2024 APFL Constitution		-			
LEAGUE SETUP					
The APFL will play an 18 week schedule using the Action PC game. The league will be divided in this way (five teams in each division): Stu McCorkindale Conference –					
Ed Kane Division					
Jerry Siciliano/Pete Katsafanas Division					
Bob Moore Conference –					
Terry Booe Division					
Bob Green Division					
League play begins in September and runs through December.					
Requirements for membership - members must own the latest version of the Action game and the season's data disk. There are no league dues.					
Members are not permitted to own more than one team.					
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Vacant Teams - The commissioner will handle the draft and general manager duties for vacant teams. Their home games will be auto played by the commissioner. A designee of the commissioner will coach vacant teams during the playoffs.					
SCHEDULE AND METHOD OF PLAY					
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Home field advantage will not be used.					
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Schedule is 18 games. Breakdown for 18 game schedule:						
Four home and four away games will be played in the same division (8 games). One game will be played vs. each team in the conference's other division (5 games). One game will be played against each team in one division in the other conference (5 games), 8+5+5=18 games. The other conference division's opponents will rotate every year.						
We will adjust the overuse penalties based upon the increased percentage factor of games played vs the NFL actual schedule.						
Method of play - one game per week. Internet/face-to-face play allowed but not required for regular season games and playoffs. League championship game must be played H2H.						
Weekly deadlines:						
Tuesday midnight - results files are due		-				
Wednesday AM - results are distributed						
Thursday midnight - coach's files are due	-					
Friday AM - play game files are distributed		-				
Games not reported by midnight Tuesday will be auto played by commissioner or his designee						
ROSTERS, TRADES, AND DRAFTS		-				
A salary cap of \$140,000,000 will be in use.						
Although teams can exceed the salary cap right up until the draft begins, teams must cut to 43 players prior to the annual draft in order to participate in the annual draft and cannot exceed 53 players or the \$140M salary cap from the beginning of the draft until when final rosters are due.						

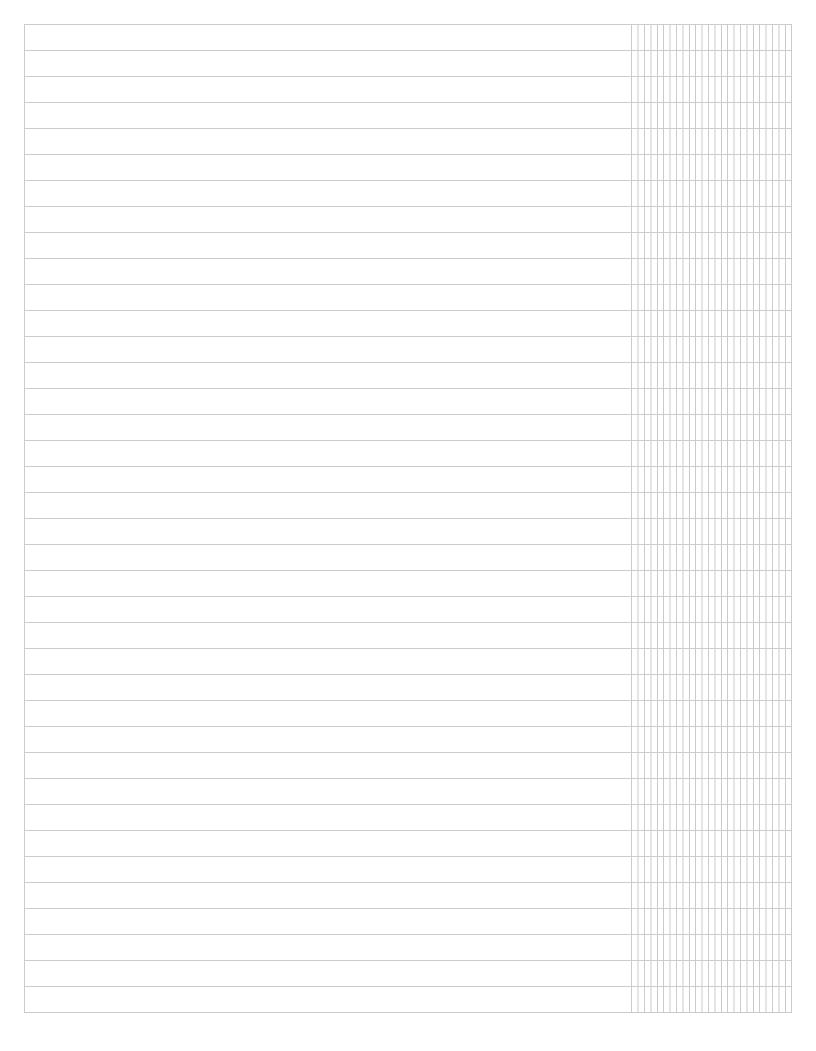
Final rosters must contain no more than 53 players and the total of your team's player values must be at or below the \$140,000,000 cap amount. The season will not start until all teams are at 53 players and at or under the \$140,000,000 cap amount.						
Uncarded rosters of 2 players are permitted for those players that are under control by a team and were rated in a prior season disk but did not receive a rating in the current season disk. Teams may retain these players on their uncarded roster for only the current year they are uncarded. If the player is carded for the following season then he is allowed to be retained on that team's active roster. If that player is uncarded for a second consecutive season then he is released from that team's uncarded roster and is free to become a free agent the next season that he receives an APCFB rating.						
The home coach is permitted to override very ridiculous injury replacements when playing against the computer. Examples of such would be using a DB on the DL, especially when another DL was available.						
Roster size - roster size is 53 rated players and you must have a player at each of the 22 regular positions on a football team (QB, 2RB, 2WR, TE, 2OG, C, 2OT, 2DE, 2DT, ILB, 2OLB, 2CB, 2S) plus a kicker, punter, long snapper, and holder. You must also have at least three kick returners and two punt returners on your team and the combined attempts for kick returns and punt returns (punt returns plus fair catches) must each total at least sixteen. Teams must also carry a backup at each of the 22 regular positions on a football team. Players may serve as backups at more than one position provided they are rated at those positions. You do not need a backup at kicker, punter, long snapper, and holder. Each team must have on its roster a QB who qualified for the NFL passing championship. In 2023, a QB needed an average of 14 pass attempts per game in order to qualify for the NFL passing championship. That means in the APFL you must have at least one QB on your roster with a minimum of 238 pass attempts.						
Teams must also be able to fill the lineup positions that are in the game. For instance, in addition to the above requirements each team must have on its roster 3 RBs, 5 WRs, 3 TEs, 2 ILBs/LBs, 6 defensive linemen, 4 linebackers, and 7 DBs to fulfill the various Action PC lineup slots (i.e., 5 WR lineup, 3 TE lineup, Full House lineup, 6-3 defense, Dime and Quarter defenses, as examples). There is no current requirement for gunners (ST designations) but it would be beneficial for each team to have at least one on their roster for kick and punt coverage. In the 2022 game version there is a section in the special teams lineups for three gunners. If you have less than three gunners or none at all, you must still assign a player at each of those three spots. The game will assign either a zero rating or a negative rating to non-gunners.						
There is a major penalty downgrade in the game for using players out of position.						
Trades may include players and draft picks for the year in progress plus one year. Retention rights may not be traded and all trades are final. All trades must be approved by the						

commissioner. Trading begins as soon as the Super Bowl is completed and ends when final rosters are due.						
General Draft Guidelines - A lottery draft for the six worst teams (25% of the league) for the 1st round of the annual draft went into effect for our 2003 drafts and continues through the current draft. This serves as a deterrent for any coach to tank his season because there is no guarantee he will end up with the #1 overall pick in the draft.						
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The non-lottery teams will draft in inverse order of finish for the remainder of the first round of the annual draft. All teams will draft in inverse order of finish for all rounds other than round one of the annual draft.						
Annual Draft - 10 rounds, inverse order of finish except as noted above. The draft will be conducted either live or via chat room or email.						
Draft lists are encouraged in order to move the draft along and ensure that teams are not passed over when it is their turn to draft.						
Teams must comply with the 53-man roster limit and the \$140M salary cap during the draft,						
post-draft, and throughout the season and postseason. Once the ten-round draft is over, teams still under 53 players have an opportunity, via draft order to complete their roster up to 53 players while also adhering to the \$140M salary cap. Once all teams are at 53 players, then all teams may resume trading. After the draft is over teams may cut and claim players						
through a 5-step waiver claim process. Again, all transactions must comply with the 53-man roster limit and the \$140M salary cap. After the draft any unbalanced trades (trades where 2 players are exchanged for 1, as an example) that would place a team over the 53-						
player limit requires that team to immediately cut a player to get back down to 53 players. Teams that end up under 53 players due to an unbalanced trade have to wait to claim a player through the 5-step waiver claim process.						
PLAYER USAGE						
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Generally, players are allowed to be used as a coach seems fit. Currently we use in-game injuries but not multi-game injuries.						
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Injuries and game fatigue will dictate player usage. Mild = 10% of real life usage			Щ	Ш		
Moderate = 25% of real life usage						
Major = 50% of real life usage						

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Season Usage Penalties/Special Team Usage Penalties. Mild = 106% of real life usage	П	П	T	П	\Box				+
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Moderate = 118% of real life usage	Ш	\parallel	Ħ	Ш	$^{++}$	#			
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Major = 130% of real life usage									
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Partial game injuries are subject to the following player ratings -									
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Average = will occasionally miss time									
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- Weak = will frequently miss time We use the game fatigue meter									
	Н	\mathbb{H}	+	Н	Ш	+			
90-100 = full strength									
	Н	H	+	Н	+	+			+++
	Н	\mathbb{H}	+	Ш	\mathbb{H}	#			
80-89 = beginning to fatigue 0-79 = fatigued									
Overused players are more injury prone.	Н	H	+	Н	+	+			
Overused players are more injury profile.									
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Multi gama injurias are suppressed	Н	+	+	Н	+	+			
Multi-game injuries are suppressed.									
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All allowable formations inherent in the Action PC Football Game are available for use. If									
you fail to have enough players to fill the formations you will need to acquire players to									
fulfill those formation requirements. The only exceptions to this rule are gunners on special teams. The computer will allow you to insert non-gunners at the three positions on									
the special teams but if you insert a player without a ST rating it will negatively affect your									
kick and punt coverage.									
kick and punt coverage.									
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We will use the NFL rules that were in place for the season we are replaying.									
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POST SEASON PLAY									
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Division winners will automatically qualify for the playoffs. In addition, two wild card teams with the best records from each conference will also qualify.							
The APFL Championship Game rotates between three sites: the Rose Bowl, the New Orleans Superdome, and the Orange Bowl. In 2022 the game will be played in the Rose Bowl.							
The Home team for Super Bowl will be based on the team with the best record.							
Tiebreakers: we use the official NFL Tie-breaker System. PLAYOFF TIE- BREAKING PROCEDURES							
We will use the tie breaking procedures currently in use by the NFL. PENALTIES:							
Any team, which violates any of the rules of the constitution, is subject to penalty ranging from a warning to loss of draft picks to expulsion from the league.							
PROTESTS AND DISAGREEMENTS							
ALL protests must be submitted ASAP. Keeping this in mind, coaches may protest any game that resulted in a loss that may have been reasonably due to the home coach's failure to follow written instructions or line-ups for that game. Failure to follow league rules or the use of an illegal player are automatic grounds for protest. A written report must be sent to both the accused coach and commissioner (who will serve as arbiter) within two weeks of receiving game results. He must list the reasons supporting the protest. The accused coach then has one week to respond. He must do so in writing to both the commissioner and opposing coach. The arbiter will then render his decision, which is final. The arbiter will uphold the protest only if in his opinion the decisions made by the defendant might have reasonably affected the outcome of the game. Any upheld protested games must be made up before the playoffs begin. Any protests involving the commissioner will be arbitrated by a mutually agreed upon league member. All protests, complaints, and disagreements will be handled between interested parties only. No league wide e-mails are to be used to disparage the league or any member. This will not be tolerated. RULE CHANGES, DISK CHANGES, AND MISCELLANEOUS							
RULE CHANGES, DISK CHANGES, AND MISCELLANEOUS	\parallel		\parallel	4	Щ		
Suggestions for rule changes may be made to the commissioner anytime during the year. These suggestions will be screened by the commissioner, and if approved submitted to the league for discussion. Discussion of rule proposals will be held during the off-season. Following discussion, a vote among league members will be held. Each member receives							

one vote; a simple majority vote is required to make changes to the league rules. A 75% majority vote is required to rewrite this Constitution.	
The commissioner reserves the right to institute a rule change without league approval or banish a member from the APFL if it is perceived that undue harm is being done to the APFL without these changes. These actions by the commissioner will be communicated to the league and objections to the changes will be recognized followed by a reasonable discussion period. If more than 50% of the league objects to the commissioner's actions, then the commissioner is barred from taking action.	
Any topics not covered by league rules will be addressed by the commissioner as needed. It should not be assumed that a lack of a rule against a practice permits its usage.	
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If Dave Koch issues a season disk update, we will use that update prior to the start of the season and also during the season.	
Each coach must provide the commissioner with any address changes (home & email) and preferences for their team's name, colors, and helmet. Failure to do so will result in no changes to the modify team menu for that team.	
All teams must select and announce to the commissioner which stadium they will be using for that season. Teams are not allowed to change their stadium during the course of the season. Doing so could alter the competitive balance of the league and will result in the commissioner auto-replaying any games involved.	
The commissioner reserves the right to investigate and rule on any perceived or reported indiscretions by members and rule accordingly with or without the assistance or approval of the rest of the league.	
LEAGUE FRONT OFFICE	
The league front office consists of the commissioner, Felix Giordano and the ranking senior members of the APFL, Mike Kane, Jack Kroese, and Tony LaTempa. Collectively these four members can review any issue or concern that has been bubbled up to the commissioner. In the event of a needed vote on issues or to move proposals to a league-wide vote, the commissioner always abstains from voting if his vote would render a tie vote.	



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