

MANIAK FOOTBALL LEAGUE CHARTER

INTRODUCTION

Welcome to the Maniak Football League (MFL). The text presented in this document, which is supreme to all others in this league, hereby governs the MFL absolutely. Any future changes to this charter must be approved by the MFL Front Office.

The MFL will consist of 12 teams in 3 divisions (Atlantic, Central, and Pacific).

1. THE MFL FRONT OFFICE

The MFL Front Office is currently made up of 4 Councilmen, 2 of whom are senior and have final say over website design and programming decisions:

Erfan Karim – MFL Founder / Senior Councilman
Loren Adler – Senior Councilman
Matt Tavares
Sami Hadi

All matters pertaining to the MFL are decided within the Council, via majority vote. Matters pertaining to the game include, but are not limited to, the following:

- Trades (**Veto Power**)
 - A trade can only be vetoed if a **majority** of Councilmen deem it sufficiently unfair. If a Councilman is involved in the trade in question, he **MUST** recuse himself from voting.
- Rules
- Decisions regarding ownership of franchises
- Conflict within the league

During the season, all questionable, or otherwise unethical, transactions are subject to approval by the MFL Council as necessary. The MFL Council may **not** change any rules during the regular season.

Additionally, the two MFL Senior Councilmen own the rights to all MFL franchises and can take them away at any time if a sufficiently bad violation is deemed to have occurred.

2. FRANCHISES

Establishment:

Upon receiving a franchise, ownership will be required to establish the football club. The following is a list of those items required to fully establish a football club:

- Geography
- Team Name
- Stadium Name
- Logo
- Staff (Owner, General Manager, and Coach)

Geography

Each football club is required to represent a city, state or region. This is where many of the games and club operations will take place. Representation is restricted to the continental United States of America.

Some examples of representation are New Orleans (city), Texas (state), or New England (region).

Team Name

Each football club is required to have a team name. This is generally something that will define the club and give it an identity.

Some examples of football club names are Ohio Phantoms, Atlanta Venom or Texas Stallions.

Stadium Name

Each team must provide a name for its home stadium.

Logo

A logo is a graphic image that is used to visually identify the club. These are generally placed on the helmets, jerseys and other team apparel. An ownership does not actually have to design the logo, just the concept. The league will design the actual logo once given the concept by the franchise owner. The concept consists of the team colors and an idea for the logo. See existing logos for examples.

Staff

Each owner is required to hire a staff consisting of an Owner, General

Manager (GM), and Coach. All staff can be fired and hired at any time, but one franchise cannot hire away other team's staff. A franchise may change its staff at any time by clicking on "Management" on the left-hand side of the website, then "Front Office" while signed in. A team must also put out a press release announcing such a change.

Establishment Restrictions

The MFL Front Office must approve final establishment of the football club. Profanity will not be tolerated. No two clubs can have the same geographic representation, have identical or similar nicknames, share identical or similar logos, or hire the same staff. Doing so may cause problems with team identities and infringe on another club's rights. Whether in whole or in part, owners cannot own more than one football club in the MFL.

Re-Establishment

Ownership that wishes to relocate to another city, rename the football club or redesign the logo will be subject to approval by the MFL Council. Ownership that wishes to perform any of the aforementioned actions cannot do so during the regular season.

Folding Franchises

Ownership that wishes to cease operation in the MFL must attempt to sell the franchise. The MFL Council must also approve the sale of the franchise. Should an owner fail to sell the franchise, all rights to the franchise and its operations are forfeited to the league. The franchise will then be dealt with in any way that the MFL Council deems appropriate.

3. TRANSACTIONS

Transactions are defined as drafting, free agency, waivers, and trading.

INAUGURAL DRAFT

The Inaugural MFL Draft will take place as an auction beginning Wednesday, September 1, 2010 at 6 PM EST. Anyone can initiate a bid on any NFL player anytime of at least the position specific **minimum salary** (listed below):

QB = \$2.5 million

RB = \$1.75 million

WR = \$1.5 million

TE = \$1.25 million

K = \$1.5 million

Defense = \$2.5 million

Once a bid on a player is initiated, anyone in the league can bid on said player for **24 hours** (a new bid must be **at least \$.05 million higher** than the previous bid). **After 24 hours, the team with the highest bid gets the player.**

Each team has a **salary cap of \$40 million** and must sign **at least 10 players** in the inaugural draft, but **no more than 15**.

Each team can sign a **maximum of 7 players to multi-year contracts** during the inaugural draft. If a team **attempts to sign an 8th player** to a multi-year contract, **he will be dropped from the roster and the franchise will have to pay the appropriate dead money for the length of the contract (25% of salary).**

Unlike during regular MFL free agency, signing a player to a multi-year contract during the Inaugural MFL Draft is not more expensive than signing him to a 1-year deal. For example, if I have the highest bid on Kellen Clemens of \$3 million for 3 years, his contract will cost me \$3 million each of the 3 years.

Please try to make high bids before the last second to help the draft go smoothly.

OFFSEASON DRAFTS

The off-season draft will be held annually beginning the year after the inaugural draft. It will last **5 rounds**. The first round order will be determined through playoffs (explained in detail in item 5. *Schedule* below), while the other rounds' orders will be determined based on the previous year's standings (see 5. *Schedule*). The draft order will be: 1, 2...12; 1, 2...12; 12, 11...1; 1, 2...12; and 12, 11...1, with 1 being the worst record and 12 being the best.

Players eligible for this draft are players who are entering the NFL, all free agents, and unprotected players. (An "unprotected" player is a player who is under contract with a club, but who can be drafted, along with his current contract, by other clubs in the draft. Before the draft, a club is allowed to "unprotect" up to two players. There is no requirement to "unprotect" any player.)

Once a team drafts its players, all of these players will be given salaries determined by a formula created by MFL – **the list of salaries will be distributed before the draft**. All players not listed in this document can be signed for the minimum position-specific salary. After the draft, to sign drafted players, these salaries will remain constant regardless of contract length. However, no more than five players can be given multi-year contracts by any one team. All drafts are live and will be held on designated dates and times. If a club cannot make a draft, they may submit a player rankings sheet, which will be followed as closely as possible. Clubs not present for the draft who did not submit a rankings sheet forfeit any and all rights to choose players. All draft picks for these absentee teams will be made by the Front Office via an overall players ranking sheet based on an MFL formula. **All decisions are final.** Each team may draft as many or as few players of each position as they feel necessary. **Once a club selects a player, all decisions are final.**

FREE AGENTS

The MFL free agency system operates as an **auction**. Any team may initiate a bid on any free agent at any time during the regular season of at least the position-specific minimum salary (listed in the draft section above).^{*} From the instant of that initial bid, **a time of 48 hours will be set**. During that 48-hour bidding window, any club may make a higher bid as long as it is **at least \$.05 million higher than the previous bid**.^{*} No club may withdraw their offer on a player. **At the end of the 48-hour period, the club that offered the highest bid gets the player.**^{**}

^{*} A bid is only valid if the team making the bid has sufficient roster space and/or salary cap room to fit the player and/or the player's contract in question at the time the bid is made. (The current salary cap is set at \$40 million)

^{**} Highest bid means highest base salary offered before accounting for the extra money required to sign a player to a multi-year contract (i.e. a bid of \$2 million for 1 year is higher than a bid of \$1.9 million for 3 years, even though the annual salary for the 2nd player in this example would be higher – see below)

The MFL Front Office determines the league's salary cap and regulates everything pertaining to it. Due to inflation and dead money, the salary cap can be changed annually if deemed appropriate. **All teams must stay under the salary cap throughout the regular season.** When signing a player from Free Agency, teams have the option to give players three different contract length options:

- **Option A** – A 1-year contract at a salary determined by the winning bid. These players will remain on their team for one year (unless they are given an extension or franchised – explained below).
- **Option B** – A **2-year contract at 110% of the winning bid**. These players will remain on their team for two years (unless they are given an extension or franchised – explained below).
- **Option C** – A **3-year contract at 115% of the winning bid**. These players will remain on their team for two years (unless they are given an extension or franchised – explained below).

All multi-year free agent contracts must be signed and completed by the end of the last game of week 12. After this point, only 1-year free agent contracts may be signed.

As briefly mentioned above, there are a couple ways that a team can keep a player beyond his original contract length:

- **Franchise** – At the end of each year, each team is allowed to “franchise” one player with an expiring contract. This option forces that player to accept a **one-year contract extension** at the **average of the top 10 existing salaries for that player’s position or 105% of his current salary, whichever is higher.**
- **Extensions** – In addition to the franchise tag, teams can earn extensions by qualifying for the playoffs and their performance in the playoffs.
 - The 3rd and 4th place teams receive the right to extend any one player on their team up to a 3-year contract.
 - The runner-up receives the right to extend the contracts of up to 2 players for up to 4 years combined.
 - And the League Champion earns the right to extend the contracts of 2 players for up to a combined 6 years.
 - The **salary for these extension contracts will be a weighted average of the positional franchise value and the player’s current salary (the exact weights will be based on previous season’s statistics and will be determined by the league) or 105% of his current salary, whichever is higher.**

Any team is allowed to release any player at any time. However, if they do so, **25% of that player’s annual salary will still count against the salary cap as “Dead Money” for the entire length of his contract.**

All released players or players who join the NFL in the middle of the season immediately become free agents and can be bid on using the free agent auction system described above.

TRADES

Clubs can trade with any other club in the league **until the trade deadline, which is the end of the last game of Week 11.** All trades must be agreed to on the website by this time. All trades have to go through the trade process, which is described below:

- One team proposes a trade to the other on the website (Go to “Management”, then click “Trades”). Anyone can propose trades at

- any time to any owner before the trade deadline using this system.
- The other team accepts the trade.
- **Once the trade is agreed to by both parties, it is irreversible unless it is deemed sufficiently unfair to veto by a majority vote of the MFL Council.** Any council member involved in the trade in question must recuse themselves from voting.
- MFL Council Members have 48 hours to vote on a given trade. After 48 hours, all trades are finalized.

Clubs can appeal decisions if they feel it is necessary:

- Clubs will have a 24-hour period after the denial of the trade to appeal.
- Clubs involved must explain to the Council (FrontOffice@mflzone.com) why the trade is fair (approximately a SHORT paragraph from each team involved).

Note: Any league member may contact the MFL Council on behalf of or against a trade at any point. The MFL Council will take these opinions into consideration, but is not bound by them.

RETIREMENT

- If a player's contract expires and then he retires, the team will receive no compensation for him.
- If a player permanently retires while he is still under contract with a team, that team will receive no compensation for him.
- If a player retires while he is under contract with a team and then re-enters the league while his contract is still operating from its initial signing, that player must serve out his contract with his original team.
- If a player retires while he is under contract with a team and then re-enters the league while his contract is no longer operating from its initial signing, that player will enter Free Agency. The team from whom he retired will receive compensation as follows:
 - If he returns in the middle of the regular season, the team receives a draft pick based on his value as determined by the Front Office.
 - If he returns in the off-season, the team receives a draft pick for the year after he is drafted; the pick will be at the end of the round, one round lower than where he was drafted.

4. ROSTER

Initially a club's roster will have between 10 and 15 athletes from the auction draft. Clubs do not have to keep the team they drafted. They can cut existing athletes, perform trades with fellow clubs, or sign athletes from the Free Agent pool. A team is allowed to have a **maximum of 15 active athletes on their roster at any given time**. A team roster can never exceed this maximum. A team will not receive points for active lineup slots not filled with an athlete. A team roster must have a **minimum of 10 players at all times**. These 10 players must also be able to fill a starting lineup.

INJURED RESERVE

Clubs may place a player on Injured Reserve at any given time during the season. **Injured reserve players' salaries still count against the salary cap, but they do not count as one of the 15 members of a roster.**

Any player listed as OUT on the official NFL Injury Report may be placed on Injured Reserve. Players listed as QUESTIONABLE, DOUBTFUL or PROBABLE may not be placed on Injured Reserve. Players de-activated for a game by their NFL team are not eligible for Injured Reserve. Teams may place players on Injured Reserve or activate them from Injured Reserve only in between weekly games.

If a player is no longer listed as OUT on the official NFL Injury Report, **the team owner has 7 days to either activate or release the player.** If a player is not activated in the given period, the MFL Council, without notification, will put the player into Free Agency.

All players on Injured Reserve must be activated prior the end of the season (Week 17 transaction period) or they automatically become free agents.

LINEUP

A team must start 9 athletes each week*. The weekly lineup must be submitted before the first NFL game of a week. A team does not have to change their lineup every week, but their starters will remain the same until they change them.

In the case of Thursday and Saturday NFL games, the team owner must send an email to FrontOffice@mflzone.com before the beginning of that

game with the player(s) in that game which he wishes to start (or bench if they are starting in his currently submitted lineup). If an email is not sent in time and the player(s) are not starting in his currently submitted lineup, all players in that game will be benched for that week.

The 9 positions that need to be filled for a full starting lineup are:

- Quarterback
- Running back
- Wide receiver
- Wide receiver
- Tight end
- Offensive flex (RB/WR/TE)
- Offensive flex (RB/WR/TE)
- Kicker
- Team Defense

*A team does not have to start an athlete at every position, but that team will not receive any fantasy points for any unfilled position. **Moreover, a team is only allowed four blank spots each season. If a team exceeds this limit, they will be penalized proportionately to how bad and blatant the discretion is.** Additionally, a team may only use a maximum of one blank spot in each of the two regular season weeks prior to the playoffs, and can be penalized if the MFL Council deems said team to be “throwing” games by not starting enough players to achieve better draft status.

BENCH ATHLETES

All athletes that are not in one of the 9 starting spots on a team’s active lineup are bench athletes. A team will not receive fantasy points from these athletes. There is no limit as to how often athletes can be moved from the bench to a starting position and vice versa, as long as it is done by the lineup deadline.

5. SCHEDULE

This is a head-to-head league, in which every team will play against another team every week of the season. A team will go head-to-head against another team based on a scheduling formula. Dates, time and broadcasting, however, will be determined at the MFL Front Office’s discretion.

REGULAR SEASON

- Each team will play six games against their division opponents. Of those games, a team will play each of their three division opponents twice – one home game and one away game.
- Each team will play one game against every other team in the league.
- Regular season games will be played from NFL Weeks 1 - 14.

If there is a tie between two or more teams' standings at the end of a season, **the tie(s) is/are broken by these tiebreakers**, in the following order:

1. Team's total fantasy points scored in that season
2. Head-to-head record
3. Record against common opponents
4. Division record if in same division
5. Non-division record if in different division

If any further tiebreakers are necessary, the MFL Front Office will determine them.

PLAYOFFS*

- All playoff games are played in Weeks 15 and 16.
- **The 3 Division Champions (Atlantic, Central, and Pacific) and 1 Wild Card advance to the playoffs.**
 - The Wild Card spot is awarded to the team with the best record among the remaining nine teams after Week 14.
- Each of the 4 playoff teams receives a ranking from 1-4 solely based on their regular season record (i.e. no additional weight is given to winning a division).
- **The two semi-final matchups in Week 15 will be:**
 - 4@1
 - 3@2
- The winners of the two semi-final matchups will then compete in the MFL Championship, **The Maniak Bowl, during Week 16** at a neutral site, which varies each year.
- The two losers from Week 15 will play each other in Week 16 **for the right to pick 9th** in the first round of the next year's draft.

Of the non-playoff teams, in Week 15, teams ranked 5-8 by standings will

play games, **6@8 and 5@7**.

In Week 16, the loser of each game will play a consolation game. The winner of each game will play in the **Run of the Mill Bowl**. **Draft picks for the next year's draft will be awarded based on the results of these games as follows:**

- Pick 5 goes to: Winner of the Run of the Mill Bowl
- Pick 6 goes to: Loser of the Run of the Mill Bowl
- Pick 7 goes to: Winner of the consolation game
- Pick 8 goes to: Loser of the consolation game

Of the non-playoff teams, teams ranked 9-12 by regular season standings will play games in Week 15, **10@12 and 9@11**.

In Week 16, the loser of each game will play a consolation game. The winner of each game will play in the **Toilet Bowl**. **Draft picks for the next year's draft will be awarded based on the results of these games as follows:**

- Pick 1 goes to: Winner of the Toilet Bowl
- Pick 2 goes to: Loser of the Toilet Bowl
- Pick 3 goes to: Winner of the consolation game.
- Pick 4 goes to: Loser of the consolation game.

* **Ties are not allowed to occur in the playoffs.** If two teams score the same number of points in a game, the game will be decided based on the following tiebreakers:

1. Break down yardage points into fractions and re-calculate scores
2. Regular season record
3. Most fantasy points scored in the regular season
4. Go to Regular Season tiebreakers
5. Coin flip

WEEK 17 "SHOOTOUT"

In Week 17, every team will face every other team in the league. The team that scores the most points will win an extra pick at the end of the third round. This pick will be higher than any compensatory picks awarded that year.

LEAGUE WINNERS

The MFL Champion is the winner of the Fantasy Bowl.

6. SCORING

There will be a head-to-head system, using 17 different stats, to decide the winner of each weekly game. This scoring system is based on head-to-head competition between teams in the league. A club will field a team of nine athletes each week against an opponent who is also fielding a team of nine athletes. The goal of each team is to score more fantasy points than their opponent for that week. If a team scores more fantasy points than their opponent, they will get a win while their opponent gets a loss. If both teams score the same amount of fantasy points, the game will be declared a tie. The following table shows the breakdown for fantasy points awarded to athletes.

FANTASY POINT ALLOTMENT

Passing

Touchdown = 6 Points
Interception = -3 points
Sack = -1 points
30 yards = 1 point

Rushing

Touchdown = 6 points
15 yards = 1 point

Receiving

Touchdown = 6 points
15 yards = 1 point

Kick & Punt Returning

Touchdown = 6 points

Miscellaneous

Two-point conversion = 2 points
Fumble = 0 points
Fumble lost = -3 points

Kicking

Field goal made (1-49 yard) = 3 points
Field goal made (50+ yard) = 4 points
Extra point made = 1 points

Defensive Teams

Touchdown = 6 points
Fumble recovery = 3 points
Interception = 3 points
Sack = 2 points
Safety = 4 points
Blocked Kicks = 3 points
Shutout = 10 points
2 - 6 points allowed = 7 points
7 - 13 points allowed = 4 points
14 - 20 points allowed = 1 points
21 - 27 points allowed = 0 points
28 - 34 points allowed = -1 points
35+ points allowed = -4 points

Athletes receive yardage points only for full 15 or 30-yard increments. For example, a running back rushes for 102 yards and catches passes for another 58 yards. That athlete scores 9 fantasy points; 6 points for 90 yards rushing (drop the extra 12 yards) and 3 fantasy points for 45 yards receiving (drop the extra 13 yards).

The fantasy points for each one of these stats are added together for each athlete to get the total amount of fantasy points they scored. All of the active athletes on a roster's points are combined to give that team a weekly fantasy points scored. If that fantasy score is more than their opponent's score for that week, then the former team wins while the latter loses.

7. COLLUSION

Any ownership controlling more than one team in the MFL, either through multiple accounts or by agreement with another user(s), is guilty of collusion. Furthermore, collusive control of an additional team is demonstrated by any transaction or series of transactions that works to the exclusive benefit of one team and the detriment of the other.

If collusion is occurring, any owner who is aware of it must report it to the Commissioner and report the parties involved. If the Commissioner determines, at his sole discretion, that a user has colluded or is colluding, the issue is brought to the MFL Council and further action will be determined from there. If determined by the MFL Council, the Commissioner reserves the right to remove owners for engaging in collusive activities anytime during or immediately after the season.

Furthermore, the MFL Council can determine that the Commissioner can control a team if necessary, for a limited time. All decisions by the Commissioner are final.

BILL OF RIGHTS

No past/present/future member of the league has been/is/will be discriminated against on the basis of age, disability, education, ethnicity, gender, language, nationality, race, religion, sexual orientation, or wealth.