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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.	

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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.

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

Generally, players are allowed to be used as a coach seems fit. Currently we use in-game injuries but not multi-game injuries.

Injuries and game fatigue will dictate player usage. Mild = 10% of real life usage

Moderate = 25% of real life usage

Major = 50% of real life usage

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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.

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.

