## 2018 PROPOSALS

1. Players dropped during transactions may be picked up at the start of the

YES NO next round if all owners are present.
2. Rule addition (text in bold): from 2015 Proposals, 1 st Vote, \#1

YES NO
All free agents or players acquired through trade with 3 years or less of NFL experience are eligible for developmental squad.

- Restriction. A player cannot be moved up from development 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.


## SECOND VOTE ON PROPOSALS

20182017
Vote Vote

1. Conditional IR Designations (result if IR player plays): $\qquad$ YES

- IR or IR-P (Use IR player's stats, current rule and default)
- IR-B (Go to backups)
- IR-S (Change IR to a suspension)

2. Rule change (Transaction section, \#11): A transaction is charged if a free agent IRR player is added to roster in the 1st or 2 nd round and the IR player plays the next game.
3. Rule addition (text in bold): from 2015 Proposals, 2nd Vote, \#2 $\qquad$ YES
Default starting lineups and backups:
1a. Players with the most starts the previous week.
2a. If starting lineup or backups have not been filled after going through top roster, use top scoring players from developmental.
3a. If \#1 or \# 2 results in a tie, use alphabetical order as a tie-breaker. If it is the 1st week of the season, use the previous year.
4a. Don't include players from early games. Early games are games that start before 12:00ct on the day with the most games.

Marking options on replacement player:
1b. Off week replacement if an off week player could have been an option to start.
2b. IRR to the starter that was DNP, and put the starter on IR.
3b. Owner may take a zero.

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; 16-7; 17-3 (10)

