be allowed to bid on ANY RFA between July 8th-July 11 (72 hours time frame), after that time frame the player shall become UFA.
- c. Minimum of any contract shall not be lower than 300,000.
- d. The 50% is rounded up to the nearest ten thousand. (i.e. A RFA with a \$610,000 contract resigns with his original team for \$305,000, the contract is rounded up to \$310,000)

17. Any RFA that is unsigned by **their original team by deadline** automatically becomes an unrestricted free agent.

18. The commissioner is responsible for setting a deadline for final free agency biddings.

a.) Should free agency biddings continue near or past kick off of week 1 of the NFL season, the commissioner must impose a deadline and solicit silent bids. (i.e. 2 days before kick off of week 1, bidding is still going on for Larry Johnson. The commissioner then imposes a deadline of 24 hours for every franchise to make their final bid by E-mail/Text. Then the commissioner awards Larry Johnson to the franchise that made the highest bid.)

19. Bidding cannot be withdrawn at any time.

20. Any player waived during the off-season is automatically an UFA.

21. If a franchise owner mistakenly bids on his/her own RFA, that player automatically becomes an UFA and the original franchise loses its matching rights.

22. All newly signed player contracts are guaranteed for the first year.

23. All bidders must take into account any roster/budget limits and if necessary, add a note on which players to cut if their bid is the winning bid. If a contract bid would violate a franchise's roster/budget limit, that bid is invalid. (i.e. Here is where DEFFL franchises often use , "ins:" when making bids on free agents.) Once its considered invalid, the owner cannot re-bid on same player.

24. It is every Franchise's responsibility to track, monitor their own RFA players that has been bidden by other team. Commissioner no longer will remind owners that 48 hours window to match or not. (2021)

25. Again, franchises must always be in compliance with their roster/budget limits. Fail to do that- will lose that bidding rights to that player.

26. If a bid does not have correct math and/or correct length of the contract, it is automatically invalid. It has to be in correct phrase with all correct information. (Therefore that owner cant bid on same player)

E. Franchise and transition tags

1. Prior to the start of free agency every year, all franchises may opt to apply one franchise and/or one transition tag to any two players (one tag for each player). Tagging players is optional, not required.

2. A player who is franchise tagged is not free to sign with another team. The player will be assigned a salary that is based on the average of the top five highest salaries paid to players at his position from the previous season. (The top five salaries are updated each year after DEFFL regular season ends, week 14.)

3. A transition tagged player is not free to sign with another team. The player will be assigned a salary that is based on the average of the top ten highest salaries paid to players at his position from the previous season. (The top ten salaries are updated each year after DEFFL regular season ends, week 14)

- This applies to 2 and 3. Only Active/Suspension/IR and Practice Squad shall consider counted FT/TT salary. Retirement roster are exempt.

4. Franchise or transition player biddings will only last 7 days.

Dates:

1. Feb 15th Start FT/TT (3 days span)
2. Feb 17th: Closes
3. Feb 18th: Bidding (7days)
4. Feb 25th: Closes Bid
5. Feb 26th: Match or not (48 hours)
6. March 1st: UFA/RFA starts

5. Should bidding extend beyond the 7 days deadline, the commissioner may then impose a new deadline and solicit final open bids on franchise or transition tagged players.

6. If the owner, of the player who is franchised or transition tagged, is unable to match the highest bid, the owner then obtains:

a.) For the franchise tagged player: Two first round picks from the franchise that acquired the player. (Current year's first round pick and the next year's first round pick.)

b.) For the transition tagged player: One first round pick from the franchise that acquired the player. (Current year's first round pick.)

7. In order to bid on any franchise/transition tagged players, a franchise must have its first round pick(s) available or the bid will be considered invalid.

8. If a franchise has more than one first round pick, the pick sacrificed will be it's own original pick in the first round, not its highest pick. Should a franchise not have its original pick, the pick sacrificed must be equal or higher than its original pick. (i.e. Team A's draft position is 8th, but it traded it's #8 pick away previously.

Therefore, team A must have a 7th or better to sacrifice to sign a tagged player.)

A- if a team has 2 1st rounder and plan to BID FT/TT. FT should get the higher pick of 2. TT shall get next available.

B- If a team have 2 1st rounder this year and next year- plan to bid on 2 FT players, higher guarantee money shall receive highest pick.

9. The deadline for announcing a franchise or transition tagged player is Feb 17 1159 PM EST.

10. Franchise or transition tags cannot be withdrawn.

11. Any franchise/Transition tagged players' salary each year must be at least the minimum of the tag price.

12. Each tagged player must be signed to a contract between one and four years in length. Here are the guaranteed portions for each contract length:

a.) For a 4 year contract, the first 3 years are guaranteed.

b.) For a 3 year contract, the first two years are guaranteed.

c.) For a 2 year contract, the first year is guaranteed.

d.) All 1 year contracts are guaranteed.

13. Team who has right to match his TAGGED, once when he matches and he cannot trade the player/team until after week 4 of NFL season. (prevent match then trade)

Passed 2025

XII. League Scoring Set-Up

A. This league will use decimals. (Ex. 30.7 will be considered 30.7 points not round off)

A. Scoring for team defenses:

Shut out = 15 points

1-6 points allowed = 10 points

7-13 points allowed = 5 points

14-17 points allowed = 2 point

17-34 points allowed = 0 points

35-xxx points allowed = -5 points

Yardage:

Less than 100 total yards allowed 10

100-199 total yards allowed 7

200-299 total yards allowed	5
300-349 total yards allowed	3

Interceptions = 2 points
 Fumbles recovered = 2 points
 Safety = 5 points
 Sacks = 2 point
 Blocked any FG/XP/Punt- 4 points

Any defensive or special teams touchdown scored = 6 points

B. Scoring for kickers:

FG- 3 points
 Plus 1 point for a FG of 0 to 29 Yds
 Plus 3 points for a FG of 30 to 39 Yds (0-39 for ESPN- 5 pts total (3+2))
 Plus 5 points for a FG of 40 to 49 Yds
 Plus 7 points for a FG of 50 to 99 Yds

Missed FG-
 Plus -2 points for a MFG of 0 to 39 Yds
 Plus -1 points for a MFG of 40 to 49 Yds

XP- 2 points
 Misset XP- Minus 2 pts

C. Scoring for TE/QB/RB/WR

1 Passing yard = .1 point
 1 Rush yards = .2 point
 1 Receiving yards = .2 point
 Pass reception = 1 point

Rec/Rush TD = 6 points
 Passing TD = 4 points
 Pass/Rec/Rush 2 point conversion = 2 points
 Interceptions thrown = -2

D. Additional scoring set up information:

1. For a team defense to score points, it must be on the field. (For example, Ray Lewis of the Ravens intercepts Brett Favre of the Vikings. As Lewis is running back the ball, he fumbles and then Favre recovers the ball. Favre then runs it in for a touchdown. The touchdown would count as a touchdown for

Favre and not for the Vikings defense.)

XIII. Changes to official rules and procedures for replacing franchise owners

- A. All rule changes must be approved by a majority vote by all DEFFL franchises.
- B. All rule proposals are welcomed at any time, but voting on any rule changes can only take place at the end of the season prior to the opening of free agency.
- C. There may be proposals made and accepted for emergency rules if a situation occurs in which the league or owner cannot function properly until a new emergency rule is implemented. In this situation, the proposal still needs to be approved by a majority vote of all DEFFL franchises.
- D. If a franchise owner wants to leave DEFFL, the owner must make an official announcement and adhere to the following two rules:
 - 1. The departing owner must line up a replacement owner.
 - 2. The prospective owner must be approved by a majority vote.
 - 3. The prospective owner **must** make “Marketing” vlog on joining DEFFL (includes, Location, intend plan, why we should have you in our league)
- E. Selling franchise. Old owner in **good standing** will negotiate with the new owner for taking over.
 - 1. -Booted owner has no right to negotiate.

XIV. League communication protocol

- A. Each owner is responsible for making announcements about the following:
 - 1. Player trade agreements made between two or more parties.
 - a.) Owners involved in a trade agreement must also confirm their agreement to the terms of the trade after it is announced by their trade partner(s).
 - 2. Any free agency bids, matches, and/or years in contract lengths
 - 3. Any franchise or transition tagging activity.
- B. Acceptable methods of making announcements are as follows:
 - 1. E-mail to the entire league for any trades made or franchise and transition

tagging activity.

2. Posting a trade announcement or franchise and transition tagging activity on the league message board, found here:

3. For free agency bids, matches, and/or years in contract lengths the acceptable

a.) It is however acceptable to allow for years in contract length to be announced for free agents or franchise/transition tagged players via league wide E-mail.

4. When making any kind of announcement, everything must be clear and understandable. This means at minimum supplying the following information:

a.) Team name(s)

b.) Player name(s)

c.) Salary figure(s)

d.) Length in contract years

e.) Draft picks, if applicable.

f.) "Ins:", if you need to clear cap space.

5. The commissioner may deem an announcement to be unclear and render the bid or transaction invalid.

6. DEFFL uses Eastern Standard Time (EST) to determine the timing of all announcements and transactions. All deadlines are at midnight EST. (That's 9 PM for you PST folks)

7. All owners are responsible for maintaining their current contact information on the league website. If an owner is not getting E-mail via the league website and misses an announcement, that owner is at fault. The only one who must be informed is the commissioner.

8. If for some reason cant get ahold of Commissioner, post on the forum. It is there for all of us to use

9. Voting on motions shall happen during DEFFL's winter meeting sometime in January/February before Feb 15. Any motions must be typed in Facebook/Forum before the meeting to give owners time to read and process the idea. There wont be any new surprise motions. Commissioner shall allow any small motion. In any

motions, it shall have at least 6 votes to consider a legal motion. (combined)

C. Participation Policy: Each owner will be required to make at least 5 VLOGS per year total (Feb 15- week 18 of the season). (5 in a month is not acceptable) Failure to do that shall be considered removed from the league.

1. 5 vlogs requirement: \$5 per vlog will be fined if you didnt do. (Ex. 4 complete and 1 short will be \$5 fine)
2. Teams mandatory to make at least 3 vlogs before week 8. Failure to do that will be fined \$25. (Week 1-8, off season does not count, this will be counted with C.1)

D. Harassment is not tolerated in this league. No team owner will: use a messageboard as a personal attack, swearing on a message board as an attack in a negative way, text bombing anyone. An owner may bring attention to the Commissioner and Commissioner will bring attention to the league. Out of 7 owners (Commissioner, ruling committee and two parties involved will not be able to vote), 5 votes needed to be recognized as harrassment.

Consequence: 1st time- 500k dead money for 1 year. 2nd time- lose 1st round. 3rd time- removed from the league with non-refundable fee. (This will not renew at anytime)

XV. Fees and Prize Distributions

A. The DEFFL annual franchise prize pool fee is \$200 per franchise. (Website, fees paid separately)

1. $11 \text{ franchises} \times \$200 + 100 = \$2300.00$ prize pool. (Commissioner pays 100)
2. The prize pool is broken up into two parts:
 - a.) Weekly prizes: \$10.00 will be awarded to the weekly highest scoring team. This will use up \$140 of the prize pool ($14 \text{ weeks} \times \$10.00 = \$140.00$)
 - b.) Annual prizes:
 - i.) \$150 will be awarded to each division champion. \$300.00 in total ($2 \text{ division champs} \times \$150 = \$300.00$).

- ii.) \$75 will be awarded to each wild-card team for making the play-offs. \$450 in total (6 wild-card teams X \$75 = \$450)
- iii.) The DEFFL Superbowl loser will be awarded \$350.
- iv.) The DEFFL Superbowl winner will be awarded \$500.
- v.) The DEFFL third place winner will be awarded \$175
- vi.) The DEFFL fourth place will be awarded \$125.
- vii.) The DEFFL consolation champ (losers of 1st round) will get \$50 and 5th pick of upcoming rookie draft.
- viii.) 7 hall of fame points for season at 10 dollars each (highest scoring position of whole season, QB, RB, WR, TE, K, Def, Owner, ends week 14).
- ix) Toilet bowl champ- Toilet bowl champ will get no.1 pick.
- x) Season overall points champ gets 100 dollars.
- xi) Transactions/IR/Appeal will be spent: First to cover the necessary prize distribution then next prize will be on TOP point per position evenly (QB, RB, WR, TE, K, Def, Owner) (max \$10 extra), If money remains, split among playoff winners evenly (1-4, 5th gets max of 25 extra).

B. There will be additional fees on top of the prize pool fees to pay for the league website to host our league. This fee will be divided amongst the twelve franchises evenly.

C. All prize money is sent out at the end of the season. All owners must have deposit at least 100 dollars at end of season and pay the balance PRIOR 1st game of the season. (100 dollars must be paid by Feb 15th, the rest before 1st game of season, failure to do that will receive ZERO points.) Commissioner have right to deduct winnings to hold for next season.

D. All fees are non-refundable. If a team wants to sell/quit, its team's responsibility to find a buyer.

XVI. Scoring errors

A. Scoring will be maintained by the league website that DEFFL chooses. (www.nfl.com)

or www.espn.com)

B. Should there be any errors found on the league website, an owner must report the error to the commissioner and have it fixed prior to the following week's game.

C. Should an error cause a mix up in the waiver wire order, the waiver wire order cannot be fixed after the fact. (i.e. An owner loses a game because of an error in scoring, but later that owner rectifies that situation and gets a win for that week. Prior to changing the error, the same owner is able to take advantage of his/her higher position on the waiver wire order.)

XVII. League Links:

DEFFL's message board for FA biddings: www.deffl.com

DEFFL league website: espn.com

Any informations should come from www.nfl.com or www.espn.com.