

2010 PROPOSALS

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|---|--------|
| 1. Players may not be traded more than 1 time per year. | YES NO |
| 2. Free agent pickup rules on non transaction weeks: | YES NO |
| a. If you are picking up a free agent, open RealTime chat 30 minutes before game time. | |
| b. If you are using a representative, post it on the message board. | |
| c. Draft order is last place to first place. | |
| d. Each team has 2 minutes to post their 1st pick. | |
| e. Each team has 1 minute to post their 2nd pick. | |
| f. With 5 minutes before game time, any team in any order may post their 3rd pick. Conflicts decided by first to post on message board. Don't update posted messages. | |
| g. Post your pick on message board before adding player to roster. | |
| h. Only free agents that play before Sunday are available prior to their game. | |
| 3. Posting precedent on starter and backup conflicts. | YES NO |
| a. Message Board | |
| b. Email | |
| c. Transactions and starters at Rt Sports | |
| 4. Steps to resolve starter conflicts from rule violations(a-e), IR issues(a-e), or post week starter shortages (d-e): | YES NO |
| a. Player that action was taken on | |
| b. If 3 weeks possible, 3 week suspension | |
| c. Backups (first - last) | |
| d. Developmental players - previous week top scorer; if a tie, top name sorted alphabetically. | |
| e. Free Agents - previous week top scorer; if a tie, top name sorted alphabetically. | |

SECOND VOTE ON PROPOSALS

- | | 2009
Vote | 2010
Vote |
|--|--------------|--------------|
| 1. Teams may replace up to 3 players on the possibility of limited playing time on the last week of the season. The no transaction fee replacement player would come from developmental or free agency (not IR replacement players). If applicable, regular transactions would be done first. Standings would determine the order of picking up replacement players, with 1st going 1st. | YES | ___ |
| 2. If #1 passed, what are the names of the players being replaced and the replacement players? | c | |
| a. Partial Game - Partial Game Replacement (PGR) | | |
| b. Limited Action - Limited Action Replacement (LAR) | | |
| c. Final Game - Final Game Replacement (FGR) | | |
| d. Last Game - Last Game Replacement (LGR) | | |
| e. _____ | | |
| f. _____ | | |

SECOND VOTE ON PROPOSALS

2009 2010

Vote Vote

3. Teams may voluntarily suspend 3 top roster players. The suspended player is out exactly 3 consecutive NFL weeks. The no transaction fee replacement player would come from developmental or free agency. Free agent replacement players are subject to IR non transaction week pick up rule.

YES ___

Which replacement rules apply to IR, suspensions(S), and final game replacements(FG).

- | | |
|---|------|
| 1. An IR replacement player must be on the roster for a minimum of 2 weeks. | IR |
| 2. You may keep an IR replacement player one extra week after the injured player has played. | IR |
| 3. If injured player's game is before Sunday, the player may be placed on IR and a replacement player named later. | IR |
| 4. IR replacement players may be dropped early if the IR player is highly likely to show up in basic stats the next week. If it does not happen, the IR replacement player is put back on the team. | IR |
| 5. Players may not be put on IR on their bye week. | IR |
| 6. For an IR replacement player to stick on a non-kicker, the IR player must not show up in basic statistics (passing, rushing, receiving) the next week. | IR |
| 7. For an IR Replacement player to stick on a kicker, the injured kicker's team must show another kicker is kicking for the team in the statistics the next week. | IR |
| 8. If an IR replacement player is a starter on the first week after being picked up and the IR player shows up in basic statistics, the IR replacement player is dropped and the IR player is now the starter. | IR |
| 9. Teams may take an IR/suspended replacement player from another team. The transaction must occur in the first round. The IR replacement must have been picked up after the last transaction week. The acquiring team must pick before the targeted team in the 1st round. | IR-S |
| 10. IR players may be suspended on the 1st week they are expected to play. | IR-S |
| 11. Teams may voluntarily suspend 3 top roster players. The suspended player is out exactly 3 consecutive NFL weeks. The no transaction fee replacement player would come from developmental or free agency. | S |
| 12. Teams may replace up to 3 players on the possibility of limited playing time on the last week of the season. The no transaction fee replacement player would come from developmental or free agency (not IR replacement players). If applicable, regular transactions would be done first. Standings would determine the order of picking up replacement players, with 1st going 1st. | FG |

Deleted from IR rules

If an IR replacement player is put on IR, the IR rules start over on the original IR player.