

**CONSTITUTION  
AND BYLAWS  
OF THE  
NON MIDGET  
FOOTBALL LEAGUE**



Effective August 1, 2011

(Revised August 1, 2019)

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Green highlights indicate updated Information.

Blue highlights indicate Approved Amendment as voted on and approved by Owners.

Yellow highlights indicate Commissioner Amendments without a vote by Owners.

## ARTICLE 1 DEFINITIONS

As used in this document, the following terms have the following meanings unless expressly stated otherwise:

“Auction” or “Player Auction”, used interchangeably, means the process during Preseason Free Agency when Players are awarded to the Team with the highest bid.

“Cash Money” means the total amount of League Dues collected at the beginning of the League Year.

“Commissioner” means the Commissioner of the NMFL.

“Constitution” means the Constitution and Bylaws of the NMFL.

“Contract Year” means the remaining number of Seasons of a Player Contract.

“Draft” or “NMFL Draft”, used interchangeably, means the NMFL’s annual selection of Players.

“Draft Pick” or “Pick”, used interchangeably, means any selection by a Team in the Draft.

“ESPN” means the fantasy football service used by the League which is located at <https://www.espn.com/fantasy/football/>.<sup>1</sup>

“Franchise Player” means a Player that has been assigned a Franchise Tag by a Team.

“Franchise Tag” means the designation a Team can assign a Player in order to retain a Player indefinitely.

“Free Agent” means a Player that is not on a Team Roster.

“Keeper” means a Player that is retained by a Team from the previous League Year.

“League” means the NMFL.

“League Dues” means the amount each Owner must pay at the beginning of each League Year.

“League Expansion” means the process of increasing the number of Teams in the League.

“League Year” means the period of June 1 of one year through January 31 of the following year.

“Meeting” means any gathering of the Owners of the League.

“NMFL.net” means the Official Website of the League which is located at <http://www.NMFL.net>.

“Owner” means any person that operates a Team in the League.

“Offseason” means the period of May 1 through the beginning of the League Year.

“Payouts” means the distribution of Cash Money at the end of the Seasons.

“Player” means any individual NFL offensive player or NFL defensive team.

“Player Contract” or “Contract”, used interchangeably, means the amount of Salary to be paid to the Player by a Team as well as the term, or number of Seasons, that a Team has the rights to the Player.

“Player Salary” or “Salary”, used interchangeably, means the amount that a Team is required to pay to a Player during a League Year.

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<sup>1</sup> Info - Link to League’s page on ESPN has changed in 2019.

“Player Value” or “Value”, used interchangeably, means the calculated amount that a Player is worth based on a combination of Preseason and Season rankings. This amount determines the Salary of a Player acquired as a Free Agent during a Season.

“Playoffs” means the weeks following the Regular Season when Teams will be divided between the Championship Bracket and Consolation Ladder.

“Preseason” means the period between the beginning of the League Year and the start of the Season.

“Preseason Free Agency” means the period of time during the Preseason when Players are put up for Auction.

“Preseason Free Agent” means a Free Agent that is acquired during Preseason Free Agency.

“Reacquired Player” means a Player that is on a Team Roster that is released and later acquired as a Free Agent by the same Team in the same Season.

“Regular Season” means the weeks from the beginning of the Season until the Playoffs when Teams are competing to qualify for the Championship Bracket.

“Roll Call” means the process during the Offseason when the Commissioner sends communication to all existing Owners from the previous League Year to determine their intent to retain their Team in the upcoming League Year.

“Rookie” means an NFL offensive player entering their first NFL season.

“Salary Cap” means the maximum amount of cumulative Salary that a Team can pay during a League Year.

“Schedule” and “Regular Season Schedule”, used interchangeably, means the process to determine the number of times that Teams will play each other each Regular Season as well as the weekly head to head matchups.

“Season” means the period of time beginning at 12:00 AM Central on the date of the first game of Week 1 of the NFL season, ending at 11:59:59 PM Central on the date of the last game of Week 17 of the NFL season.

“Standard Increase” means the minimum amount that the Salary of a Keeper will increase each League Year.

“Standing” or “Regular Season Standing”, used interchangeably means the order that Teams are ranked during the Regular Season based on a combination of wins and fantasy points.

“Starting Lineup” means the positions that Teams will assign Players to in order to accumulate fantasy points in a head to head matchup.

“Supplemental Draft Pick” means any selection that is added at the end of the Draft.

“Team” means a fantasy team that is operated by an Owner in the League.

“Team Roster” or “Roster”, used interchangeably means the Players that are on a Team’s roster.

“Team Salary” means the aggregate Salary for a Team during a League Year.

“Term” and “Contract Term”, used interchangeably, means the number of Seasons, weeks or games that a Team has the rights to a Player Contract.

“Trade” means a transaction involving two or more Teams resulting in an exchange of Players and/or Draft Picks.

“Veteran” means an individual NFL offensive player or NFL defensive team that has completed their first NFL season.

“Week” means the period of time, during the Season, beginning at 12:00 AM Central each Wednesday, ending at 11:59:59 PM Central on Tuesday of the following week.

“Weekly Contract” means a short-term Player Contract.

**ARTICLE 2**  
**LEAGUE**

- 2.01 Name:** The name of the League will be the Non Midget Football League (NMFL).
- 2.02 Purpose:** Promote and foster competition, communication, and trash talk among Owners both during football season and the remainder of the year.
- 2.03 Constitution and Bylaws:** The League will be governed by all the rules and regulations contained within the Constitution.
- 2.04 Websites: The League will utilize both ESPN and NMFL.net for various purposes.**
- (A) **ESPN.** ESPN will be utilized to allow Owners to:
    - (1) Manage Rosters
    - (2) Add Players
    - (3) Drop Players
    - (4) Trade Players
    - (5) Set Starting Lineups
    - (6) View Live Stats and Scoring
  - (B) **NMFL.net.** NMFL.net will be utilized for the following:
    - (1) Tracking Team Salary and Salary Caps
    - (2) Determining Player Values
    - (3) Submitting Keepers and Franchise Players
    - (4) Preseason Free Agency
    - (5) Live Draft Results
    - (6) Historical Stats and Records
    - (7) Voting
    - (8) Calendar
- 2.05 League Dues:**
- (A) Will be \$100 each League Year.
  - (B) Must be paid in full prior to submitting Keepers.
  - (C) Must be paid in order for Owners to trade Players and/or Draft Picks for the current League Year.
  - (D) In order for Owners to trade Players and/or Draft Picks for the following League Year, 50% of the League Dues for the following League Year must be paid.
  - (E) If not paid in full prior to the beginning of the Season, the Team's Salary Cap for the current League Year will be decreased by \$5 each week.
  - (F) Can be paid via cash, check, Paypal or Venmo.

**2.06 Settings:**

- (A) Can be found on ESPN.
- (B) Can vary each League Year depending on new features offered by ESPN.
- (C) Will reflect the Constitution.

**2.07 Scoring:**

- (A) The League uses a Head to Head scoring system.
- (B) Scoring settings will be based on offensive, kicking and defensive categories and point values as outlined in Exhibit A.

**2.08 Tiebreakers:**

- (A) In the event a Regular Season or Playoff game ends in a tie, the total fantasy points of each Team's top three (3) highest scoring Players will be aggregated, and the Team that highest the highest aggregate fantasy points will receive one (1) additional point to break the tie.
- (B) In the event the aggregate of the top three (3) highest scoring Players is equal, one (1) additional Player's fantasy points, ranked highest to lowest, will be included until the tie can be broken.

**2.09 Divisions:** The League consists of one (1) division.

**ARTICLE 3  
COMMISSIONER**

**3.01 Tenure:** At the beginning of each League Year, the Commissioner will continue his role.

**3.02 Role and Responsibilities:** The Commissioner is responsible for the following:

- (A) Running the day to day operations of the League.
- (B) Maintaining the Constitution.
- (C) Maintaining and operating ESPN and NMFL.net.
- (D) Determining the appropriate course of action by interpreting the terms and provisions of the Constitution as well as ESPN.
- (E) Serving as an arbitrator in any disputes or controversies involving Owners.
- (F) Presiding at League meetings, including the NMFL Draft.

**3.03 Obligation.** The Commissioner will act with the best interest of the League in mind.

**3.04 Constitution Updates.** The Commissioner has the authority to update the Constitution to make amendments that do not require consent or approval by the Owners, minor revisions and corrections.<sup>2</sup>

**3.05 Penalties.** The Commissioner has the authority to penalize Owners in accordance to the Constitution.

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<sup>2</sup> Commissioner Amendment – Commissioner has the authority to make amendments effective in 2019.

## ARTICLE 4 OWNERS

- 4.01 Eligibility of Owner:** Any person with prior fantasy football experience and a height of 4'10" or greater is eligible for team ownership.
- 4.02 Existing Owners:** Owners from the previous League Year will have the option to retain their Team, as long as they are in good standing with the League.
- 4.03 New Owners:** Existing Owners will have the opportunity to vote to reject the admission of a new Owners. When a new Owner is proposed by the Commissioner, existing Owners will have three (3) calendar days to vote to reject admission. In the event that the majority of existing Owners vote to reject, the new Owner will be rejected.
- 4.04 Transfer of Ownership:** Team ownership cannot be sold, assigned or transferred outside of the process outlined in this Article.
- 4.05 Voluntary Withdrawal:** An Owner can voluntarily withdraw from League by submitting a resignation to the Commissioner via e-mail, text message or group chat.
- 4.06 Termination:** Team ownership can be automatically terminated without any consent or approval by Owners, and the Owner expelled under the following circumstances when an Owner fails to:
- (A) Respond to the Roll Call by the appointed deadline.
  - (B) Submit Keepers by the appointed deadline.
  - (C) Pay League Dues by the appointed deadline.
  - (D) Sign up and activate Team on ESPN by the appointed deadline.
  - (E) Complete a Starting Lineup in the Playoffs.
  - (F) Complete a Starting Lineup for two (2) consecutive weeks or for four (4) total weeks in the Season.

- 4.07 Effect of Termination:** In the event that an Owner withdraws or has been expelled, the following will occur:
- (A) The Team Roster will remain intact.
  - (B) In the event that an Owner withdraws prior to the beginning of the League Year, a new Owner will be identified as outlined this Article.
  - (C) In the event that an Owner is expelled during the course of the League Year and a new Owner cannot be identified, the Commission will assume operations of the Owner's Team. Operations of a Team by the Commissioner will be restricted to the following:
    - (1) The Commissioner will ensure that the Team's Starting Lineup is complete using the Players with the highest projected fantasy points at each position.
    - (2) In the event the Commissioner cannot complete a Team's Starting Lineup with the Team's available Players, the Commissioner will sign the necessary Free Agents in order to complete the Starting Lineup.
    - (3) When signing Free Agents during the season, all Weekly Contracts will be used prior to a Free Agent being signed for more than a one (1) week.<sup>3</sup>
    - (4) The Player that is available with the highest projected fantasy points for the week at the position that need to be filled will be signed by 5:00 PM Central on Thursday of the week in need.
    - (5) Once all Weekly Contracts have been used, the Player that is available with the highest projected fantasy points for the season at the position that need to be filled will be signed by 5:00 PM Central on Thursday of the week in need.
  - (D) No penalties incurred by an Owner that has withdrawn or expelled will be transferred to the new Owner.
  - (E) All League Dues that have been paid will be forfeited.

**4.08 Expelled Owners:<sup>4</sup>**

- (A) **Return to League.** In the event an Owner has been expelled, the Owner will have an opportunity to make a case at the beginning of the following League Year as to why they should be allowed to return. The Owner may return to the League with an affirmative majority vote of the Owners in the League.
- (B) **Penalties.** Owners returning to the League will have all penalties applied that were not applied prior to the Owner being expelled.

**4.09 Ownership Covenants and Obligations:** Owners agree to be bound by the following:

- (A) All terms and provisions of the Constitution.
- (B) All decisions, rulings and actions of the Commissioner within his jurisdiction.

**4.10 Expectations:** Owners are expected to:

- (A) **Participate.** Participate in all aspects of the League by making suggestions on how to improve the League, voting on Amendments, being active during Preseason Free Agency, attending the Draft, submitting Starting Lineups and always trying to improve their Team and win during the Season.
- (B) **Communicate.** Stay connected and active in group chats or group texts. Respond to emails.
- (C) **Respond to Trade Offers.** Don't make another Owner wait for more than a few days to let them know if you're interested in the offer. A quick, simple "No Thanks" is better than nothing.

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<sup>3</sup> Commissioner Amendment – Due to stricter penalties and Owners possibly being expelled beginning in 2019, information was added with details on how the Commissioner would manage a Team's Starting Lineup if necessary.

<sup>4</sup> Commissioner Amendment – Additionally, information was added with details on how an Owner might be able to return to the League and how to handle penalties upon their return.



**ARTICLE 5**  
**TEAMS**

**5.01 Number of Teams:** The League will be restricted to ten (10) Teams.

**5.02 Active Teams:**

- (A) Hanging with Hernandez (2017 – Present, 3 Seasons)
- (B) Midwest Beasts (2018 – Present, 2 Seasons)
- (C) Moose Knuckle (2015 – Present, 5 Seasons)
- (D) Orange Army (2017 – Present, 3 Seasons)
- (E) Rukus United (2007 - 2011, 2014 – Present, 11 Seasons)
- (F) TDs and Beer (2011 – Present, 9 Seasons)
- (G) The People’s Chomp (2014 – Present, 6 Seasons)
- (H) Touchdown Syndrome (2007 – Present, 13 Seasons)
- (I) TUMP (2007 – Present, 13 Seasons)
- (J) War Machines (2007 – Present, 13 Seasons)

**5.03 Retired Teams:**

- (A) 1<sup>st</sup> Down & 5 Wives (2012 – 2013, 2 Seasons)
- (B) America’s Team (2007 – 2008, 2 Seasons)
- (C) Bad News Browns (2007 – 2008, 2 Seasons)
- (D) Believe the Hype (2015 – 2016, 2 Seasons)
- (E) Dakota Droops (2012 – 2013, 2 Seasons)
- (F) Money Makes Sense (2013 – 2017, 5 Seasons)
- (G) Dude, Where’s My Car (2013 – 2014, 2 Seasons)
- (H) Molon Labe (2014 – 2015, 2 Seasons)
- (I) NerdyDirty’s Ballers (2007 – 2012, 6 Seasons)
- (J) Seal Clubber Eh Hole (2016, 1 Season)
- (K) Sexual Chocolate (2011 – 2012, 2 Seasons)
- (L) Spartans (2013, 1 Season)
- (M) The Players (2008, 1 Season)
- (N) The Procrastinators (2007 – 2008, 2 Seasons)
- (O) Turbanators (2007 – 2012, 6 Seasons)
- (P) Uncle B (2008 – 2014, 7 Seasons)
- (Q) Yes We Can (2007 – 2011, 5 Seasons)

**ARTICLE 6  
WRITTEN NOTICE**

**6.01 Written Notice:** Written notice can be given to the Commission or to Owners via e-mail, text message or group chat.

**ARTICLE 7  
MEETINGS**

**7.01 Meetings:**

- (A) **NMFL Draft.** The primary meeting of the League is the annual NMFL Draft.
- (B) **Championship Meeting.** A Championship Meeting may be held at the end of the Season. The purpose of this meeting is to crown the NMFL Champion, payout all Cash Money and discuss possible amendments to the Constitution.
- (C) **Special Meetings.** Special meetings may be called by the Commissioner.

**7.02 Notice of Meetings:** Written notice will be given to Owners a minimum of five (5) calendar days prior to any meeting. Notice will include the date, time, location and purpose of the meeting.

**7.03 Quorum:** At all meetings, the presence of the majority of the Owners will constitute a quorum.

**7.04 Voting:** At all meetings, each Owner will be limited to one (1) vote each matter presented to the meeting. Proxy voting is prohibited.

**ARTICLE 8  
AMENDMENT OF CONSTITUTION AND BYLAWS**

**8.01 Amendment with Notice:**

- (A) The Constitution can be amended by an affirmative majority vote of the Owners in the League, as long as notice is given to Owners five (5) days before a required vote.
- (B) In the event an Owner fails to vote by the appointed deadline, the Constitution will be amended by an affirmative vote of the majority of votes received before the appointed deadline.

**8.02 Amendment without Notice:** The Constitution can be amended by a unanimous affirmative vote of all Owners at any meeting when a quorum is present.

**8.03 Commissioner Amendments:<sup>5</sup>**

- (A) The Constitution can be amended by the Commissioner without a vote of any Owners.
- (B) Commissioner Amendments will be limited to the following:
  - (1) Article 1 – Definitions
  - (2) Article 3 – Commissioner
  - (3) Article 4 – Owners.
  - (4) Article 5 – Teams, excluding the number of Teams in the League
  - (5) Article 6 – Written Notice
  - (6) Article 7 – Meetings
  - (7) Article 8 – Amendment of Constitution and Bylaws
  - (8) Article 9 – Calendar
  - (9) Article 10 – Rosters, excluding the number and type of Roster Positions
  - (10) Article 14 – Penalties
  - (11) Articles or Sections that impacts Commissioner’s responsibilities or workload

**8.04 Emergency Amendments:<sup>6</sup>**

- (A) In the event a need for an urgent amendment to the Constitution is identified, an emergency amendment can take place.
- (B) The Constitution can be amended by an affirmative majority vote of the Owners in the League as long as notice is given to Owners twenty-four (24) hours before a required vote.
- (C) In the event an Owner fails to vote by the appointed deadline, the Constitution will be amended by an affirmative vote of the majority of votes received before the appointed deadline.

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<sup>5</sup> Commissioner Amendment – Provide clarity on how the Commissioner can amend the Constitution without a vote of any Owners effective in 2019

<sup>6</sup> Commissioner Amendment – Detailed process of amending the Constitution in an emergency effective in 2019.

**8.05 Proposal of Amendments:**

- (A) The Commissioner has the authority to propose amendments.
- (B) Owners can propose amendments to the Commissioner for consideration.
- (C) All proposals made by Owners during the Season will be reviewed prior to the beginning of the following League Year.

**8.06** Any amendment that is approved during the Season will not be made applicable to the current Season but will be applied to the following League.

**8.07** Any amendment that is approved during the Offseason or prior to the beginning of the Season will apply to the current League Year.

**ARTICLE 9  
CALENDAR**

**9.01 Calendar:**

- (A) At the beginning of each League Year, a detailed calendar of events will be posted on NMFL.net.
- (B) Owners will observe and abide by all dates and deadlines provided.

**9.02 Milestone Events:** The League observes the following milestone events:

	<b>Day(s)</b>	<b>Event</b>
Offseason	June 1	<ul style="list-style-type: none"><li>▪ Offseason Begins</li></ul>
	June 1 – 30	<ul style="list-style-type: none"><li>▪ Roll Call *</li><li>▪ Recruit New Owners (If Necessary)</li><li>▪ League Expansion (If Permitted)</li><li>▪ Owners Finalized</li><li>▪ Calendar Posted</li><li>▪ Schedule Released</li><li>▪ Draft Order Released</li><li>▪ Initial Team Rosters and Player Contracts Posted</li><li>▪ League Reactivated on ESPN</li></ul>
	June 30	<ul style="list-style-type: none"><li>▪ Offseason Ends</li></ul>
Preseason	July 1	<ul style="list-style-type: none"><li>▪ League Year Begins</li><li>▪ Preseason Begins</li><li>▪ Rosters Unlocked</li></ul>
	July 1 – July 31	<ul style="list-style-type: none"><li>▪ Vote on Amendments to the Constitution</li></ul>
	July 31	<ul style="list-style-type: none"><li>▪ Constitution Finalized</li></ul>

	August 1 – August 31	<ul style="list-style-type: none"> <li>▪ Team Rosters and Player Contracts Updated</li> <li>▪ Keepers Submitted *</li> <li>▪ League Dues must be paid before submitting Keepers *</li> <li>▪ Sign up and activate Teams on ESPN prior to NMFL Draft *</li> <li>▪ Preseason Free Agency *</li> <li>▪ NMFL Draft *</li> </ul>
	5:00 PM Central on the Friday prior to Preseason Free Agency	<ul style="list-style-type: none"> <li>▪ Deadline to downgrade Draft Picks for Increased PFAB *</li> </ul>
Preseason / Post Draft	8:00 PM Central on the Tuesday prior to Day 1 of the NFL Season	<ul style="list-style-type: none"> <li>▪ Season Initiated on ESPN</li> </ul>
	5:00 PM Central on Day 1 of the NFL Season	<ul style="list-style-type: none"> <li>▪ Deadline to make Preseason Roster Cuts *</li> </ul>
Season	12:00 AM Central on Day 1 of the NFL Season	<ul style="list-style-type: none"> <li>▪ Season Begins</li> <li>▪ Preseason Ends</li> </ul>
	11:00 AM Central on Thursday of Week 13	<ul style="list-style-type: none"> <li>▪ Trade Deadline *</li> </ul>
	5:00 PM Central on the Wednesday following the last game of Week 16 of the NFL Season	<ul style="list-style-type: none"> <li>▪ Rosters Locked</li> </ul>
	11:59:59 PM Central on the day of the last game of Week 17 of the NFL Season	<ul style="list-style-type: none"> <li>▪ Season Ends</li> </ul>
Offseason	January 31	<ul style="list-style-type: none"> <li>▪ League Year Ends</li> </ul>

\* - Date will change each League Year and will be posted on NMFL.net

### 9.03 Offseason:

- (A) **Roll Call.** Prior to the beginning of each League Year, the Commissioner will conduct the Roll Call. Owners will have a maximum of five (5) calendar days to respond.
- (B) **Recruit New Owners.** In the event that an Owner withdraws or has been expelled, the following actions will be taken:
  - (1) New Owners will be recruited to ensure there are a minimum of eight (8) Teams.
  - (2) New Owners will have the option of determining Team assignments, however, if new Owners cannot mutually agree, Teams will be randomly assigned by the Commissioner.
- (C) **Failure to Recruit New Owners.** In the event that Owners cannot be recruited for ten (10) Teams the following actions will be taken:
  - (1) The League will have a minimum of eight (8) Teams, there cannot be an odd number of Teams.
  - (2) Teams without an Owner will be dissolved, and all Players on the dissolved Teams will immediately become Free Agents.
- (D) **League Expansion.** In the event there are only eight (8) Teams from the previous League Year, Owners will vote on League Expansion. If the League already has the maximum number of Teams, a vote on League Expansion will not be permitted.

- 9.04 Preseason:** During the Preseason, the following will occur:
- (A) Amendments to the Constitution will be proposed and voted on.
  - (B) Keepers and Franchise Players will be submitted.
  - (C) Owners must sign up and Teams must be activated on ESPN.
  - (D) Preseason Free Agency.
  - (E) The NMFL Draft.
  - (F) Post Draft activities.

**9.05 Season:** During the Season, the following will occur:<sup>7</sup>

- (A) NMFL.net will be updated at 10:00 PM Central on each Tuesday.
- (B) Player Values will be recalculated at 10:00 PM Central on each Tuesday and recalculated Player Values will be effective at the beginning of the following week.

## ARTICLE 10 ROSTERS

**10.01 Roster Positions:** Team Rosters consists of eighteen (18) positions including the following:

- (A) One (1) Quarterback (QB)
- (B) Two (2) Running Backs (RB)
- (C) Two (2) Wide Receivers (WR)
- (D) One (1) Tight End (TE)
- (E) One (1) Flex (RB/WR/TE)
- (F) One (1) Kicker (K)
- (G) One (1) Defense/Special Teams (DEF/DST)
- (H) Nine (9) Bench positions
- (I) Two (2) Injured Reserve (IR) positions

**10.02 Roster Management:**

- (A) **Rosters Unlocked.** At the beginning of the League Year, rosters will be unlocked, and Teams are then permitted to trade Players and/or Draft Picks.
- (B) **Preseason.** During the Preseason, Owners are only permitted to cut or release Players when submitting Keepers.
- (C) **Season.** Once the Season has been initiated on ESPN, Teams will have the ability to manage rosters, add Players and drop Players.
- (D) **Rosters Locked.** After the Playoffs and until rosters are locked, Teams are permitted drop Players or Weekly Contracts as well as add or drop Players in preparation for the following League Year as long as the Team Salary remains under the Salary Cap for the current League Year.

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<sup>7</sup> Commissioner Amendment – Provided clarity on when NMFL.net is updated each week, including new Player Values to be used when signing Free Agents.

- 10.03 Accidental Adds:** In the event an Owner adds a Player accidentally, the Player may be dropped, and their Salary will not count towards the Team Salary if the following occurs: <sup>8</sup>
- (A) The Player is dropped within one (1) hour of being added.
  - (B) The Player is not added within four (4) hours of their game time.

## ARTICLE 11 REGULAR SEASON

- 11.01 Format:** The Regular Season, will consist of fourteen (14) weeks, which will be followed by the Playoffs.
- 11.02 Schedule:** At the beginning of each League Year, the Commissioner will update the Regular Season Schedule on ESPN and NMFL.net. The Schedule will not require any consent or approval by the Teams.
- (A) The Season Schedule will be generated based on the following policy:
    - (1) Each Team will play all Teams within the League a minimum of one (1) game (9 total games).
    - (2) Each Team will play all Teams within the same ranking group, based on the Standings of the Teams in the previous Regular Season (4 total games). Odd ranked Teams will play odd ranked Teams. Even ranked Teams will play even ranked Teams.
    - (3) Each Team will play one (1) additional game with the Team from the opposite ranking group based on the Standings in the previous League Year (1 vs 2, 3 vs 4, 5 vs 6, 7 vs 8, 9 vs 10) (1 game).
  - (B) In the event that a new Owner joins the League, their Team will perform under the same schedule.
- 11.03 Regular Season Standings:** Regular Season Standings will be determined by the Standing Points (SP) system.
- (A) **Standing Points.** Each week, Standing Points (SP) will be awarded to Teams based on wins and fantasy points.
    - (1) One (1) SP will be awarded for a win for the week.
    - (2) One (1) SP will be awarded for fantasy points; if a Team is in the top 5 of the highest scoring Teams for the week.
    - (3) Teams can be awarded between zero (0) and two (2) SPs each week.
    - (4) Teams will be ranked based on the total number of SPs awarded.
  - (B) **Tiebreakers.** In the event there are multiple teams tied with same Standing Points in the final Regular Season Standings, the Teams' total fantasy points for the Regular Season will be used as a tiebreaker. The Team with the most fantasy points will be given the higher seed.

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<sup>8</sup> Commissioner Amendment – Provide clarity on how Players being accidentally added will be handled effective in 2019.

**ARTICLE 12**  
**PLAYOFFS AND NMFL CHAMPIONSHIP**

**12.01 Format:**

- (A) At the end of the Regular Season, the Playoffs will be held in Weeks 15 and 16.
- (B) There will be two (2) rounds in the Playoffs and each round will consist of one (1) week.

**12.02 Seeding:**

- (A) Seeding in both the Championship Bracket and Consolation Ladder will be based on the Regular Season Standings.
- (B) The Championship Bracket and the Consolation Ladder will be updated on ESPN to ensure that Teams are in the correct seeds according to the Regular Season Standings at the end of the Regular Season.

**12.03 Championship Bracket:** The top four (4) teams based in the Regular Season Standings, will advance to the Championship Bracket.

- (A) **First Round.** The number one (1) seed will play the number four (4) seed and the number two (2) seed will play the number three (3) seed in the first round.
- (B) **NMFL Championship.** The two (2) winners of the first round will participate in the NMFL Championship game with the winner being crowned the NMFL Champion.
- (C) **Third Place Game.** The two (2) losers of the first round will participate in the 3rd place game.

**12.04 Consolation Ladder:** The remaining teams, which did not qualify for the Championship Bracket, will participate in the Consolation Ladder.

- (A) **First Round.** The number five (5) seed will play the number six (6) seed, the number seven (7) seed will play the number eight (8) seed and the number nine (9) seed will play the number ten (10) seed in the first round.
- (B) **Fifth Place Game.** The two (2) winners of the first round in the Consolation Ladder with the highest seeds will participate in the 5th place game.
- (C) **Seventh Place Game.** The one (1) remaining winner of the first round and the one (1) loser of the first round with the highest seed will participate in the 7th place game.
- (D) **Tenth Place Game.** The two (2) remaining losers of the first round will participate in the 10th place game.



**ARTICLE 13**  
**PAYOUTS**

**13.01 Payouts:**

- (A) Will be awarded based on the performance of each Team during the Regular Season as well as the final Standing of each Team in the Playoffs.
- (B) Will be made at the conclusion of the Season.

**13.02 Weekly Payouts:**

- (A) Each week of the Regular Season, the Team with the most fantasy points will be awarded \$10.
- (B) In the event of a tie, the \$10 will be distributed evenly between each Team with the largest point total.
- (C) Only fantasy points scored by Players in the Startling Lineup of each Team will be counted.

**13.03 Payout Amounts:**

- (A) At the end of the Playoffs, the remaining Cash Money minus all money deducted for weekly payouts will be awarded as follows:
  - (1) Winner of the NMFL Championship will receive \$460.
  - (2) Loser of the NMFL Championship will receive \$225.
  - (3) Winner of the 3rd place game will receive \$100.
  - (4) Loser of the 3rd place game will receive \$50.
  - (5) Team with the most fantasy points during the Season (16 Weeks) will receive \$25.
- (B) All League Dues forfeited during the League Year will be distributed evenly between the participants of the NMFL Championship game.

## ARTICLE 14 PENALTIES

### 14.01 Failure to Sign Up on ESPN:

- (A) All Owners must sign up and Teams must be activated on ESPN in order for the Commissioner to set Team Rosters and initiate the Season.
- (B) Failure to sign up by the start of the appointed deadline results in a Salary Cap decrease of \$20 for the current League Year.<sup>9</sup>

### 14.02 Failure to Set Starting Lineups: Owners must ensure that their Team has a complete Starting Lineup for each week of the Season, including the Regular Season and Playoffs. Each week that a Team does not have a complete Starting Lineup will be counted as an occurrence.

- (A) **Player Eligibility.** A Player is not eligible to be inserted into a Team's Starting Lineup if if they are not expected to play for any reason including but not limited to a bye week, injury or suspension.<sup>10</sup>
- (B) **Occurrences.** Penalties for each occurrence in the Season are as follows:<sup>11</sup>
  - (1) The first occurrence results in a Salary Cap decrease of \$10 for the current League Year.
  - (2) The second occurrence results in an additional Salary Cap decrease of \$10 for the current League Year and an additional Salary Cap decrease of \$10 from the following League Year.
  - (3) The third occurrence results in the Owner being expelled from the League effective at the of the current League Year.
  - (4) The fourth occurrence results in the Owner being expelled from the League effective immediately.
- (C) **Playoffs.** Additional penalties will be imposed for each week that a Team does not have a complete Starting Lineup in the Playoffs. Penalties for an occurrence in the Playoffs will be in conjunction with penalties outlined above. Penalties for each occurrence in the Playoffs are as follows:<sup>12</sup>
  - (1) The first occurrence results in a Salary Cap decrease of \$10 and the loss of the Team's highest available Draft Pick from the following League Year.
  - (2) The second occurrence results in an additional Salary Cap decrease of \$10 and a PFAB decrease of \$20 from the following League Year.
- (D) **Game Day Decisions.** In the event that an Owner has a Player in their Team's Starting Lineup that has been ruled out of a game by an NFL Team within four (4) hours of game time, that will not count as an occurrence.

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<sup>9</sup> Commissioner Amendment - Increased from \$10 to \$20 effective in 2019.

<sup>10</sup> Commissioner Amendment – Provided clarity on what defines a Starting Lineup for 2019.

<sup>11</sup> Commissioner Amendment – Implemented stricter penalties for the Regular Season effective in 2019.

<sup>12</sup> Commissioner Amendment – Implemented stricter penalties for the Playoffs effective in 2019.

**ARTICLE 15**  
**TRADES**

**15.01 Trading Period:**

- (A) Teams are permitted to trade Players and/or Draft Picks with other Teams in the League.
- (B) Trades involving Players and/or Draft Picks are permitted beginning at the beginning of the League Year when rosters are unlocked until the Trade Deadline.
- (C) Trades will be temporarily prohibited the entire duration of Preseason Free Agency.

**15.02 Players:**

- (A) Teams will be prohibited from trading more than three (3) Players or Draft Picks to another Team in the same Trade.
- (B) Teams acquiring a Player in a trade will assume the Terms and Salary of the Player Contract.
- (C) Once a trade is complete, the Player's Salary will:
  - (1) Only be included in the Team Salary of the Player's new Team
  - (2) Not be included in the Team Salary of the Player's Team immediately before the trade.
- (D) Trades involving only Players can be submitted via ESPN.

**15.03 Draft Picks:**

- (A) Teams will be permitted to trade Draft Picks from current League Year as well as following League Year as long as each Team involved in the trade have paid 50% of their League Dues for the following League Year.
- (B) Teams will be prohibited from trading more than one fourth of their Draft Picks for the any League Year.
- (C) For trades involving Draft Picks, each Team must notify the Commissioner of the trade in writing.

**15.04 Players with Expired Contracts:** Teams are prohibited from trading Players with expired contracts.

**15.05 Franchise Players:**

- (A) Teams are prohibited from trading Franchise Players during the Preseason.
- (B) In the event a Franchise Player is traded during the Season, the Franchise Tag will be removed from the Player.
- (C) Once a Franchise Player is traded, the Player is no longer eligible to be assigned a Franchise Tag.

**15.06 Approval of Trades:**

- (A) No trade will be binding unless approved by the Commissioner. Once a trade has been approved, the Commissioner will notify Teams of the trade via NMFL.net.
- (B) The Commissioner will approve a trade if the following criteria is met:
  - (1) The Team Salary of each Team involved remains under the Salary Cap.
  - (2) The trade does not violate any rules specified in the Constitution.

**ARTICLE 16  
KEEPERS AND FRANCHISE PLAYERS**

**16.01 Number of Keepers:** Teams can retain a minimum of zero (0) and a maximum of ten (10) Players from the previous League Year.

**16.02 Keeper Point System:** Keepers will be determined using the Keeper Point (KP) system.

- (A) **Allocation.** Teams will have Keeper Points to allocate for each position.
- (B) **Values.** Each Player will be assigned a Keeper Point value ranging from one (1) to four (4).
- (C) **Calculation.** Keeper Points will be calculated using the Player’s final ranking from the previous Season and the projected ranking for the current Season.
  - (1) Final rankings are based on total fantasy points scored in the previous Season.
  - (2) Projected rankings are based on ESPN’s Top 300 PPR Rankings.
  - (3) Rankings are based on position.
  - (4) Rankings for each position will be divided into tiers.
  - (5) The average of the Player’s final ranking and projected ranking will determine the tier.

Tier	Ranking
1	1 – 5
2	6 – 10
3	11 – 20
4	> 20

- (D) **Maximum Numbers:** Teams will have a maximum number of:
  - (1) Players that can be retained at each position.
  - (2) Keeper Points that can be allocated at each position.

Position	Number of Players	Keeper Points
QB	2	5
RB	4	10
WR	4	10
TE	2	5
K	2	5
DEF	2	5

**16.03 Franchise Players:**

- (A) Teams can assign a Franchise Tag to a Player that has an expired Player Contract or to their Franchise Player from the previous League Year.
- (B) A Franchise Tag must be assigned at the beginning of the League Year when submitting Keepers.
- (C) Teams can have a maximum of one (1) Franchise Player on their roster at any given time.
- (D) The assignment of a Franchise Tag converts the Player Contract to a lifetime contract with an indefinite term.
- (E) Teams cannot assign a Franchise Tag to a Player that was assigned a Franchise Tag by another Team the previous League Year.

**16.04 Cutting Players:** Players that are not retained as a Keeper or a Franchise Player will be cut and immediately becomes a Free Agent.

**16.05 Failure to Submit Keepers:** In the event that a Team does not submit their Keepers by the appointed deadline, eight (8) Players will be identified and retained automatically according to the following process:

- (A) The Eight (8) Players with the most fantasy points from the previous Season will be retained from the following positions:
  - (1) One (1) Quarterback.
  - (2) Three (3) Running Backs.
  - (3) Three (3) Wide Receivers.
  - (4) One (1) Tight End.
- (B) The maximum number of Keeper Points for each position cannot be exceeded.
- (C) No consideration will be made regarding the Player's salary or contract years remaining.
- (D) No Franchise Players will be retained.
- (E) Players with expired contracts will be cut.

**ARTICLE 17**  
**PRESEASON FREE AGENCY**

- 17.01 Format:** Preseason Free Agency will be a hybrid of a live and online format which can be followed in real time on NMFL.net.<sup>13</sup>
- (A) **New Auctions.** New auctions can only be started by the Commissioner.
  - (B) **Concurrent Auctions.** There will be a maximum of five (5) auctions that can occur each round.
  - (C) **Number of Rounds.** The number of rounds will be determined by the number the number of open roster positions once Keepers have been submitted. There will be as many rounds as necessary until each team has a maximum of twelve (12) players on their roster or until all Teams have concluded
  - (D) **Teams in Round.** Teams in each round may change dynamically depending on the Teams that are eligible.
  - (E) **Bid Amounts.** An opening bid cannot be less than \$2. Subsequent bids must be placed in whole dollar increments.
  - (F) **Auction Duration.** Auctions will last two (2) minutes unless the following occurs:
    - (1) If a bid is place in the final thirty (30) seconds of an auction, the auction will be extended by thirty (30) seconds.
    - (2) For each new bid placed after the original two (2) minutes, the auction will be extended by thirty (30) seconds. The auction will end following thirty (30) seconds of inactivity.
  - (G) **Opting Out.** Teams are not required to start new auctions or place new bids in active auctions.
  - (H) **Updating Bids.** Once a bid has been placed, there is no changing or deleting the bid.
  - (I) **Auction Closed.** At the end of an auction, the Player will be awarded to the Team with the highest bid. In the event that there are multiple Teams that place bids of the same amount, the Team that placed the bid first, will be considered the highest bid.
- 17.02 Participation:** Owners are strongly encouraged to participate; however, participation is not required. In the event and Owner cannot be in attendance, an Owner may:
- (A) Follow results on NMFL.net and make selections for new auctions via phone, text message or group chat.
  - (B) Commissioner will not be responsible for making selections for new auctions for another Owner.
- 17.03 Round Order.** The initial order of Teams starting new auctions in each round will be determined by the Regular Season Standings and results from the NMFL Championship Game from the previous Season.
- (A) Certain positions will be determined by the NMFL Championship Game results.
    - (1) NMFL Champion is assigned to the last position.
    - (2) Loser of the NMFL Championship Game is assigned the next-to-last position.
  - (B) Expansion Teams automatically get the first and second positions of each round. A coin toss will determine the Expansion Team that will get the first position.
- 17.04 Player Eligibility:**
- (A) Players that are available on ESPN and not on a Team Roster are eligible to be signed during Preseason Free Agency.
  - (B) NFL Rookies are not eligible.

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<sup>13</sup> Approved Amendment – Preseason Free Agency format updated in 2019 in order to take place on same day as the Draft.

**17.05 Restrictions:**

- (A) **Number of Players.** Teams can sign a maximum of twelve (12) Players during Preseason Free Agency. The number of Players that a Team can sign during Preseason Free Agency is determined by subtracting the number of Players on the Team Roster immediately prior to Preseason Free Agency from the maximum number of Players each Team can sign during Preseason Free Agency.
- (B) **Preseason Free Agency Budget (PFAB).** Teams will have a preset budget that can be spent during Preseason Free Agency. The PFAB is determined by subtracting the Team Salary immediately prior to Preseason Free Agency, the Team's Draft Salaries and any required adjustments based on penalties from the previous League Year from the Team's Salary Cap.<sup>14</sup>
- (C) **Team Eligibility.** A Team will be eligible to start a new auction or place a new bid in active auctions when:
  - (1) The Team has not reached its maximum number of Players. This is determined by counting the number Players acquired as a result of winning an auction as well as the number active auctions where the Team is the highest bidder.
  - (2) The Team has reached its PFAB.
  - (3) The current highest bid of an active auction is equal to or exceeds the Team's remaining PFAB.

**17.06 Preseason Free Agency Budget Increase:**

- (A) Each Team will have the ability to increase its PFAB by downgrading Draft Picks from the current League Year.
  - (1) A maximum of four (4) Draft Picks can be selected from the first four (4) rounds of the Draft.
  - (2) For each Draft Pick that is selected to be downgraded, the Draft Pick in the selected round will be removed and a supplemental Draft Pick will be added for the Current League Year
  - (3) Draft Picks will be downgraded in sequential order, beginning with the highest Draft Pick.
  - (4) Draft Picks acquired via Trade cannot be downgraded.
- (B) The PFAB increase for each round of the Draft is based on the following:

Round	Increase
1	\$8
2	\$6
3	\$4
4	\$2

- (C) Teams must notify the Commissioner of its intent to downgrade Draft Picks by the appointed deadline.

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<sup>14</sup> Commissioner Amendment – Due to stricter penalties and Owners being subject to possible reductions in their PFAB beginning in 2019, PFAB calculation needed to be adjusted.

**ARTICLE 18**  
**DRAFT**

- 18.01 Format:** The Draft will be a hybrid of a live and online format which can be followed in real time on NMFL.net.
- (A) **Number of Rounds.** There will be a minimum of six (6) rounds. However, supplemental rounds may be added to the end of the Draft.
  - (B) **Selections.** One Player will be selected by each Team in each round.
  - (C) **Time Per Selection.** Teams are allotted time of three (3) minutes for each selection.
- 18.02 Participation:** Owners are strongly encouraged to attend the Draft; however, in the event an Owner cannot be in attendance, an Owner may:
- (A) Follow the Draft results on NMFL.net and make selections via phone, text message or group chat.
  - (B) Provide Draft instructions to another Owner.
  - (C) Commissioner will not be responsible for drafting for another Owner.<sup>15</sup>
  - (D) In the event an Owner cannot be in attendance and does not provide Draft instructions the following will occur:<sup>16</sup>
    - (1) The highest ranked available Player will be selected in each round.
    - (2) The Team's Salary Cap will be decreased by \$10 for the current League Year.
- 18.03 Draft Order:** Draft Order will be determined by the Regular Season Standings and results from the NMFL Championship Game from the previous Season. Draft positions will be the same for each round.<sup>17</sup>
- (A) Certain Draft positions will be determined by the NMFL Championship Game results.
    - (1) NMFL Champion is assigned to the last position.
    - (2) Loser of the NMFL Championship Game is assigned to the next-to-last position.
  - (B) Expansion Teams automatically get the first and second selections of each round. A coin toss will determine the Expansion Team that will select first.
- 18.04 Supplemental Rounds:** Supplemental rounds may be added to ensure that each Team has the minimum required number of eighteen (18) Players on its Roster at the completion of the Draft.
- (A) Supplemental rounds will be added after the 6th round.
  - (B) Supplemental Draft Picks will be added for each Team for:
    - (1) Each roster position that remains open following Preseason Free Agency.
    - (2) Each downgraded Draft Pick.
  - (C) Selections will be made following the Draft Order.
  - (D) Supplemental Draft Picks cannot be traded.
- 18.05 Player Eligibility:** Players that are available on ESPN and not on a Team Roster are eligible to be selected in the Draft.

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<sup>15</sup> Commissioner Amendment – Commissioner is busy at the Draft running said Draft and running his team.

<sup>16</sup> Commissioner Amendment – Detail how to handle a situation where an Owner fails to provide instructions if they cannot attend the Draft.

<sup>17</sup> Approved Amendment – Returned to League's previous Draft Order determination process effective in 2019.



## ARTICLE 19 POST DRAFT

- 19.01 Roster Setup:** Once the Draft is complete, the Commissioner will set up all Team Rosters on ESPN.
- 19.02 Roster Management:** Teams will not have the ability to manage rosters, add Players, drop Players or set Starting Lineups until the Commissioner has set up all Team Rosters and initiated the Season on ESPN.
- 19.03 Preseason Roster Cuts:**
- (A) After the Season has been initiated and prior to the beginning of the Season, each Team may cut Players without penalty.<sup>18</sup>
  - (B) The Player's Salary will not count towards the Team Salary for the League Year as long as:
    - (1) There is one (1) full day between when the Player is cut and when the Player is reacquired.
    - (2) The Player is reacquired after the beginning of the Season.

## ARTICLE 20 SALARY CAP AND TEAM SALARY

- 20.01 Calculation of the Salary Cap:**
- (A) The initial Salary Cap for each Team will be \$200 for any League Year.
  - (B) The Salary Cap for each Team will be calculated based on the initial Salary Cap and any required adjustments based on penalties from the previous League Year.
- 20.02 Calculation of Team Salary:** For any Player on the roster of a Team from when the Season begins until rosters are locked, the amount of the Player Contract will be included in the Team Salary for the League Year.
- 20.03 Application of the Salary Cap:** Teams cannot exceed the Salary Cap at any point during the League Year including after Keepers are submitted, Preseason Free Agency, the Draft or during the Season.
- 20.04 Exceeding the Salary Cap:** In the event a Team Salary exceeds the Salary Cap, the Team will be subject to the following actions:
- (A) The Salary Cap for the following League Year will decrease by the overage amount of the current League Year.
  - (B) Each Player that results in the Team Salary exceeding the Salary Cap will be ruled to be ineligible. In the event that an ineligible Player is on a Team Roster the following actions will be taken:
    - (1) Fantasy points scored by the Player while in the Team's Starting Lineup will be adjusted to zero (0) and the Team's total fantasy points for each week will be reduced by the amount of fantasy points scored by the Player. Matchup results as well as Standing Points will be recalculated.
    - (2) For each week that the ineligible Player is on the Team Roster, the Team's Salary Cap for the Current League Year will be decreased by \$5.

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<sup>18</sup> Approved Amendment – Eliminated maximum number of Preseason Roster Cuts effective in 2019.

**ARTICLE 21  
PLAYER CONTRACTS**

**21.01 New Player Contract:**

- (A) Each Player that is added to a Team Roster will have an associated Player Contract.
- (B) The Term and initial Salary of the Contract will be determined by the method of how the Player was acquired by a Team.

**21.02 Preexisting Player Contract:** At the beginning of the League Year, for Contracts that have not expired:

- (A) Contract Year will increment by one (1) year.
- (B) Salary will increase a minimum of \$2, which is the Standard Increase for a Keeper.

**21.03 Expiration of Contract:**

- (A) Contracts expire on the last day of the last year of the Term of the Contract.
- (B) Once the Contract has expired, the Player is no longer allowed to be retained as Keeper unless the Contract is extended by designating the Player as their Franchise Player.

**21.04 Drafted Players:**

- (A) **Term.** The round where a Player was selected will determine the Term of the Contract.
  - (1) Term of a Contract for a Player selected in the first round be five (5) years.<sup>19</sup>
  - (2) Term of a Contract for a Player selected after the first round will be four (4) years.
- (B) **Salary.** Initial salary is determined by the round when Player is selected based on the following:

Round	Salary
1	\$10
2	\$8
3	\$6
4	\$4
5	\$4
> 5	\$2

**21.05 Preseason Free Agents:**

- (A) **Term.** Term of a Contract for a Player acquired during Preseason Free Agency will be three (3) years.
- (B) **Salary.** Initial salary is determined by the highest bid of the Player Auction.

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<sup>19</sup> Approved Amendment – Increased the term of a contract for Players selected in the first round of the Draft from four (4) to five (5) years effective in 2019.

**21.06 Free Agents:**

(A) **Term.** The Player’s Rookie or Veteran status will determine the Term of the Contract. <sup>20</sup>

- (1) Term of a Contract for a Rookie acquired as a Free Agent during the regular season will be three (3) years.
- (2) Term of a Contract for a Veteran acquired as a Free Agent during the regular season will be four (4) years.

(B) **Salary.** Initial salary is determined by the Player Value at the time the Player is acquired.

(C) **Calculation.** The calculation of the Player Value will be based on the Player’s Preseason ranking and the Season ranking at the time of acquisition.

- (1) Preseason rankings are based on ESPN’s Top 300 PPR Rankings.
- (2) Season rankings are based on total fantasy points scored in the current Season.
- (3) Rankings are based on position.
- (4) Rankings for each position will be divided into tiers.
- (5) Values will be determined by the tier for each position.

	QB		RB / WR		TE		K / DEF	
Tier	Ranking	Salary	Ranking	Salary	Ranking	Salary	Ranking	Salary
1	1 – 5	\$20	1 – 10	\$20	1 – 5	\$10	1 – 5	\$8
2	6 – 10	\$12	11 – 20	\$12	6 – 10	\$7	6 – 10	\$6
3	11 – 15	\$7	21 – 35	\$7	11 – 15	\$5	11 – 15	\$4
4	16 – 20	\$4	36 – 50	\$4	16 – 20	\$3	16 – 20	\$3
5	> 20	\$2	> 50	\$2	> 20	\$2	> 20	\$2

- (6) Player Value will be calculated by adding a percentage of the value based on the Preseason ranking and a percentage of the value based on the Season ranking.
- (7) The percentage of each ranking will be determined by the week the Player is acquired by a Team.

Weeks	Percent of Preseason Ranking Salary	Percent of Acquisition Salary Ranking
< 1	100%	0%
1 – 2	80%	20%
3 – 4	60%	40%
5 – 6	40%	60%
7 – 8	20%	80%
> 8	0%	100%

<sup>20</sup> Approved Amendment – Reduced the term of a contract for a Rookie signed as a Free Agent during the regular season from four (4) to three (3) years effective in 2019.

**21.07 Weekly Contracts:** Players can be signed to short term, Weekly Contracts.

- (A) **Term.** Term of a Weekly Contract will be ten (10) days.
- (B) **Salary.** Salary will be \$1 regardless of the Player Value if the Player is not:
  - (1) On the Team Roster for more than ten (10) calendar days.
  - (2) On the Team Roster for more than one (1) of the Player's NFL games.
- (C) **Adjustment.** In the event a Player that was signed to a Weekly Contract does not meet the criteria outlined above, the Salary will be based on the Player Value at the time the Player was acquired.
  - (1) Initially the Salary on NMFL.net will reflect the Player Value.
  - (2) Once the Player is released, and the criteria outlined above is met, the Salary on NMFL.net will reflect the Weekly Contract amount.
- (D) **Maximum Number.** Each Team can sign a maximum of fifteen (15) Weekly Contracts in a Season.
- (E) **Multiple Weekly Contracts for a Player.** Teams can sign a Player to multiple Weekly Contracts in a Season as long as there is one (1) full day between the end of the previous Weekly Contract and the beginning of the new Weekly Contract.

**21.08 Reacquired Players:** Players can be released and reacquired by the same Team in the same League Year.

- (A) **Term.** Term of a Contract for a Reacquired Players will be four (4) years, the same as the Term as a Free Agent Contract.
- (B) **Salary.** The Salary will be the greater of:
  - (1) Salary of the Player's previous contract with the Team.
  - (2) Player Value at the time of reacquisition.
- (C) **Adjustment.** Excluding Weekly Contracts, in the event a Player is reacquired, the Player's Salary will only be included in the Team Salary one (1) time for the League Year.

**21.09 Traded Players:**

- (A) **Term.** Term remains the same.
- (B) **Salary.** Salary remains the same.

**21.10 Keepers:**<sup>21</sup>

- (A) **Term.** Term remains the same.
- (B) **Salary.** Salary will be based on the Standard Increase.

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<sup>21</sup> Approved Amendment – Eliminated Final Year Adjustments for Keepers effective in 2019.

**21.11 Franchise Players:**

- (A) **Term.** Term is indefinite.
- (B) **Salary.** Salary will increase \$3 instead of the Standard Increase for each year as a Franchise Player. <sup>22</sup>
- (C) **Adjustment.** The Salary of a Franchise Player will be the greater of:
  - (1) Calculated Player Salary for the current League Year based on the Salary Increase.
  - (2) Minimum Salary for the Player’s position based on the following:

<b>Position</b>	<b>Salary</b>
<b>QB</b>	<b>\$25</b>
<b>RB</b>	<b>\$20</b>
<b>WR</b>	<b>\$20</b>
<b>TE</b>	<b>\$15</b>
<b>K</b>	<b>\$10</b>
<b>DEF</b>	<b>\$10</b>

**21.12 Players Drafted in Expansion Draft:**

- (A) **Term.** Contracts of Players Drafted in an Expansion Draft will extend by one (1) year.
- (B) **Salary.** Salary will be based on the Standard Increase.

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<sup>22</sup> Approved Amendment – Salaries of Franchise Players will increase \$3 each season instead of \$3 the first year as a Franchise Player starting in 2019. Additionally, effective in 2019, the salary of a Franchise Player may be adjusted based on a minimum salary amount for their position rather than an average of the top salaries at their position.

**ARTICLE 22**  
**INJURED PLAYERS**

**22.01 Injured Reserve Roster Positions:**

- (A) In the event a Player is injured and placed on Injured Reserve (IR) or listed as Out\* on ESPN, the Player can be moved to one of the Team's two (2) IR roster positions.
- (B) Once a Player has been moved into one of the Team's IR roster positions, the Player can be moved back to the Team's Starting Lineup or a bench position.

**22.02 Injured Reserve (IR):**

- (A) When a Player is moved to an IR roster position, the Team will receive a Salary Cap increase for the current League Year.
- (B) The Salary Cap increase will be a percentage of the Player's Salary, the percentage will be determined by the week when the Player is moved an IR roster position or listed as Out\*.

Week	Percent Increase
1 – 4	80%
5 – 8	60%
9 – 12	40%
13 – 17	20%

- (C) The Salary Cap increase will be rounded down to the nearest whole dollar.

**22.03 Players Out with Injury (Out\*):**

- (A) When a Player is listed as Out\* on ESPN, the Team will receive a Salary Cap increase for the current League Year.
- (B) The Salary Cap increase will be \$2, without regard to the Player's Salary.

**22.04 Acquiring an Injured Player:** A Player must be on the Team Roster at the time of the injury in order to receive a Salary Cap Increase.

**22.05 Releasing or Trading an Injured Player:** In the event a Player that resulted in a Team receiving a Salary Cap increase is released or traded, any Salary Cap increases for the Player for the current League Year will remain in effect.

**ARTICLE 23  
WAIVERS**

- 23.01 Waiver Process:** The League does not have a Waiver process.
- 23.02 Released Players:** A Player that has been released on ESPN immediately becomes a Free Agent and can be acquired by any Team.

**ARTICLE 24  
LEAGUE EXPANSION**

- 24.01 Vote:** The League may expand with the affirmative vote of the majority of the Owners.
- 24.02 Vote to Expand:** In the event that League Expansion has been approved, an Expansion Draft will be held.
- 24.03 Protecting Players:**
- (A) Prior to an Expansion Draft, each Team will have the option to protect a minimum of zero (0) Players and a maximum of four (4) Players from being selected in an Expansion Draft.
  - (B) Each Team may lose a maximum of two (2) players in an Expansion Draft.
- 24.04 Expansion Draft:**
- (A) **Participation.** Expansion Team Owners must be in attendance.
  - (B) **Player Eligibility.** Players on any Team Roster that were not protected are eligible to be selected.
  - (C) **Format.** The Expansion Draft will be a live format.
  - (D) **Draft Order.** A coin toss will determine the Expansion Team that will select first in each round.
  - (E) **Number of Rounds.** Expansion Draft will be five (5) rounds.
  - (F) **Selections.** One Player will be selected by each Team in each round.
  - (G) **Time Per Selection.** Owners are allotted time of three (3) minutes for each selection.

**EXHIBIT A  
SCORING SETTINGS**

**Offense:**

Category	Point Value
Every 25 passing yards (PY25)	1
TD Pass (PTD)	6
Interceptions Thrown (INT)	-2
2pt Passing Conversion (2PC)	2
Every 10 rushing yards (RY10)	1
TD Rush (RTD)	6
2pt Rushing Conversion (2PR)	2
Every 10 receiving yards (REY10)	1
Each reception (REC)	1
TD Reception (RETD)	6
2pt Receiving Conversion (2PRE)	2

**Miscellaneous:**

Category	Point Value
Kickoff Return TD (KRTD)	6
Punt Return TD (PRTD)	6
Fumble Recovered for TD (FTD)	6
Total Fumbles Lost (FUML)	-2
Interception Return TD (INTTD)	6
Fumble Return TD (FRTD)	6
Blocked Punt or FG return for TD (BLKKRTD)	6
2pt Return (2PTRET)	2
1pt Safety (1PSF)	1

**Kicking:**

Category	Point Value
Each PAT Made (PAT)	1
Each PAT Missed (PATM)	-1
FG Made (0-39 yards) (FG0)	3
FG Made (40-49 yards) (FG40)	4
FG Made (50+ yards) (FG50)	5
FG Missed (0-39 yards) (FGM0)	-3
FG Missed (40-49 yards) (FGM40)	-2
FG Missed (50+ yards) (FGM50)	-1

**Team Defense / Special Teams:**

Category	Point Value
Every 25 kickoff return yards (KR25)	1
Every 25 punt return yards (PR25)	1
Each Sack (SK)	1
Interception Return TD (INTTD)	6
Fumble Return TD (FRTD)	6
Kickoff Return TD (KRTD)	6
Punt Return TD (PRTD)	6
Blocked Punt or FG return for TD (BLKKRTD)	6
Blocked Punt, PAT or FG (BLKK)	2
Each Interception (INT)	2
Each Fumble Recovered (FR)	2
Each Safety (SF)	2
0 points allowed (PA0)	5
1-6 points allowed (PA1)	4
7-13 points allowed (PA7)	3
14-17 points allowed (PA14)	2
18-21 points allowed (PA18)	2
22-27 points allowed (PA22)	1
28-34 points allowed	0
35-45 points allowed (PA35)	-1
46+ points allowed (PA46)	-1
Less than 100 total yards allowed (YA100)	10
100-199 total yards allowed (YA199)	7
200-299 total yards allowed (YA299)	4
300-349 total yards allowed (YA349)	1
350-399 total yards allowed (YA399)	1
400-449 total yards allowed	0
450-499 total yards allowed	0
500-549 total yards allowed (YA549)	-1
550+ total yards allowed (YA550)	-1