



The Quince Football League Constitution

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The Quince Football League
Founded 1999,
Washington, District of Columbia



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Rule 1. Scoring

SECTION 1 ALL POSITIONS

Article 1 Scoring is consistent for all positions.

Article 2 Scoring plays are as follows:

PLAYER - TD PASS	
4 points	1 Yards - 39 Yards
5 points	40 Yards - 99 Yards
PLAYER - TOTAL PASSING YARDS	
0 points	1 Yards - 299 Yards
2 points	300 Yards - 999 Yards
PLAYER - INDIV INTERCEPTS THROWN	
-2 points	
PLAYER - INDIV PASSING YARDS	
0.02 points	0 - 0
PLAYER - INDIV RUSHING YARDS	
0.04 points	0 - 0
PLAYER - TD RUN	
6 points	1 Yards - 39 Yards
7 points	40 Yards - 99 Yards
PLAYER - TOTAL RUSHES	
.05 points	0 Attempts - 20 Attempts
.1 points	21 Attempts - 999 Attempts
PLAYER - TOTAL RUSHING YARDS	
2 points	100 Yards - 999 Yards
PLAYER - INDIV RECEIVING YARDS	
0.04 points	0 - 0
PLAYER - TD RECEPTION	
6 points	1 Yards - 39 Yards
7 points	40 Yards - 99 Yards
PLAYER - TOTAL RECEIVING YARDS	
0 points	1 Yards - 99 Yards
2 points	100 Yards - 999 Yards
PLAYER - TOTAL RECEPTIONS	
1 point	1 Reception
1.33 points	2 Receptions
1.66 points	3 Receptions
2 points	4 Receptions
2.33 points	5 Receptions



- 2.66 points 6 Receptions
- 3 points 7 Receptions
- 3.33 points 8 Receptions
- 3.66 points 9 Receptions
- 4 points 10 Receptions
- 4.33 points 11 Receptions
- 4.66 points 12 Receptions...continue (.33, .66. X pattern)

PLAYER - 2 PT CONVERSION PASS

2 points

PLAYER - LOST FUMBLE

-2 points **See Note (a)

PLAYER - 2 PT CONVERSION RUN

2 points

DEF TEAM - DEF ONLY PTS + PATS ALLOW

- 10 points 0 Points Allowed - 0 Points Allowed
- 6 points 1 Points Allowed - 7 Points Allowed
- 4 points 8 Points Allowed - 13 Points Allowed
- 2 points 14 Points Allowed - 20 Points Allowed
- 0 points 21 Points Allowed - 23 Points Allowed
- 2 points 24 Points Allowed - 27 Points Allowed
- 4 points 28 Points Allowed - 9000 Points Allowed

DEF TEAM - INDIVIDUAL FUMBLE RECOV

2 points

DEF TEAM - INDIVIDUAL INTERCEPTIONS

2 points

DEF TEAM - INDIVIDUAL SACKS

1 points

DEF TEAM - SAFETY

4 points

DEF TEAM - TD FUMBLE RECOV RETURN

6 points

DEF TEAM - TD INTERCEPTION RETURN

6 points

DEF TEAM - TOTAL YARDS ALLOWED

- 4 points -500 Yards - 199 Yards
- 3 points 200 Yards - 249 Yards
- 2 points 250 Yards - 299 Yards
- 1 points 300 Yards - 349 Yards
- 0 points 350 Yards - 399 Yards
- 1 points 400 Yards - 449 Yards
- 2 points 450 Yards - 9000 Yards

SPEC TEAM - INDIVIDUAL INTERCEPTIONS



2 points

SPEC TEAM - INDIVIDUAL SAFETIES

10 points

SPEC TEAM - INDIVIDUAL TDS

6 points 0 - 0

SPEC TEAM - TD BLOCKED KICK RETURN

6 points

SPEC TEAM - TD KICKOFF RETURN

6 points

SPEC TEAM - TD PUNT RETURN

6 points

SPEC TEAM - TD INTERCEPTION RETURN

6 points

DEF TEAM - TD BLOCKED FG RETURN

6 points

PLAYER - FIELD GOAL

1 points 1 Yards - 29 Yards

2 points 30 Yards - 44 Yards

3 points 45 Yards - 100 Yards

PLAYER - MISSED POINT AFTER TD

-1 points

PLAYER - POINT AFTER TD

1 points

Note a) When the QFL adopted the fumble rule for individual players in 2007, the intent was not to penalize players who fielded kicks and/or punts. Due to a glitch in the software, however, these fumbles are improperly deducted from an individual's offensive point totals. In situations where an owner realizes that one of these situations has affected his team's ability to win a game or a skin, points will be changed in the software, provided that (1) the owner raises this issue in accordance with Rule 3, Section 2, Article 1, and (2) these points are the deciding factor in determining the outcome of a game and/or skin.

Article 3 Individual offensive players do not get points for kick return or punt return touchdowns.

Article 4 Defense/Special Teams receive 6 points for any touchdowns scored by the unit while they are on the field.

Note a) As an example, the unit receives 6 points for a missed field goal returned for a touchdown.

Note b) However, where an offensive player recovers a fumble in the endzone, absent multiple changes of possession, the offensive player (not the D/STs unit) is credited with a touchdown.



Note c) After multiple changes of possession during a single play, the D/STs unit (not an offensive player) is credited with a turnover and/or touchdown for the second turnover.

Rule 2. Offensive Sets

SECTION 1 I-BACK

Article 1 Legal Lineup for I-Back Set

1 QB
2 RB
2 WR
1 TE
1 K
1 D

SECTION 2 WISHBONE

Article 1 Legal Lineup for Wishbone Set

1 QB
3 RB
1 WR
1 TE
1 K
1 D

SECTION 3 RUN AND SHOOT

Article 1 Legal Lineup for Run and Shoot Set

1 QB
1 RB
4 WR
1 K
1 D

SECTION 4 GOAL LINE

Article 1 Legal Lineup for Goal Line Set

1 QB
2 RB
1 WR
2 TE
1 K
1 D



SECTION 5 SHORT YARDAGE

Article 1 Legal Lineup for Short Yardage Set

- 1 QB
- 1 RB
- 2 WR
- 2 TE
- 1 K
- 1 D

SECTION 6 3RD DOWN

Article 1 Legal Lineup for 3rd Down Set

- 1 QB
- 1 RB
- 3 WR
- 1 TE
- 1 K
- 1 D

SECTION 7 H-BACK

Article 1 Legal Lineup for H-Back Set

- 1 QB
- 2 RB
- 3 WR
- 0 TE
- 1 K
- 1 D

SECTION 7.1 THE-WING T

Article 1 Legal Lineup for the WING T Set

- 1 QB
- 3 RB
- 0 WR
- 2 TE
- 1 K
- 1 D

SECTION 8 LINEUP REQUIREMENTS

Article 1 Tight ends may be substituted universally for wide receivers; however no starting lineup shall have more than 2 tight ends.



Penalty a) When teams submit starting lineups with too many players at 1 roster slot: 1) the team will be fined; 2) the points scored by the highest-scoring player at that position will be subtracted from the team's final score.

Penalty b) When teams submit starting lineups with too many players 1) the team will be fined; 2) the highest scoring players above 8 will be subtracted from the team's final score.

Rule 3. Regular Season Play

SECTION 1 SCHEDULING HEAD-TO-HEAD MATCHUPS

Article 1 Teams will play head-to-head on a weekly basis. The highest scoring team wins.

Article 2 The regular season is 13 weeks long.

Article 3 Division opponents play each other twice during the regular season.

Article 4 Non-division match-ups will be determined by random draw.

SECTION 2 DISPUTES

Article 1 If a team wishes to dispute the results of a head-to-head match, the team must notify a League Officer within 2 weeks of the match or the score is considered final.

Rule 4. The Quince Bowl Championship

SECTION 1 CHAMPIONSHIP TOURNAMENT SEEDING

Article 1 The 3 division winners and the three highest-ranked teams according to final standings participate in the Championship Tournament.

Article 2 The division champions are seeded 1-2-3 according to final standings.

Article 3 The remaining three teams are seeded 4-5-6 according to final standings.

Rule 5. The Losers' Bracket

SECTION 1 LOSERS' TOURNAMENT SEEDING

Article 1 The remaining 6 teams are seeded according to final standings into the Losers Tournament.

Article 2 Teams competing in the Losers' Tournament determine 7th place through 12th place. As such, the "1st place winner of the Losers' Tournament" is synonymous with "7th place," the loser of the Losers' Tournament finishes in "12th place," etc.



Rule 6. Tournament Brackets

SECTION 1 TOURNAMENT SEEDING

Article 1 In week 14, the 1st- and 2nd-seeded teams have a bye. The 3rd-seeded team plays the 6th-seeded team and the 4th-seeded team plays the 5th-seeded team.

Article 2 In week 15 the 1st-seeded team plays the lowest-seeded winner from week 14. The 2nd-seeded team plays the higher-seeded winner from week 14. Week 14 losers have a bye.

Article 3 In week 16 the winners in week 15 play for the Quince Bowl Championship. The losers in week 15 play for 3rd and 4th place. The losers in week 14 play for 5th and 6th place.

Rule 7. Tie-breakers

SECTION 1 STANDINGS TIE-BREAKERS

Article 1 Tie breakers for standings are as follows:

Winning Percentage
Head To Head
Division Record
Total Points
Highest Weekly Total
Coin Flip

Note a): Free agents and waiver claims are granted to the lower-ranked team

Note b): Ties on free agent bids or waiver wire claims prior to week 1 will be resolved by coin flip

Note c): Division Record only pertains to opponents in the same division.

Note d): In determining the "lower-ranked team" for free agents and waiver claims before the QFL championship tournament, Rules 4 and 7 are both considered. Accordingly, during the regular season, a division leader is ranked higher than any non-division leader with the same record.

Note e): In determining the "lower-ranked team" for free agents and waiver claims after the QFL championship tournament has started, Rules 4 and 6 are both considered. Accordingly, a team that has an opportunity to finish in a higher place is higher-ranked, irrespective of record, than teams that are competing for lower-place finishes (e.g. a team competing in the third-place game is higher-ranked than a team competing in the seventh-place game). Moreover, in the event that two teams that placed a free agent or waiver claim and are still competing for the same place in the final standings (e.g. both teams still have an opportunity to finish 1st, 3rd, 5th, 7th, etc.), the lower-seeded team is the "lower-ranked team."

Article 3 If the tie involves 3 or more teams, the following procedure is followed:

Determine the highest-ranked team in each division
Seed the highest-ranked team from i)



Repeat until all ties are broken

Note a) For example-- in a 4-way tie a team can't be seeded higher than any team that finished higher in the same division. However, if all other division teams have been seeded during tie-breaking, a team may become the highest-ranked team remaining in its division and compared to the other remaining teams.

Note b) Reference material may be consulted at "<http://www.nfl.com/news/981202ties.html>."

SECTION 2 GAME TIE-BREAKERS

Article 1 Tie breakers for games are as follows:

Most Cumulative Touchdowns In Starting Lineup
Most Cumulative Touchdowns On Team Roster
Highest Individual Player Score
Coin Flip

Article 2 Passing touchdowns are counted equal to rushing or receiving touchdowns in this tie-breaker.

SECTION 3 COIN FLIP PROCEDURES

Article 1 The Commissioner may authorize any two owners who gather in the same room to conduct coin flips.

Article 2 Coin flips may be settled remotely by three third parties over email: two third parties email a number between 1 and 10 to a 3rd party who has first emailed himself the winning number.

Rule 8. The Free Agent Auction

SECTION 1 SALARY CAP

Article 1 The salary cap is \$100.00.

SECTION 2 BIDDING

Article 1 The team with the highest salary offer (bid) for a player signs the player to a standard contract in the amount of the salary offer.

Article 2 Bids shall be in whole dollar amounts only.

SECTION 3 AUCTION ORDER

Article 1 The last place team from the prior year will be the first team to nominate a player for open bidding.

Article 2 Player nominations will be submitted by the remaining teams by order of prior year placing, last place to first place (non-serpentine), until the end of the auction.



Article 3 The auction is complete when all teams are finished nominating players.

Note a) A team may exit the auction once its roster requirements have been met.

Note b) A team may not rejoin the auction after exiting.

SECTION 4 AUCTION REQUIREMENTS

Article 1 Trading is prohibited during the free agent auction.

Article 2 Each team must have at least 16 players on its roster at the end of the auction.

Article 3 There is no maximum roster limit during the auction and no maximum number of players per position.

Article 4 Each team must have the following minimum position requirements at the end of the auction:

- 2 quarterbacks
- 2 running backs
- 1 wide receiver
- 2 any combination tight ends or wide receivers
- 1 kicker
- 2 defenses/ special teams

SECTION 5 AUCTION LOCATION AND ATTENDANCE

Article 1 Beginning in 2013 for the original QFL, at least one representative from each team shall attend an auction in person at least once in four consecutive years. Failure to comply with the preceding sentence shall result in a fine of \$100 for the the non-compliant team. For the purposes of this rule, the location of the auction shall be designated by the league and announced by the Commissioner. For clarification, a majority or plurality of owners gathered together in one location does not necessarily result in such location as being the designated auction location.

Rule 9. The College Draft

SECTION 1 DRAFT ORDER

Article 1 The College Draft is 2 rounds of 12 selections. The selection order is the same for both rounds.

Article 2 The 1st, 2nd, and 3rd place winners of the Losers' Tournament select in order of Loser Tournament placing.

Article 3 The remaining teams select in order of regular season final standings, lowest to highest.



SECTION 2 DRAFT REQUIREMENTS

Article 1 1 minute is allowed per team per selection.

Note a) If a team does not make its selection during the allotted minute, the draft will continue. The team that passed on its selection may make its selection at any time afterward.

Article 2 Trading is legal during the College Draft.

Article 3 Teams must exit the free agent auction with sufficient cap room to sign all existing College Draft picks.

Penalty a) If a team does not have sufficient cap room to sign a College Draft picks, the team must cut players obtained during the auction in reverse order of selection with each cut being subject to a standard fine. A team may decide to forfeit rookie draft picks in lieu of cutting players obtained during the auction only if such decision is announced prior to the first rookie draft selection.

SECTION 3 DRAFT ELIGIBILITY

Article 1 Players must be eligible for the NFL Draft to be eligible for the QFL College Draft.

Note a) (The Michael Crabtree clarification) In the event that a NFL Draft pick threatens to hold out an entire year, that player is still eligible for the QFL Draft. Normal QFL draft/roster/transaction/keeper rules apply throughout the first year. As such, the player first can be drafted, then if applicable, either signed as a waiver claim or a FA claim. If the player becomes a keeper, whatever his contract status is at the end of 2009 (S1 or L1) will carry into 2010 (S2 or L2). In the event that he is not protected after 2009 and in the event that he has reentered the NFL draft, he will be available in in the 2010 QFL rookie draft instead of the QFL auction.

Note b) (the Terrelle Pryor supplemental draft clarification as supported by the old "Drew Henson Sucks Anyway Clarification/The Maurice Clarett Clarification) A pick in the NFL Supplemental Draft is eligible for the QFL College Draft.

Rule 10. Player Contracts

SECTION 1 STANDARD CONTRACTS

Article 1 A standard contract is two years. The year two salary is the same as the year one salary.

Article 2 Players signed during the auction or regular season free agency receive a standard 2-year contract.

SECTION 2 OPTION YEAR

Article 1 Teams may exercise a third-year option on a player's standard 2-year contract for a 25 percent raise on the standard 2-year contract salary.



Article 2 A player's salary will be rounded to the nearest whole dollar if the 25 percent results in a decimal number.

Article 3 The minimum option year salary is \$2 (applicable to players with a \$1 salary).

SECTION 3 ROOKIE CONTRACTS

Article 1 Rookie contracts are determined by draft order:

Year 1 Pricing: \$4, 4, 3, 3, 2, 2, 1, 1, 1...1.

Article 2 Rookie contracts increase according to a predetermined scale:

Year 2 Pricing: \$8, 8, 6, 6, 4, 4, 2, 2, 2...2.

Year 3 Pricing: \$16, 16, 12, 12, 8, 8, 4, 4, 4...4.

Article 3 Rookie contracts in year 4 are calculated as the average of the top 10 salaries at the player's position at the end of the prior regular season.

Article 4 In year 4 the rookie contract converts to a standard two-year contract and it is the team's exclusive right to re-sign the player.

Article 5 In year 4 of a rookie contract a team may elect to apply a restricted free agency tag to the player and not apply the rookie salary scale.

Rule 11. Restricted Free Agency

SECTION 1 RESTRICTED FREE AGENT DESIGNATIONS

Article 1 A player is no longer under contract after year 3 but a team may restrict the player's free agency with a transition or franchise tag.

Article 2 When a team re-signs a player by using a franchise or transition tag than that player is designated as a franchise or transition player and counts towards the maximum number of tags allowed on the team's roster.

Article 3 When a team signs another team's franchise or transition player, the player is not designated as a franchise or transition player.

Article 4 Restricted free agency designations do transfer in trades.

Article 5 Restricted free agent tags may only be used after year 2 or 3 of a standard contract.

SECTION 2 TRANSITION PLAYERS

Article 1 Each team is allowed 2 transition players on its roster at any point in time.

Article 2 Transition players are considered free agents at the free agent auction, but the transitioning team has the right to match the highest bid for the player.



Article 3 Transition players receive an initial salary tender of their previous year salary; free agent bidding begins at the initial salary tender.

Article 4 The transitioning team may elect to match the highest bid or receive a second-round College Draft pick from the team that signs the player.

Article 5 The transitioning team must sign the player to a standard contract in the amount of the initial tender if no other team bids on the player.

SECTION 3 FRANCHISE PLAYERS

Article 1 Each team is allowed 1 franchise player on its roster at any point in time.

Article 2 Franchise players are considered free agents at the free agent auction, but the franchising team has the right to match the highest bid for the player.

Article 3 Franchise players receive an initial salary tender calculated as the average of the top 3 salaries at the player's position at the end of the prior regular season; free agent bidding begins at the initial salary tender.

Article 4 The franchising team may elect to match the highest bid or receive two first-round College Draft picks from the team that signs the player.

Article 5 The franchising team must sign the player to a standard contract in the amount of the initial tender if no other team bids on the player.

SECTION 4 SIGNING RESTRICTED FREE AGENTS

Article 1 A team must have a second- or first-round College Draft pick in the current year to bid on transition players.

Article 2 A team must give a first-round College Draft pick for a transition player if the team does not have a second-round pick.

Article 3 A team must have at least 1 first-round College Draft pick in the current year and 1 first-round pick in the subsequent year or 2 first-round picks in the current year to bid on a franchise player.

Article 4 When draft picks are given as compensation for a restricted free agent, the signing team gets to choose which draft pick will be given as compensation if the team has more than one qualifying draft pick.

Article 5 If a team has 2 or more first-round draft picks in the current year, then only 1 pick from the current year has to be surrendered as compensation for a franchise player.

Article 6 The highest bidding team for a restricted free agent has the right to increase its bid after all other teams have dropped out of the bidding. The bidder must declare this bid as their final bid.



Article 7 The team that designated the restricted free agent has the right to sit out of bidding on the player and decide to match the highest bid only when the final bid has been submitted.

Rule 12. Active Rosters

SECTION 1 ROSTER REQUIREMENTS

Article 1 A team must carry at least 16 active players at all times.

Article 2 A team must carry at least the following minimum active roster positions:

- 2 quarterbacks
- 2 running backs
- 1 wide receiver
- 2 wide receivers or tight ends
- 1 kicker
- 2 defenses

Note a) A team must have at least 1 active wide receiver as there is no legal starting lineup with 3 tight ends.

Rule 13. Practice Squads

SECTION 1 PRACTICE SQUAD REQUIREMENTS

Article 1 A team may place a maximum 2 players on its practice squad at any point during the season.

Article 2 Practice squad players are inactive: 1) practice squad players salaries do not count against the salary cap; 2) practice squad players do not count towards any roster minimums or roster maximums.

Article 3 Practice squad players may be activated at any point in the season, including the post-season tournaments.

SECTION 2 PRACTICE SQUAD ELIGIBILITY

Article 1 Only players with contracts of \$2 or less may be placed on the practice squad.

Note a) As used in this Article, the term "players" is limited to players on a team's active roster (IR players cannot be sent to the PS).

Article 2 Any practice squad player that has been activated may not be reassigned to the practice squad.

Article 3 Players may be placed on practice squad at the open of regular season free agency.

Rule 14. Injured Reserve



SECTION 1 INJURED RESERVE REQUIREMENTS

Article 1 Teams may place a maximum 2 players on injured reserve (I.R.) at any given time during the season.

Article 2 I.R. players are inactive: 1) I.R. players' salaries do count against the salary cap; 2) I.R. players to not count towards any roster minimums or roster maximums.

Article 3 I.R. players may not be re-activated.

Rule 15. QFL Europe

SECTION 1 QFL EUROPE REQUIREMENTS

Article 1 Each team may designate a maximum 2 players to QFL Europe each season.

Article 2 QFL Europe players must be placed on a team's practice squad by the week 4 cut-down date and at that time designated for QFL Europe.

Article 3 A team may not designate a player to QFL Europe if the player has started for the team in the current season.

Article 4 Any player on a team's QFL Europe squad at the end of the season may be kept in addition to the standard 8 keepers.

Article 5 If at any time during the season the player is recalled from QFL Europe and placed on the active roster (even if the player does not start) the player loses the QFL Europe designation.

Rule 16. Regular Season Free Agency

SECTION 1 DEFINITION OF FREE AGENTS

Article 1 Free agents are players that are not on any team's roster and not on waivers.

SECTION 2 SIGNING FREE AGENTS

Article 1 A team may sign a free agent by making a salary offer (or bid) for the free agent.

Article 2 When multiple teams make a bid on the same player, the highest bid receives the player.

Article 3 When multiple teams place the same bid on a free agent, the lowest ranked team in the standings receives the player.

Article 4 Free agent bids are resolved in rounds-- once the entire league receives 1 player from its first bid, the bidding loops back and starts over again on each team's next bid.

Note a) An individual team's bids are resolved in the order they are submitted.



Article 5 Free agents are signed to standard contracts with the current year considered to be Year One.

Article 6 Free agents may be signed directly to the practice squad.

Article 7 All free agent signings are final.

Note a) Where a free agent or waiver wire transaction results in an illegal active roster, salary cap violation, etc. any remedy must result in the free agent/waiver wire player remaining on the active roster. In remedying the violation, the Commissioner must attempt to ascertain what would have happened if the violation had not occurred. Because the nature of this violation is difficult to remedy in that the severity of the remedy usually depends on both the status of the QFL season (whether the violation occurs during the draft/auction or during the regular season) and the time that has elapsed before a violation is discovered, violations with distinguishable underlying facts should still be handled on a case-by-case basis

Example i: After an owner picked up one player (\$5), he cut three players to make his roster salary cap compliant. However, after these transactions, his active roster only had 15 players. The violation was discovered within 24 hours of the transactions before any games were played. In addition to fines and extra transaction costs, the Commissioner ruled that (1) all free agent/waiver signings are final and the pick-up must remain on the roster; (2) the owner was allowed to undo his cuts in reverse order (last cut comes back on roster first) until he could make additional transactions to make his roster compliant.

Example ii: An owner picked up two players for \$24, putting him \$15 over the salary cap [due to a high-priced player (\$20) being on the team's injured reserve]. The violation was not discovered until after a game was played in which one of the free agent pick-ups started. In addition to fines and extra transaction costs, the Commissioner ruled that (1) all free agent/waiver signings are final and the two pick-ups must remain on the roster; (2) the owner was allowed to use the pick-ups and no points should be forfeited; and (3) the owner should be allowed to cut the high-priced player from the injured reserve.

Example iii: After an owner picked up a scrub wide receiver at the FA/waiver-wire deadline, he illegally cut his second defense. This violation was not discovered for several weeks until after the start of the playoffs. The scrub wide receiver that was picked up, in addition to other scrub wide receivers on the active roster, did not start during the regular season/playoffs. In addition, after the violation was remedied, the owner wanted to start the second defense (the team that was cut several weeks earlier) in the Quince Bowl. In addition to major fines and extra transaction costs, the Commissioner ruled that (1) all free agent/waiver signings are final and the pick-up wide receiver must remain on the roster; (2) the second defense should be placed back on the active roster and the owner was allowed to use this defense going forward in the Quince Bowl without forfeiting points/games; and (3) the owner should be allowed to cut one of his other scrub wide-receivers from his active roster.

Example iv: At QFL IV's first player auction, an owner submitted a \$2 bid for a second quarterback despite having only \$4 available for his remaining 4 picks. This violation was not discovered until Friday of Week 1 at a point where the quarterback was the only available starting QB on the active roster. In addition to fines and extra transaction costs, the Commissioner ruled that (1) all free agent/waiver signings are final and the quarterback should still be allowed to start in Week Two; (2)



because there was no other way to cure the violation by cutting the final three \$1 players selected during the auction, the quarterback must be cut after Week One and (3) the owner must make transactions (pick up another quarterback) to make his roster compliant in Week Two.

Rule 17. The Waiver Wire

SECTION 1 DEFINITION OF WAIVER WIRE

Article 1 All waived players may be claimed off waivers before they become unrestricted free agents open to bidding.

SECTION 2 WAIVER WIRE CLAIMS

Article 1 Teams may make unlimited waiver wire claims each week.

Article 2 When multiple teams claim a player off waivers, the lowest ranked team in the standings receives the player.

Article 3 Waiver wire claims are resolved in rounds-- once the entire league receives 1 player from its first claim, the bidding loops back and starts over again on each team's next bid.

Note a) An individual team's waiver claims are resolved in the order they are submitted.

Article 4 Players are signed from waivers under their existing contract.

Article 5 A team may not claim any player that the team itself placed on waivers.

Article 6 All waiver wire signings are final.

Note a) Same as Rule 16, Article 7, Note (a).

Rule 18. Trades

SECTION 1 TRADE REQUIREMENTS

Article 1 Players are traded under their existing contract.

Article 2 One team cannot trade more than 6 of its own players (including draft picks) in any 1 trade.

Article 3 Trades must include at least 1 player or draft pick from each team.

Article 4 Future considerations may be included in trades.

Note a) For example, a "player to be named later" or a "draft pick to be determined" can be included in a trade provided that at least 1 player or draft pick from each team is included in the trade.



Article 5 3 games must pass before teams can trade players back to each other.

Note a) This restriction does not include draft picks.

Note b) A “game” does not include the NFL preseason.

Article 6 Trades can be cancelled unilaterally only if: a player received in the trade is determined to have been injured prior to the trade; the team that received the injured player notifies a league officer within 24 hours of finalizing the trade.

Article 7 Players may be traded between QFL Europe squads and the QFL Europe designations remain intact.

Article 8 Teams are not allowed to pay portions of players’ salaries as a condition of a trade.

Article 9 Players may be traded from I.R. and the I.R. designation does not transfer.

SECTION 2 TRADING DRAFT PICKS

Article 1 College draft picks may be traded any time during designated trading periods, including the College Draft itself.

Note a) Only draft picks in the next two College Drafts may be traded.

Rule 19. Roster Compliance

SECTION 1 ROSTER REQUIREMENTS

Article 1 After *any* roster transaction a team has 24 hours to make its roster compliant.

Penalty a) Failure to make a roster compliant within 24 hours will result in a fine.

Note a) (The Thursday and Saturday Night Football Rule) Notwithstanding any 24 hour period, a team must have their roster compliant once any player in its starting lineup is involved in live game action or before kickoff of the first series of Sunday games (1 p.m.).

Penalty b) The Commissioner may void the transaction if players are not waived in a timely manner after a team has been notified of its roster violation.

Article 2 Rosters can only be made compliant by waiving players or performing valid practice squad or injured reserve transactions.

Article 3 A team cannot waive free agents signed during free agency to make its roster compliant after free agency.

Article 4 Additional trades or additional free agency moves are illegal until a team’s roster is compliant.



Rule 20. Fees

SECTION 1 TEAM FEE

Article 1 The Competition Committee sets annual dues each year.

SECTION 2 TRANSACTION FEES

Article 1 Transaction fees are paid into the year-end Pot.

- \$1 for each player signed as a free agent
- \$1 for each player moved from a team roster in a trade
- \$1 for each player waived from a team roster
- \$1 for each player placed on a team practice squad
- \$1 for each player placed on a team injured reserved
- \$3 for each player signed a free agent from week 13 to week 16
- \$3 for each player waived from a team roster from week 13 to week 16
- \$3 for each player placed on a team practice squad from week 13 to week 16
- \$3 for each player placed on a team injured reserved from week 13 to week 16

SECTION 3 SLAGGERS' DUES

Article 1 At the end of the regular season, the 3rd - through 12th-placed teams in total point rankings will pay \$0.25 into the Pot for each point they trail the second highest point total in the league.

Article 2 At the end of the regular season the team with the lowest weekly score pays an extra \$20.00 into the Pot.

Article 3 The 4th-, 5th- and 6th-place teams in the Losers' Tournament contribute \$10.00, \$20.00, and \$30.00, respectively, into the Pot.

Article 4 The 6th-place team in the Championship Tournament pays the 5th-placed team \$20.00.

SECTION 4 FINES

Article 1 The fine for the first roster violation is \$2.00 paid to the Pot.

Article 2 The fine doubles for each subsequent violation.

Article 3 There will be an additional \$20 fine for starting an invalid roster

Note a) The term 'invalid' does not apply to players deactivated on game-day.

Note b) To the extent that it is unforeseen before the final trade/free agency/waiver wire deadline, this rule should not be enforced where an NFL team cuts a player, effectively making a lineup 'invalid' after the deadline.



Rule 21. Prizes

SECTION 1 TOURNAMENT WINNINGS

Article 1 The Tournament Pool is the sum of:

all dues collected
any special income of the league
minus the amount of any league expenses
minus the prize money for the post-season challenge

Article 2 Place Winnings for the Championship Tournament are paid as percentages of the Tournament Pool:

1st-place: 44.05 percent plus \$125.00 from the QPLS levy (see: *Rule 25*)
2nd-place: 23.79 percent plus \$25.00 from the QPLS levy (see: *Rule 25*)
3rd-place: 14.54 percent
4th-place: 11.01 percent

Article 3 The 1st-place team in the Losers' Tournament receives 6.61 percent of the Tournament Pool.

SECTION 2 WEEKLY SKINS GAME

Article 1 7.7 percent shares ("skins") of the year-end Pot are awarded to teams based on highest weekly point performance:

In weeks 1 and 2 the team with the highest points total for the week wins a skin
Beginning week 3 a team must beat the weekly average high point total to win the skin
Weekly skins are carried over from week-to-week until a team wins the skin and at that time also wins any carryover skins
In week 13 the highest point total wins the weekly skin and any carryover skins

SECTION 3 POST-SEASON TOURNAMENT

Article 1 An additional amount of money equal to 18.18% of yearly dues is levied to finance a post-season tournament with the following rules:

A regular starting line-up of 8 players is selected before the playoffs
Any player on any active roster, practice squad, injured reserve, or any player who has been cut but has not passed through waivers is eligible.
There are no restrictions on teams having the same players.
The salary cap is determined as the average starting line-up salary in the Quince Bowl
Each player's salary is their current QFL salary
The QFL scoring system is used but points are cumulative throughout the playoffs
The tie-breaker is choosing the winner and over/under of the NFL Super Bowl
Tie-breakers are submitted with the 8-player lineup
Teams that do not submit their tie-breakers will forfeit any tie
In case of an absolute tie, the Pot will be divided evenly between the winners



The winner(s) receives the entire Pot generated by the 18.18% levy

Penalty (a): If a team submits an invalid lineup, it will forfeit points during the PS Tournament in accordance with Rule 2, Section 8, Article 1, Penalties (a)(2) and (b)(2).

Rule 22. Weekly Calendar

SECTION 1 WEEKLY FREE AGENCY DEADLINES

Article 1 Free agency bids are due 11:59P.M., Wednesdays.

SECTION 2 WEEKLY WAIVER WIRE DEADLINES

Article 1 Waiver wire claims are due 11:59P.M., Tuesdays.

Article 2 Players are on waivers from the time they are waived until waiver claims are processed.

Article 3 Players may be waived at any time to free up roster slots and cap space.

Note a) Players cut on Tuesdays should be emailed to the Commissioner and not placed on the software's waiver wire.

SECTION 3 WEEKLY TRADE DEADLINES

Article 1 Players may be traded any time except between kickoff of the first series of Sunday NFL games that commence at approximately 1:00pm (EST) and 8:00am (EST) of the following TUESDAY. During the weeks where there is a Thursday game and/or Saturday game (if applicable) players who partake in those games cannot be traded until the following week, which commences at 8:00am the following TUESDAY.

SECTION 4 STARTING LINEUP DEADLINES

Article 1 Starting lineup changes may be made in the league's designated software up until the start of each individual starting player's game. Players whose games have already started or have been completed are ineligible to be inserted into a starting lineup for that week's games.

Penalty a) Teams that do not submit a weekly lineup will have their last week's lineup submitted on their behalf.

Rule 23. League Calendar

SECTION 1 REGULAR SEASON

Article 1 Prior to the Week 1 game: Free Agency Begins

Note a) The Commissioner may open free agency prior to week 1.

Note b) Trading begins immediately following the auction



Article 2 Prior to the **Week 5 game**: rosters must be reduced to 18 active players by Thursday, 11:59 P.M.

Article 3 Prior to the **Week 12 game**: trading ends at Thursday, 11:59 P.M.

Note a) When there are Thursday NFL games scheduled before Week 12, this deadline is moved to one minute before kickoff of the first Thursday game.”

Article 3.6 Prior to the Quince Bowl: free agency and waiver wire claims.

Article 4 **Week 14**: Playoffs begin

SECTION 2 OFFSEASON

Article 1 During the off season there is no maximum or minimum number of roster slots.

Article 2 During the off season there is a \$100 salary cap.

Article 3 Trading is legal from the end of the NFL season to the beginning of the auction.

Article 4 Rosters must be reduced to 8 players exactly 2 weeks before the auction.

Note a) QFL Europe players do not count towards the 8 player maximum.

Note b): Except for any process specifically stated in the Constitution (e.g. the process for completing a transition player's tender offer at the Auction), owners are required to designate, and cannot revoke or modify, new contract designations, contract extensions and/or tender offers for protected players prior to the "cut-to-8" deadline.

Article 5 Cut players will be free agents for the free agent auction. There is no waiver wire during the off season.

Article 6 After the cut deadline a team must have enough cap room to sign an additional 8 players according to the minimum positional requirements as well as any college draft picks.

Article 7 Teams that do not declare keepers by the cut deadline must release all players as free agents.

Article 8 Teams may drop players after the cut deadline up to 48 hours before the start of the Auction. However, where a player is reported to be injured (as confirmed by football news outlets such as NFL.com, ESPN.com, etc.) during the 48-hour window between final cuts and the start of the Auction, a team may cut the player in exchange for paying \$10 towards the year-end Pot.

Rule 24. Governance

SECTION 1 EXECUTIVE

Article 1 The Commissioner of the QFL is elected by majority vote at the Auction.



Article 2 The Commissioner levies fines or other punishments for rule violations.

Article 3 The Commissioner's decisions are binding until overturned by amendment or a subsequent ruling from the Commissioner's office.

Article 4 The Commissioner can submit Constitutional amendments to be voted upon by the general membership at any time.

SECTION 2 JUDICIARY

Article 1 The Competition Committee of the QFL (COMCOM) consists of 5 members elected by majority vote at the Auction.

Article 2 The COMCOM issues decisions by majority vote on all grievances from owners. COMCOM's decisions are binding until overturned by amendment.

Article 3 3 members of the competition committee can submit constitutional amendments to be voted upon by the general membership at any time.

Article 4 The competition committee sets annual dues.

Article 5 COMCOM is responsible for updating the Constitution as necessary to reflect Commissioners' rulings or COMCOM decisions.

SECTION 3 LEGISLATIVE

Article 1 The general membership of 12 teams may amend the Constitution by a 2/3 majority vote.

Article 2 5 members of the general membership can submit constitutional amendments to be voted upon by the general membership at any time.

Article 3 July 15 is the statutory deadline for rule making for the upcoming season. Anything passed subsequent to that date will go into effect the following season.

Note (a): This rule can be waived with a unanimous vote of the QFL Membership.

SECTION 4 IMPEACHMENT

Article 1 Owners may be impeached as follows:

The general membership can remove an owner from the competition committee by a vote of 9 out of 12.

The general membership can remove a Commissioner by a vote of 9 out of 12.

The general membership can expel an owner by a vote of 9 out of 12.

SECTION 5 PENALTY FOR NONPAYMENT

Article 1 The Commissioner may rule an owner ineligible to participate in the QFL for delinquent payment of league accounts.



SECTION 6 OTHER LEAGUE OFFICERS

Article 1 The league Comptroller tracks contracts, waivers and keepers; determines team fees; and collects team fees.

Article 2 The league Comptroller is elected by majority vote at the QFL Auction.

SECTION 7 DIVISIONAL ALIGNMENT

Article 1 The league consists of 12 teams divided into 3 divisions.

Note a) No owner may own or control more than 1 team

Note b) Each team in the original QFL shall have the word "quince" or the letter "Q" in its team name

Note c) New team owners inherit the division, players and draft picks of the team they acquire

Article 2 Divisions (north, west, south) will be determined by the actual geographical locations of team owners. In the case of people who live in the same building, the higher floor is considered to be northernmost. In the case of more than 1 owner, the team will remain in the original city of origin, and then permanently follow the last owner to leave the original city of origin.

Article 3 Every 4 years, beginning with the 2006-2007 season, teams are to be realigned according to geography

Article 4 By a majority vote before its first Auction, a new parallel league may override Rule 24, Section 7, Article 2 in its formation year and implement its own divisional alignment for its first 4 years. Absent such an agreement, such league will comply with Rule 24, Section 7, Article 2.

Rule 25. The QFL Parallel League System (QPLS)

SECTION 1 QPLS PRIZE MONEY

Article 1 An amount of \$300.00 is levied upon all leagues that participate in the QFL Parallel League System (QPLS) to finance a Prize Pool (PLPP).

Article 2 The total amount of the PLPP shall be distributed amongst individual Quince Bowl winners. The largest amount of the QPLS prize money is awarded to the league champion in the QPLS with the highest aggregate scoring total during Weeks 14-16 (the "Super Quince Bowl Champion"), the second largest amount is awarded to the second highest aggregate scoring total during this period, and the remaining PLPP participants shall receive a "participation award." Starting in the 2008-2009 season, the distribution shall be \$500, \$250 and \$150, respectively. For each new individual league that joins the QPLS, an additional \$150 participation award shall be added to the PLPP, and the remaining funds shall be distributed between the Super Quince Bowl Champion and the runner-up at a 2:1 ratio. (For 2009-2010, the distribution was \$600, \$300, \$150 and \$150, respectively).

Article 3 In the event of a tie, the prize pool is split evenly.



Article 4 Before Week 14, the Commissioner of QFL I or his designee shall send an email to each team-owner in the QPLS reminding them that irrespective of whether a team has a bye during the first week of the playoffs, Week 14 point totals are included towards the aggregate amount of points counted for the PLPP grand prize. Penalties for fielding an invalid lineup during Week 14 are still governed in accordance to Rule 2, Section 8, Article 1, Penalties (a) and (b)."

SECTION 2 QPLS ELIGIBILITY

Article 1 A League may be enter the QPLS only if authorized by the QFL Competition Committee (COMCOM).

Article 2 A league must meets the following requirements to be eligible for the QPLS:

The league agrees to be subject to the rules of the Constitution of the QFL
(Qballers.com/QFLConstitution.php)

The league uses the same administrative software as the QFL (<http://allstar.rotoworld.com/>)
No team in the league has the word "quince" or the letter "Q" in its team name

Article 3 There are no restrictions on the number of Parallel Leagues that may participate in the QPLS.

Article 4 No individual may own (or partially own) more than one team in the QPLS.

Article 5 A League may secede from the QPLS at any time. All fees from any incomplete season(s) are forfeited to the QFL year-end Pot.

Article 6 A League may be removed from the QPLS by COMCOMM at any time with a full refund.

SECTION 3 QPLS GOVERNANCE

Article 1 The Constitution of the QFL shall only be modified per the governance of the original QFL.

Article 2 Any variance to the Constitution by a Parallel League must be approved by COMCOM.

SECTION 4 PARALLEL LEAGUE SETUP

Article 1 Each Parallel League may set its own entry fee.

Article 2 In year one of every Parallel League NFL rookie players are available at the Free Agent Auction.



Rule 26. QFL Ownership

SECTION 1 TRANSFER OF OWNERSHIP

Article 1 In the event that ownership of a franchise is transferred, any new owner must be approved by a vote of 2/3 of the league (the previous owner's vote counts).