

2011 NPFL Rules

Articles

1. Franchises
2. Procedures
 - Meeting
 - Draft
3. Officers
 - Duties
 - Payment
4. Finances
 - Fees
 - Fines
 - Disbursement
5. Team Structure
6. Draft
 - Freeze
 - Order
7. Free-Agents
8. Line-Ups
9. Trades
10. Scoring
11. Schedule

Additions to the rules over the past 5 years are listed in ***bold italics***.

Deletions from the rules over the past 5 years are listed in ~~strike through~~.

1. Franchises

- A. There shall be a maximum of 14 teams in the NPFL.
 1. Prior to the pre-draft meeting, an approval of 7 of 12 senior franchises can vote to cut the league down to 12 teams, with the 12 senior franchises having priority of keeping their teams.
- B. Franchises are guaranteed to the 12 senior owners in the league, provided they keep current with all financial obligations and rules. The 2 junior franchises will be eligible to keep their teams providing the same, and providing the league hasn't voted to reduce the number of franchises.
- C. For the purpose of the NPFL playoff league, there are only 12 available franchises. These franchises will be offered first to those teams that participated in the previous season's playoffs, then according to NPFL seniority.
- D. When franchises become available, they will be filled first by any teams on the official NPFL waiting list, kept by the commissioner.

2. Rule Changes

- A. Each year prior to the NPFL draft, the NPFL will hold a pre-draft meeting. This is where any rule changes for the upcoming season will be decided upon.
- B. A majority vote of present owners is necessary to change any by-laws in this constitution.
 1. No absentee votes are permitted.
- C. All owners need not be present, provided all owners were given a chance to attend.
 1. In the event that fewer than 9 franchises are present at the meeting, there must be at least 5 votes in favor of the change for it to be enacted.

- D. At the meeting, the draft order will be determined. Franchises will draw cards in the reverse order of the previous season's final standings. The team that draws the ace gets first selection of draft position; the team that draws the deuce gets second selection of remaining draft positions; procedure repeats until all spots are taken.

3. Officers

- A. The commissioner's duties are as follows:
1. Conduct the draft
 2. Approve all trades
 3. Establish a schedule
 4. Arbitrate owner disputes
 5. Collect weekly lineups
 6. Tabulate scores
 7. Publish weekly results, news and transactions
 8. Interpret all rules with the power to render binding decisions
 - i. Two-thirds owner's vote required to overrule any commissioner decisions
 9. In exchange for services, the commissioner shall receive an NPFL franchise at no charge
- B. The Treasurer's duties are as follows:
1. Collect and disburse all funds.

4. Finances

- A. Each NPFL franchise must pay a yearly franchise fee of \$260.
1. At least \$130 of the franchise fee is due at the pre-draft meeting.
 2. Forfeiture of the NPFL franchise is risked if \$130 is not paid at this time.
 3. The balance of the franchise fee is due at the draft.
 4. All franchise fees, fines and free-agent fees will go into a general fund to be disbursed as follows:
 - i. Administrative costs (photocopies, etc.)
 - ii. Engraving of perpetual trophy
 - iii. The remaining money will be prize money, disbursed as follows:
 - 34% First Place
 - 23% Second Place
 - ~~15%~~ **14%**²⁰⁰⁶ Third Place
 - 10% Fourth Place
 - 8% Fifth Place
 - 4% Eliminated Bonus (1% x 4 weeks)
 - 1% Top Team Game Score
 - 1% Top QB Game Score
 - 1% Top K Game Score
 - 1% Top TE Game Score**²⁰⁰⁶
 - 1% Top RB Game Score (~~TE is eligible to win this prize~~)²⁰⁰⁶
 - 1% Top WR Game Score (~~TE is eligible to win this prize~~)²⁰⁰⁶
 - 1% Top PtsVs. Team for Season
 - a. Order of finish will be determined by won/lost record with ties counting as half a win.
 - b. Ties will be broken by total points scored. If teams are still tied, the prize will be split.
 - c. Eliminated bonus is given to the team that scores the most points in a week amongst all teams eliminated from finishing in a money spot. There must be at least 2 eliminated teams. If not, that week's prize will be evenly distributed amongst all remaining weeks. If the only

thing that keeps a team from being eliminated is the possibility of winning a total point tie-breaker, that team may waive the tie-breaker for the remainder of the season, by the time lineups are due for that week. In the event given team winds up winning the total point tie-breaker at the end of the season, that team will be bumped down to the highest non-money spot.

5. All league fines and free agent fees are due one week following the completion of the NPFL season.
6. All prize money shall be disbursed one week following the completion of the NPFL season.

5. Team Structure

- A. An NPFL team will consist of a maximum of 25 and a minimum of 19 NFL players.
- B. Each team is required to have a minimum of 2 Kickers, 2 Quarterbacks, 5 Running Backs and 5 Wide Receivers. For roster minimum purposes, Tight Ends may be counted as Wide Receivers or Running Backs. There is no minimum requirement for the Tight End position.
- C. A player's position is determined by his listing in the USA Today final rosters, with a majority league vote required to override the USA Today listing.
- D. Any player put on the NFL's Injured Reserve List after the NPFL draft will not count against the NPFL 25-man roster.
- E. At the time line-ups are due, if a franchise is in violation of any roster requirements, it will be fined \$5. It is not the commissioner's responsibility to ensure that franchises are in compliance. Fines may be imposed retroactively up to one week.

6. Draft

- A. The draft will proceed in a serpentine fashion, 1-14 on odd rounds and 14-1 on even rounds, where team numbers are determined at the pre-draft meeting.
- B. Each team will be permitted to freeze one player from their previous season's final roster. Eligible players must have been drafted by any NPFL franchise after the 9th round, must not be a free-agent pick-up, and must not have been frozen the previous season. The exception is if a player on the previous season's roster played in fewer than 4 NFL games (due to injury, etc.), he may be frozen regardless of original draft round.
- C. Freezes will be announced once the draft order is final, just prior to the draft, with team 1 announcing first, and team 14 announcing last. Frozen players will be assigned to the same round in which they were originally drafted.
- D. A replacement NPFL franchise will use the roster of the team it replaced for freezing purposes.
- E. The draft will be 20 rounds in length.
- F. Each franchise is permitted 2-minutes in which to make their selection. In the event time expires, the violating team will drop one spot in the draft order, and will be permitted 1-minute to make their selection. If time expires again, said team will lose its draft pick altogether.
- G. Selecting a previously drafted player will result in no penalty for the first error, and forfeiture of draft pick for second and all further errors.
- H. The commissioner is not required to answer any player availability inquiries.

7. Free-Agents

- A. Any player not on an NPFL roster, for any reason, will be declared a free-agent.
- B. Free-agents are available for signing following the 2nd week of the NFL season.

- C. Franchises may claim a maximum of one free-agent per week.
- ~~D. The signing period for the upcoming week ends at 10pm the evening before line-ups are due.~~²⁰¹⁰ **Free Agents claims will be processed at 10pm the night before lineups are due, or 10pm on Friday – whichever is sooner.**²⁰¹⁰
- E. If more than one NPFL franchise claims a free-agent, the team with the poorer NPFL record will get named player, unless said team claimed another free-agent the previous week. (Point total ties will be broken by coin-toss.)
- F. Free-agents are obtained for a fee of \$20 each.

8. Line-Ups

- A. A lineup consists of 10 players: 1 QB, 1 K, 1 (QB or K), 2 RB, 1 (RB or TE), 1 (RB or TE or WR), 3 (WR or TE).
- ~~B. All lineups are due at 10pm the evening before the first NFL game of the week.~~²⁰⁰⁶
Lineups are due at 10pm Saturday evening²⁰¹⁰ **9am Sunday**²⁰¹⁰ **every week.**
 - 1. **In the event NFL games are played prior to Sunday, only those players in games before Sunday are required to be added or removed from a starting lineup.**
 - 2. **In the event that the majority of the NFL schedule for a given week will be played on a Saturday (at Christmas time), complete lineups will be due by 10pm Friday evening.**²⁰⁰⁶ **9am Saturday morning.**²⁰¹⁰
- C. Failure to submit a line-up on time, or at all will result in the use of the previous week's line-up.
- D. In the event a franchise submits an illegal lineup, the highest-scoring illegal player(s) will be replaced by the lowest-scoring bench player(s) to make the lineup legal.**²⁰¹¹

9. Trades

- A. NPFL teams are encouraged to trade players, draft picks or draft positions.
- B. All trades must be approved by the commissioner.
- C. Following are the stipulations to trading:
 - 1. No trading after the fourteenth week of the NPFL season.
 - 2. Team names, schedules, cash and information are not tradable items.
 - 3. A player cannot be traded to a team if he has previously been on that team's roster within the last three weeks.
 - 4. Trades must not be with intent to create one quality team out of two or more teams.

10. Scoring

- A. Only NFL players are deemed as able to provide points for NPFL franchises.
- B. RTSports.com will be the official scorer of NPFL games. RTSports finalizes its stats by noon on Friday after the games.**²⁰¹¹
- ~~C. Official tabulations will be made using the Los Angeles Times.~~²⁰¹¹
- ~~D. In the event of a dispute, the majority between the LA Times, USA Today and Pro Football Weekly will be final.~~²⁰¹¹
- E. Any disputes must be brought to the commissioner's attention prior to the lineup deadline the following week. After which, all scoring is final.
- F. Points are accumulated as follows:
 - Any scored touchdown is worth 6 points.
 - Any thrown touchdown is worth 3 points.
 - Kicking an extra point is worth 1 point.
 - Scoring a 2-point conversion is worth 2 points.
 - Throwing a 2-point conversion is worth 1 point.

- Field Goals: 0-19 yards 1 point
20-29 yards 2 points
30-39 yards 3 points
40-44 yards 4 points
add 1 point for each additional 5 yards
- Passing: 150-174 yards 3 points
175-199 yards 4 points
200-249 yards 5 points
250-274 yards 6 points
add 1 point for each additional 25 yards
- Rushing: 40-59 yards 2 points
- Rush/Rec: 60-79 yards 4 points
80-99 yards 5 points
100-119 yards 6 points
120-139 yards 7 points
140-149 yards 8 points
add 1 point for each additional 10 yards
- **Wide Receiver Receiving: 40-59 yards 2 points**²⁰⁰⁷
- Tight End Receiving: 20-29 yards 2 points
Add 1 point for each additional 10 yards

11. Schedule

- A. Each NPFL team will be scheduled to play every other team at least once apiece.
- B. Week 4, 8 and 12 schedule will be "position weeks" based on the standings following the 3, 7 and 11th week's standings, respectively. E.g. 1st vs. 2nd, 3rd vs. 4th, etc.
- C. Week 16 will be a special "position week"; meaning the schedule for that week will be determined based on the standings after Week 15. The commissioner shall design the schedule for optimal match-ups, with the teams higher in the standings getting top priority for match-ups.
- D. **Position week matchups will be permanently locked in 24 hours before the first NFL game of the week, regardless of any subsequent scoring changes or dispute resolutions.**²⁰¹¹