

SPFL Constitution

(Updated February 2009)

I. League Overview

- 1) Each year the Strat-O-Matic Paradise Football League (SPFL) uses the most recent version of Strat-O-Matic computer football to run a full 16 game football season and playoffs (along with an annual draft, trading, etc.).
- 2) The SPFL consists of 20 teams; each owned and run by a different coach. No one person may simultaneously control more than one SPFL team. The SPFL team owners will choose their home city and team name.
- 3) Games are played online over the internet. If coaches cannot arrange a time to play a particular game, then the home team coach will play the game against another coach willing to fill-in or solitaire against the opposing team's pre-defined computer coach (with permission from the commissioner). If neither team plays the game the commissioner will auto play the game.
- 4) The emphasis of the SPFL is on creating a fun and simple recreation of owning and managing a computer football team year after year. The following rules may look long and overly complex at first glance but don't let them intimidate or scare you. They are only long because they were written in a way that takes you step by step through every SPFL procedure so there will (hopefully) be as few misunderstandings as possible.
- 5) There is no fee for membership in the SPFL (or any cash prizes for championships).
- 6) You need to make a commitment to stay in the league for a while as it will greatly hurt the continuity of the league if you bail out after one or two years.
- 7) The SPFL's homepage is at the following location: <http://www.playSOMball.com> The SPFL has a yahoo group at the following location: <http://groups.yahoo.com/group/spflstrat/>
- 8) The leagues commissioner is Randall P. Murray. The commissioner can be contacted via email rpmcschey@netzero.net or by phone 425-241-8253. The league was founded in May 2003.
- 9) Rules changes:
 - A) During the season: Rules may be changed during the season with only 100% league approval
 - B) During the off-season: Rule proposals by league members may be made to the commissioner. The commissioner will then make an announcement to the league and create a poll. 11 yes votes is required for the rule to pass.
 - C) The commissioner reserves the right to change any given rule during the off-season without league vote. (would be VERY rare and have more to do with procedure than anything).
- 10) The commissioner's office reserves the right to institute league expansion or contraction. Expansion and contraction is explained further in section VI.

II. Rosters

- 1) Each team in the SPFL has a 53 man active roster, a 5 man non-active roster (aka IR/PS), a kickoff coverage card, a punt coverage card, a defense card, a team penalties card, and a QB fumble card.
- 2) Teams MUST be two deep at all positions in their base Offense (Pro-Set) and Defense at all times. This means a minimum of 22 players on offense and 22 players on defense. The ONLY exception is P, K, KR and PR. Teams must have at least 1 kick returner (KR), 1 punt returner (PR), 1 place kicker (K), and 1 punter (P). Before every game each team MUST have these requirements filled. Injured players CANNOT be counted toward the two deep requirements. So if you only have two FB, one is injured and out for more than one game, you must pickup another FB, etc.
- 3) Teams have a base Def (4-3 or 3-4) which will be chosen by the GM before the season begins. 4) Uncarded players ARE NOT part of the 53 man active roster. That's the purpose of the 5 man non-active roster, to hold those players. Definition of an uncarded player is a player that doesn't have a SOM player card but was on an NFL roster during the most recent NFL season.
- 5) Teams may not carry more than 3 QB's at any time on their 53 man active roster. They may however, carry additional uncarded/injured QB's on the 5 man non-active roster (IR/PS)
- 6) Home team will use the Good/Good SOM draft defensive cards and Away team will use the Average/Average SOM draft defensive cards.
- 7) All teams will use a QB/WR fumble rating of one (1).

III. Transactions

1) Free Agents/Waiver Wire System

- A) A free agent is a carded player who is not on an active SPFL roster.
- B) If a player is on a team roster and is dropped/cut, the player will go through the waiver process.
- C) Free Agents are available for pickup from the completion of the draft until kickoff of the SPFL Super Bowl. NOTE: There is a 7 day period after the draft when no FA's are allowed to be chosen so that the commissioner can adjust teams and send out current files. Team owners will verify their teams before FA begins. In addition, FA's claimed after the new SOM ratings are released by SOM (usually in early July) will be returned to the FA pool following the conclusion of the SPFL season.
- D) An unlimited number of free agent pickups are allowed during the season.
- E) The waiver wire system is explained below:
 - 1) When a player is dropped from a roster a league announcement will be made by the team/GM making the player drop. 2) Two (2) days will pass where teams are allowed to place a waiver claim on the dropped player.
 - 2) At the end of the two (2) days, the team with the worst record that has placed a waiver claim will acquire the player. If 2 or more teams with the same record place a claim of the dropped player, the league shall use the playoff tiebreaker to determine the outcome. The playoff tiebreaker can be found in section IV-2B.
 - 3) When a waiver claim is submitted, a player to be cut MUST be stated in the announcement. If no player to be cut is stated, the waiver claim will be discarded. Teams with an open roster spot will not need to cut a player when making a waiver claim.
 - 4) At the end of the 2-day period, if no waiver claim is made for the given player, the player will become a free agent, available for pickup by any team without a waiting period.
 - 5) All free agent acquisitions must be announced by Sunday 10 pm ET to take affect for the upcoming league week.

2) Trading

- A) Any number of teams can trade (2-way, 3-way, 4-way, etc.)
- B) All trades must be announced by Saturday at 10 am ET to take affect for the upcoming league week. This allows for the 48 hour trade review period to pass before the next weeks files are released.
- C) Teams can trade only players/card ratings, draft choices and future draft choices one year in the future.
- D) All trades will have a 48-hour approval period, where a league announcement will be made. During this 48-hour period, non-participating teams in the trade will be given the opportunity to object to the trade. If any objections are made, an additional 48-hour period will be assessed, where a league poll will be created. If a 13 owner super-majority votes against the trade, then the trade is nullified. The commissioner may also nullify any trade without league approval.
- F) Trades may occur at any time with the following exceptions:
 - A) There will be no trading allowed from the end of SPFL week 11 until the conclusion of the SPFL Super Bowl. There will also be a short no-trading window just before the annual draft. This allows the league time to get the draft set up accurately. The commissioner will announce the exact times of the pre-draft no-trade window.

IV. Schedule

1) Regular season

- A) The regular season will usually be one calendar week in length.
- B) The league week will begin when the commissioner uploads league and pre-game files to the Yahoo Group (usually Monday or Tuesday) and/or the files are uploaded to the league website (www.playsomball.com). Most league weeks will conclude the following Monday @ 10 am ET. League weeks may run short or long at the discretion of the commissioner.
- C) All post game files must be uploaded promptly to the Yahoo Group, the league website, or emailed to the commissioner. The winning team is required to upload the post game file, although it is recommended that the teams communicate to be sure the file gets uploaded. Files must be uploaded in order for the league office to create the next week's files.

2) Post Season

A) Two (2) division winners and three (3) wildcard teams from each conference (best record regardless of division) will make the playoffs – Five (5) teams from each conference. NOTE: Team with best record is always home team in the playoffs except for the Super Bowl which is played in a neutral field.

B) The following tie breakers will be used to determine playoff seeding when 2 or more teams finish the regular season with identical win/loss records. :

- 1) Head to Head record
- 2) Division Record
- 3) Conference Record (if applicable)
- 4) Greater margin of victory in the head-to-head meetings
- 5) Coin Flip

C) Playoff seeding: Division winner with best record is Div 1, second division winner is Div 2. Wildcard teams are seeded 3, 4 and 5 respectively.

FIRST ROUND (for each conference): Div 1, Div 2 and 3rd seed get bye; 4th seed vs. 5th seed.

SECOND ROUND (for each conference): Div 2 vs. 3rd seed; Div 1 vs. winner of 4 vs. 5.

THIRD ROUND: Conference Championships: Winner of 2 vs. 3 plays winner of 1 vs. 4 or 5.

SUPERBOWL: Conference Champion vs. Conference Champion

V. Game Rules

1) Computer Game settings:

- A) Injuries: Yes (multiple game)
- B) Penalties: Yes
- C) Player Overusage: No
- D) QB End Run Limits: Yes
- E) RB Fatigue: Yes
- F) Home Field Advantage: Yes
- G) LB Run Containment: Yes
- H) Exceed Longest Run: Yes
- I) Exceed Longest Reception: Yes
- J) Dumpoff Rule: Yes
- K) Updated Sack Rule: Yes
- L) In-Game Rest System: No
- M) Emphasize 6 Rated LBs: Yes
- N) Great Player Impact Rule: No
- O) Looser Substitution Restrictions: Yes (exception: HB/FB and SS/FS cannot interchange)
- P) Empty Flat Pass = Guess Wrong: No
- Q) Individualized Fumble Ratings: Yes
- R) Variable FG Rule: Yes
- S) Use QB Starter File: No
- T) QB Overusage: No

VI. Annual Draft and Expansion/Contraction

1) Annual Draft:

- A) The team with the lowest winning percentage at the end of the previous season drafts first in the SPFL Draft.
 - The rest of the teams are placed in order from lowest winning percentage to the highest.
 - The Super Bowl winner drafts last, even if they do not have the highest winning percentage.
 - The Super Bowl loser drafts next to last.
 - Strength of schedule for the previous season is the first tie-breaker for teams with the same winning percentage.
 - Divisional and conference records are the next step in the tie-breaking procedure.
 - As a last resort, a coin toss is used to determine the order of selection for teams with the same winning percentage.
 - If a playoff and non-playoff team end the season with the same winning percentage, the non-playoff team selects before the playoff team regardless of strength of schedule.
- B) Teams will keep all of their players. The league will hold a 10 round draft and then teams will drop players to meet roster requirements (see section II). Free Agency will open one week after the draft is over.
- C) The draft will be done using a Draft-O-Matic tool on the league web site which will allow teams to que picks for selection. Picks should be made within a reasonable amount of time – less then 24 hours.
- D) If a team does not pick within a 24 hour period they will forfeit their pick until the end of the current round. If they again fail to pick at this next spot, they will move to the end of the next next spot and so on until they make a pick or notify the commissioner.
- E) The annual SPFL draft is held normally in January and/or February, but may be moved up or back at the discretion of the commissioner.
- F) If there is expansion or contraction, the annual FA draft will be held following the expansion draft or contraction dispersal draft.

2) Expansion:

- A) For expansion, 20 players (or cards) will be listed as protected per existing franchise.
- B) The expansion draft will be 25 rounds total.
- C) The expansion teams will choose the Power Ball # for a designated drawing to determine who picks first in the expansion draft (if there's more than one expansion team)
- D) For every player that is taken from a given team's unprotected list, one player may be pulled into the protected list, immediately after the selection is made. After five (5) players have been pulled back, the rest of the team's roster is available for selection in the expansion draft.
- E) Each expansion team may take a maximum of two (2) players from any one team. It will be the individual team's responsibility to keep track of what expansion teams cannot select from their team.

3) Contraction:

- A) The contracted franchise's roster (including Specialty cards) will be thrown into a draft pool.
- B) The draft will be set up separate from the annual draft and be held PRIOR to it.
- C) Draft order will be the same as the annual draft
- D) Contraction draft choices may be traded.

VII. Other Issues

- 1) Be respectful, the league is great because of the men that make it so.
- 2) Trash talking is encouraged but keep it clean and not demeaning.
- 3) Have fun.