

# 2016 PROPOSALS

1. Adjust Scoring System YES NO

GOALS: 1. Improve RB Scoring, 2. Lower scores

TOUCHDOWNS-----

\*Current: 1 pts

\*New: 0 pts

QB-----

\*Current: pass=1 pt every 13yds, starting at 130yds, rush=1 pt every 10yds, starting at 20yds

\*New: pass=1 pt every 16yds, starting at 125yds, rush/rec=1 pt every 10yds, starting at 20yds

RB-----

\*Current: rush/rec=1 pt every 7yds, starting at 10yds

\*New: combine rushing + receiving, 1 pt every 9yds, starting at 10yds

WR-----

\*Current: rec=1 pt every 6yds, starting at 6yds

rush=1 pt every 10yds, starting at 10yds

\*New: combine rushing + receiving, 1 pt every 8yds, starting at 5yds

K -----

\*Current: FG=4, FG > 40yds=5, PAT=1

\*New: FG=3, PAT=1

TOP 20 Position counts-----

\*Current: QB=9, RB=3 (1st 1 at 12), WR=8

\*New (2 players at 20): QB=9, RB=3 (1st 1 at 9), WR=9

TOP 50 Position counts-----

\*Current (2 players at 50): QB=17, RB=5, WR=24, K=5

\*New (3 players at 50): QB=17, RB=10, WR=20, K=5

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Avg Scoring 2014 & 2015: 73

New Scoring Expected Avg: 54

2. Position min/max for rosters and starting lineups. RB is optional on rosters and starting lineups. YES NO

Current roster min/max: 2/2 QB & K, 2/3 RB, 5/6 WR/TE

New roster min/max: 2/2 QB & K, 0/3 RB, 5/8 WR/TE

Current starting min/max: 1/1 QB & K, 1/3 RB, 1/3 WR/TE

New starting min/max: 1/1 QB & K, 0/3 RB, 1/4 WR/TE

3. Default starting lineups and backups don't include players from early games. Early games are games that start before 12:00ct on the day with the most games. YES NO

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**SECOND VOTE ON PROPOSALS**

**2016 2015  
Vote Vote**

1. All free agents with 3 years or less of NFL experience are eligible for developmental squad.
- Restriction. A player cannot be moved up from developmental and then later added back to the same developmental squad during the same NFL season.
  - Restriction. A player cannot be added to developmental from a top team.

\_\_\_\_ YES

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Extra Info (1200): 00-13; 01-10; 02-12; 03-14; 04-10; 05-12; 06-11;  
07-9; 08-9; 09-8; 10-10; 11-7; 12-10; 13-7; 14-6; 15-2