

CHAPTER 12

League Operations

This chapter describes how a league may be played under these rules for multiple seasons. The principal points of league operations concern the draft, the conduct of training camp, and the changes in player abilities which occur from year to year.

Many aspects of operation, such as making trades, imposing fines on players, disciplinary suspensions (made by the Commissioner in the case of FOOL) are performed in clear analogy to the real world league operations, and will not be elaborated here. There are a few special cases.

12.0 Trade restrictions:

Mid-season is the trade deadline; players may not be traded after a team has played game 6. A team may, however, trade draft choices for the upcoming draft. This trade deadline applies until after a team has completed that season. A team whose season is complete may perform no personnel actions such as picking up free agents for the next camp until after the draft, although agreements to make trades effective on draft day may be reached.

Teams may freely trade draft choices, but only picks for the upcoming draft may be traded. An exception is that during the conduct of a draft (or leading up to it), choices for the next draft may be traded.

Finally, trades between two teams having the same owner should not be made without giving opportunity for other teams to offer a reasonable and perhaps better deal. The principle here is that the teams should act as if they are competing with each other, not acting as part of a consortium seeking the best good for one or the other team, or even the consortium as a whole.

12.1 The draft and training camp roster

Prior to each season, the commissioner or one of his agents supplies all team owners with a list of new players available for the draft, as well as a list of free agents available from the previous season. (Any free agents who were never on the active list for any team during the previous training camp and season are eliminated from consideration, unless a league expansion is being made or other special considerations apply, as determined by the commissioner or his designee.) The teams draft in a reverse order of the preceding season's standings up to a number of rounds set by the commissioner (usually 10). (The two championship game teams are last, with the championship winner being the last team to choose in each round.) After the draft each team is then free to fill its training camp roster with players from the free agent list. (The commissioner sets the size of the training camp roster, which includes all players from the team's active roster of the previous season, all players who were on injured reserve, and drafted players, as well as selected free agents, less any players not invited to camp or retired. The training camp roster size for the UFL and FOOL leagues is currently 70 players.

The first choice of free agents is made by the lowest ranked team (which had the first draft choice). For each free agent this team desires, there is a 1/3 chance that the free agent will refuse to sign, hoping that he will be invited by a different team. Choices are repeated until the lowest ranked team has a set training camp roster. Players from the prior season may be released in order to include a preferred free agent. Players never become free agents through their own choice, only through release by some team. (The UFL and FOOL leagues are exempt from anti-trust legislation, which allows player salaries to be maintained at a relatively low level by the owners.) After the lowest ranked team has completed its training camp roster, the process is repeated for each team in turn. Each is free to pick up any free agents not chosen by a lower ranked team. For teams which were in the top half of the rankings, the chance of a free agent passing up an invitation is only 1/6. Those who refuse selection by any team and are not picked up by another are removed permanently from the free agent list. (They have found more lucrative professions selling bonds, insurance, or used cars.)

A team may attempt to retire a player who is 32 years or older. Such a player has a 50 % chance of retiring with fanfare, in which case he leaves the league. (In exceptional cases he may be coaxed out of retirement later. That possibility is discussed later.) If the player does not retire voluntarily, he must be retained on the training camp roster or he is, in effect, cut. If he is not picked up as a free agent by another team before the regular season begins, he is "retired", but may be coaxed out of retirement later by some other team. Otherwise, he leaves the league permanently. The Commissioner is the final arbiter concerning possible re-employment of retired players.

12.2 Training camp

In training camp each coach assesses the abilities of each of his players, and decides which to retain for the regular season. This involves one or more random die rolls for each player. Separate rolls are made for standard changes (applies to all players), traded players, position changes, and injury recovery. These are detailed in the following sections. All of these rolls (except those for trades made later) are made at the same time for all players on all teams. In addition, a random roll is made to determine training camp injuries. After the training camp changes are made, a revised roster is made up showing the new player positions and values, and disseminated to all other teams and the commissioner's office. The commissioner (or his designee) makes similar rolls for any free agents which were not picked up, but who he deems may be of interest to some team later. (Often this list is empty.)

After all of these changes are recorded, all teams must cut down to some preseason roster size, currently 64 for FOOL and 60 for UFL leagues. Some number of exhibition games is played, then cuts are made to a reduced roster size as specified by the commissioner.

Starting with Season XI, FOOL rosters are cut to 58 after the first preseason game, and 52 after the second (and final) preseason game. (If no exhibition games are played, the chance of training camp injury is doubled, and cuts are made directly to the final active roster size.) Suitable similar procedures can be established by the Commissioner for four or even no preseason game schedules or other roster sizes.

After all cuts are made after each round of cuts, each team in turn, starting with the one ranked lowest in the previous season, may pick up the newly freed players. All

teams in another division or having another owner have priority of choice for any released player over teams in the same division or having the same owner. In cases of ambiguity or contention, the commissioner decides who has rights to a particular player. For each free agent picked up at this point, another player must be released from the reduced roster. (Again, the lowest ranked team in the other division or for other owners have priority for selection of this and subsequently released players.)

For players injured in training camp or in exhibition games, there is also the option to put the player on the "training camp" injured reserve list. This list differs from the regular season injured reserve list in that players on it may not be activated during the regular season or postseason without clearing waivers first (being made free agents temporarily, which risks them being picked up by another team as a free agent). Often players put on this list are marginal youngsters who may significantly improve in the future, and so are worth protecting.

There is a final cut to the regular season roster, which proceeds similarly to the earlier cut. Additional players may be put on the training camp injured reserve list at this time. After the final cut (and opportunity has been provided for free agents to be picked up and compensating cuts made), a team may put any active roster player who is injured on the "in season" injured reserve list, and pick up free agents (or acquire a player by trade) to fill those roster spots.

All decisions pertaining to training camp, including coaching, position changes, special teams credit, and such must be decided prior to the beginning of training camp.

12.2a Mini-camp (optional rule, in use for FOOL):

A short "mini-camp" may be held prior to the regular training camp. At this camp, the status of injuries which lasted longer than the regular season, but were not "season" injuries, are resolved. For these injuries full recovery could have been possible had the season lasted long enough. Injuries which were designated as lasting for the entire season must wait until training camp for resolution. The mini-camp would follow the draft but precede the final training camp roster formation by selecting free agents. (Starting with Season XI, mini-camp was held before the draft; the NFL does have a pre-draft camp.) The main benefit is that the results of some shorter term injuries would be known. In those cases where "permanent" was rolled, recovery could be attempted during training camp just as for injuries which were rolled as permanent during the past season. Recovery is not yet possible in mini-camp for "season" injuries; they are always resolved in training camp.

12.2b Special Teams experience in camp:

In training camp, 5 punt returns and 5 kick returns worth of experience for practice may be distributed to players not receiving other coaching or injury recovery. For preseason, an additional 5KR and 5PR may be distributed as designated at the end of training camp after training camp cuts, but not to players who received other special coaching. Players that receive these credits are to actually do the returns as long as they are on the roster. If the player is cut, the credits stay with the player. (In the past, each team could designate a player, or spread among multiple players, 10 punt and 10 kick return credits, for both training camp and preseason. These credits could all go to one player. However, a player cut at the end of training camp should not lose the half of these credits for preseason.) Note that a player injured in training camp and subsequently

unable to play can only receive the 5 returns worth of credit each for KO and punt returns for training camp. Someone else can be given the remaining returns.

Kick and punt return credits for camp and preseason may be counted as adding to the total of the previous season (toward determining specialist or veteran credit) or as credits on the current season. Veteran status for special teams positions is determined at the end of preseason (and will be known at the end of training camp, since the preseason credits are distributed then). Previously, a player who does not qualify as a "veteran" returner at the end of preseason did not have a chance to qualify as a veteran until the next season at the same time. But see 12.2c added below. This ought to apply to wide rushers, etc. too.

12.2c Lapsed special teams specialists:

A player who was a qualified specialist or veteran specialist in the previous season, but did not obtain enough experience to maintain that specialization (usually 20 returns for PRS, KRS, VPR, VKR) must play at a level reduced by one (non specialist, or specialist instead of veteran specialist). This usually occurs due to injury, but can also be due to competition for the position, or possibly so that the player can be coached for other things. After 20 carries in the current season, the earlier specialization level is regained. Those carries do not count toward credit for the current season. If the player fails to get enough experience in two consecutive seasons, the specialization level is lost. Note that the 10PR and 10KR during training camp and preseason may be applied to either the previous season or the current season, so that a veteran falling short for the earlier season, given 10 returns in training camp and preseason, only needs 10 more to become a veteran again. Presumably the same principle would apply to other special teams specialists as well.

12.3 Player changes:

Several tables are used for determining player changes of various types. These are used for the changes that are made at the beginning of training camp for all players, although charts related to trades, position changes, and free agents apply later as well.

12.3.1 Standard change tables:

A change die roll must be made using this table for every player in the league. It reflects changes due to experience during the previous season, uncertainty in the assessment of the skills of rookies, and the effects of aging. The procedure is to first roll, for the player, a perturbation for age (that gives a blurring effect across the age categories to better reflect a continuity of effects) and two similar perturbations made for experience in games from the previous season: A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. Postseason games give the same experience credit as regular season. (It's a benefit of getting to the playoffs, but is offset by possible additional injuries.)

Die roll	1	2	3	4	5	6
Age/seasons	-2	-1	-	-	+1	+2
Games	-2	-1	-	-	+1	+2
Games	-2/3	-1/3	-	-	+1/3	+2/3

The modification of age or number of seasons rolled on this table only applies to the change roll, not to injury or other effects. A reduction in number of seasons never qualifies a player for a "first season" bonus.

Each player is given a die roll using the appropriate column of the change chart. All who were rookies during the preceding season use the "first season" column, regardless of age. All rookies who were just drafted use the rookie column. All free agents who have not previously played in the league use the "new free agent" column. Free agents who have played before, or veterans acquired by trade use the column appropriate to their age and experience (as adjusted). A player who, in his rookie season, did not play enough to qualify for 4 games worth of experience (after adjustment) will qualify for the "first season" table in his second season as well as his first. (His age in the roster is designated with "R2", for example 24R2 indicates a second year player still treated as if he is a first year player for change purposes.) This is often the case when a player spends all or most of his first season on injured reserve. For selecting the column by the player's experience, round to the nearest whole game.

When the die is rolled, a letter indicates a further possible roll for change. (If the result is in the form of X/Y, roll a die, with a low number giving change X and a high number giving change Y.) After determining the appropriate change table by letter, another die roll is used to give the modification to the player's abilities. A result of +C, -C, +P, -P, +S or -S is a modification to the player's respective ability score. No modification can reduce an ability score below zero; such a result is ignored. Another possible result is +C-S. This reflects a player's contact ability (his size, presumably) increasing at the expense of speed. If such a result would reduce speed below certain minimums determined by player position, the result is ignored instead. The minimums are: DT,C,T: 1, G,DE: 2, LB,TE,Q,F: 3, all others: 4. (Note that these minimums apply only to a +C-S result, not to a -S result.) If a player gets a +C-S change which the coach deems undesirable, there is a 50% chance to reverse the change during training camp. (Roll a die, with a roll of 4 to 6 voiding the change.) Such coaching precludes (voids) any other planned special training camp regimen for the player, such as position change.

If the result on the change table is "\$", the change depends on the position of the player. Another roll is made on the appropriate table. For results of +X-Y type, there is a chance for coaching to void the effect if desired as described above. If the result on the change table is "+&" or "-&", there is a chance for the player to acquire a special characteristic that is either good or bad, respectively, or to remove a bad or good characteristic. Whether to remove or acquire a new characteristic is the coach's choice if the player has an existing bad or good characteristic. A roll is made on the "+&" or "-&" table if a new characteristic is being acquired. If the characteristic is inappropriate to the player's position, roll again on the table. For example, "strong arm" is applicable only to quarterbacks. The "#", or fumble, option is appropriate only to potential ballcarriers or return men. (The latter subtract 1 from "F" rolls on the return tables.) If a defender has not been or is not in camp, training for a returner position, reroll a "#" result.

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. This does not apply to players who have generalized positions, such as LB/DH, Q*, etc.

12.3.2 Injury recovery:

A roll for injury recovery must be made for every player who was in an injured status at the end of the previous season, or at the end of mini-camp if that option is used. (This applies to players who could not play in the last game due to injury, or who were injured in the last game and did not recover in mini-camp, or had "season" injuries.) The chances for the injury to be (relatively) permanent is given in the table when the injury was rolled.

In the past (simpler rules) generally, -S injuries have a 50% chance for recovery, others 5/6, assuming Rule 11.8.2 is in effect. [We are currently using 50% for -S, 5/6 for -C in FOOL.] Otherwise, most injuries have a 1/3 chance of becoming permanent. (Those missing only a few games had no long term injury effect.) For each such player a die is rolled, with a 4, 5 or 6 (-S), or just a 6 (others) making the reduction in the player's abilities applicable to the entire upcoming season. See also optional rule 11.8.1.

If a player does suffer such a result, there is still hope of eventual recovery. In the following season's training camp, a recovery roll is made again. For such a roll, the chance of recovery depends on age. If the player is 25 or younger, the chance is 2/3. For 26 to 29, the chance is 1/2. At 30 to 33, 1/3, and over 33 1/6. The age used for this roll is the adjusted one as described earlier in Rule 12.3.1: you want a low roll to recover from injury effects.

Injured players (those who are recovering from injury during training camp) cannot be coached for any particular attribute or changed in position or specialized for special teams. This includes both players who are -c, -s, or -p and those who have a lingering injury from the previous season (-s) (-c) (-p). The rationale is that these players would be spending most of their effort at rehabilitation. (Perhaps an exception would be made for -p players who are willing to give up the point of pass value, e.g. changing position to where the value is discarded, such as fullback to guard.) This prohibition also applies to the regular season. (This rule has in the past applied to training camp; this change makes it explicit that it also applies to the regular season as well.)

12.3.3 Free agents and trades:

A free agent player with previous league experience or a player acquired in a trade has some chance of playing better or worse for his new team than might have been expected based on his previous ability scores. A roll is made on the "free agent" or "trade" change charts as appropriate, in addition to the other change and possibly injury rolls. This roll is only made after a trade is final. A player so acquired, who changes unfavorably, must be retained on the team for one regular season game or one preseason cutdown, to reflect the time it takes for the coach to become aware of the player's true ability. Players picked up during the season or in the latter stages of the preseason also are subject to this change roll. The roll is made in this case after all personnel transactions prior to a game. If a free agent is picked up (or clears waivers) who last played for the same team earlier in the season (or preseason or camp), no roll is made for change. Free agent rolls apply to rookie free agents and all free agents after camp, but not to free agents who are invited to camp from the previous year's list of free agents; they get the normal season change roll (often for 0 games) instead.

12.3.4 Experience credit:

The experience credit used for determining player change is given in the equivalent number of games played in the previous season. If a player started for a game, he receives a full game credit. If he played on offense or defense as a scheduled substitute, or as a substitute for an injured player and played a significant part in at least one play, or returned or made at least one kick, blocks a kick, or recovers a fumble, he receives 2/3 game credit.

Any other player who is healthy receives 1/3 game credit for participation in practice and/or special teams play, even if he is on injured reserve status. Participation in postseason play also counts. (Option: it may be credited as 1/3 game credit less, but no less than 1/3 game per player. Preseason games may also be counted, but only as 1/3 game for those who would normally qualify for 2/3 credit or more. If preseason games are counted, the number of games for experience columns on the change chart should be increased by one. Currently, for FOOL, we are not counting preseason games, and postseason games count fully.)

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. This does not apply to players who have generalized positions, such as LB/DH, Q*, etc. Also, such players cannot be "coached" for attribute changes. They have enough to do staying up with both positions.

Punters and Kickers experience: Kickers and punters "normally" get 2/3 games of experience per game. If they do not kick a P or FG at all, the credit is only 1/3. For 4 or more kick attempts (whether blocked or not, however successful) a full game of experience is gained. Extra points count 1/2 of a FG. One PAT does not give 2/3 experience, but two will. Kickoffs do not count. (Kicks on plays voided by penalties do not count, since the play is null for statistical purposes, making tracking of such kicks impractical. The same principle should apply to returns etc. that need to be counted for experience. A penalty on a return which does not result in a re-kick usually will count.)

12.3.5 Ability coaching (Advanced rule, in use in FOOL):

Strange as it may seem, some players reach this level of competition without ever having fully developed their natural talents through the use of weights or other forms of training. In the case of players who are below certain minimums for their position, training camp may include an intensive regimen to make the most of the player's natural abilities. This precludes other forms of special coaching such as position changes, training for kick return duties, injury recovery and such during training camp or exhibition season. (A player who already is a punt return specialist could be coached, but would not be available to take punt returns during training camp and preseason.)

Injured players (those who are recovering from injury) cannot be coached for any particular attribute (or changed in position or specialized for special teams). This includes both players who are -c, -s, or -p and those who have a lingering injury from the previous season (-s) (-c) (-p). The rationale is that these players would be spending most of their effort at rehabilitation. (Perhaps an exception would be made for -p players who are willing to give up the point of pass value, e.g. changing position to where the value is discarded, such as fullback to guard.) This prohibition also applies to the regular season.)

During training camp, the coach may choose one ability (which is below standard) to be coached. The player may be coached to remove a negative special characteristic, such as a tendency to fumble, instead of P, C, or S.) The minimums at or below which coaching to improve deficiencies may be applied are listed below.

Offensive or defensive line:	3-1	S or C
Offensive or defensive line:	2-2	S or C
Offensive or defensive line:	2-3	C
Offensive or defensive line	1-4	C
MLB or F or TE	3-2	S
MLB or F or TE	2-3	S or C
MLB or F or TE	1-4	C
MLB,TB,or F	0-X-X	P
TE,H,B,LB,OLB	1-X-X	P
OLB,LB,B,E	0-5	C
OLB,LB,B,E	1-4	C
OLB,LB,B,E	2-3	S
E,W,Q,DH,CB,S	2-X-X	P
H,TB,W,DH,CB,S	0-5	C
H,TB,W,DH,CB,S	1-4	S

Prior to all training camp change rolls such coaching is announced. A player may not be coached in but one attribute. Along with other training camp rolls, for each such player a die is rolled. If a 6 is rolled, a further roll is made that depends on the player's age and experience. If the player's abilities were not listed above because they were even poorer, a 5 or 6 will succeed in giving further chance for improvement. Players with negative special abilities also qualify as "poorer" for this purpose.

For players who succeed on the first roll, a second roll depends on the modified age described in section 12.3.1 above. If the player is new to the league (a rookie player drafted or who was eligible for the draft but not drafted), this second roll is not necessary. For first year players (just completing their rookie season), a roll of 4 to 6 allows a third roll on the following table. For players after their first year but younger than 26, the needed second roll is 5-6. For those from 26 to 29, a roll of 6 is needed. If the second roll, based on age, is successful, a third roll is made on the table below to indicate ability change. On the negative special attribute table, "+sp" means that an additional negative attribute is acquired, randomly generated from those applicable to the position.

Attribute coached: Die roll:	1	2	3	4	5	6
C	+C	+C	+C	+C-S	-	-S
S	+S	+S	+S-C	+S-C	-	-C
P	+P	+P	+P	+P-C	-	-C
Negative special ability	rm	rm	rm	rm	-	-C/+sp

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.) cannot be coached. They have enough to do staying up with both positions. A player that goes both ways, offense and defense (W/CB) also cannot be coached. Also, a player with broader than standard abilities, E*, B*, DH* etc. can be

coached only if he is sub-par for both categories for which the coaching is being considered. For example, a DH* 2-2-5 (both DH and LB) would be coachable for P as a DH, but not as a LB, so he cannot be coached. A Q* cannot be coached for P, since this is actually two completely separate attributes. The same would apply to T/TE, LB/DE or other such combinations.

12.4 Training camp injuries:

Every player invited to training camp has some chance of injury. This chance is greatest for rookies (who report early and tend to take camp more seriously) and least for exceptional players. Rookies each have a straight 1/12 chance of injury. Other players have a 1/18 chance of injury, except for stars who meet or exceed the speed or contact maximums given in 12.6 below, who have only a 1/24 chance of injury. Also, receivers (E, W, TE, and B) and defensive halfbacks (DH, S, and CB) who are 4 in receiving or better and within 1 of listed C and S maximums have only a 1/24 chance of injury. A quarterback with a 4 or better passing ability is also so regarded. The lower chance of injury reflects a less pressured and dangerous camp, and the coach's willingness to let such talented players demonstrate their worth later. Therefore, players given the lower injury chance should not be cut in any but the last cutdown (prior to the regular season), as this reflects a competitive situation not taken into account in the injury roll. A player eligible for a 1/24 chance could be told his position is at risk, allowing him to be cut if his performance drops, but with the usual 1/18 chance of injury. These "Star" quality players who report late for training camp (or have an easier camp) have only a 1/24 chance of injury. They pay for this in receiving 2 games' less experience credit in their change rolls. A coach may allow any veteran of 30 or older, and not just stars, this option.

A roll is made for each player. If it is a 6, a second roll is made. On a 4 to 6 a rookie would be injured, on 5 or 6 a veteran would sustain an injury, and on a 6 or (50% chance) a 5 a star would be affected. The nature of the injury and its duration is determined as for those "longer" injuries sustained during a game. Subtract one game from the duration to reflect training camp time missed.

A player injured during training camp cannot complete special coaching, position change, or other training regimens. No roll is made for those changes. Therefore the injury rolls for camp should be made prior to others except, perhaps, those for basic changes. (Should a training camp injury negate an injury recovery roll? We will assume not, for now. All injuries are assumed to be independent.) Players able to return to duty within one game are exempt from this. Those who recover can make position changes during preseason or the regular season.

Any player injured during training camp or the preseason is eligible for the "preseason injured reserve" list, even if he only missed one game which would have been during training camp.

Injuries sustained during exhibition season are treated exactly as those during the regular season, except for the injured reserve classification as described earlier.

12.5 Other Changes:

In addition to the procedures described above for training camp, there are other circumstances in which players may change in ability. These may occur as part of training camp or during exhibition or the regular season.

12.5.1 Trades and free agent actions during the season:

Whenever a player is picked up from the free agent list or acquired by trade, a roll is made for the possibility of change. This reflects the possibility that the player's attitude or motivation may change, that his true ability is better known after such an action, or may reflect other uncertainty regarding player ability. The practice of picking up free agents for just one game to attempt a favorable change roll, and immediate discard in the case of failure to improve (rather than due to an unfavorable change result) is an abuse of the system, and is discouraged. Generally a free agent picked up who does not get an unfavorable roll should be retained at least two games, unless he is replaced by a player returning from injured reserve or acquired by trade. The commissioner may prescribe a sanction in the form of a lower probability of player's signing, a modification to the free agent/trade change table, or other similar measures if an organization follows such an unenlightened personnel policy. [We've been abusing this, but with only 2 preseason games maybe allowable. Lots of late free agents don't make final cuts. Opinions?]

If a player acquired from the free agent list had most recently (or during the same season) played for that team, no change or trade roll is made. This is because the team would be more aware of the player's true abilities.

Trades may be made during the season only until the trade deadline, which is set by the commissioner. (The trade deadline is normally half way through the regular season.) After that time, teams may only acquire players from the free agent list. (A deliberate cut to allow transfer of a player to a particular other team via the free agent list after the trade deadline, whether for any consideration or not, is not allowed. In a case where such an action seems to have been taken, the commissioner may randomly determine the order in which the player will consider signing with other teams, rather than using the draft list priority order.)

12.5.2 Player position changes:

Players normally do not change position, but may do so at some risk of attribute change, possibly unfavorable. A change in player position may be made during training camp, or during the exhibition or regular seasons. If the change of position is to be made during training camp, the change is decided (but not yet resolved) prior to any other change rolls associated with training camp. Thus, the change is initiated prior to knowing how well various players will do during training camp. The benefit of this approach is that the change is completed prior to the start of the (exhibition or regular season) games.

After training camp, it is still possible for a player to change positions. His change of position must be announced, then he must gain 3 games' worth of experience at the new position, while paying the appropriate penalties for playing 'out of position' while playing those 3 games. Note that unless the player is a starter, more than 3 games will be required. For this purpose, experience in exhibition games counts the same as does a

regular season game, but there are no “starters”, so for each exhibition game the player can get $2/3$ game credit.

If the player plays at both the new position and in the old or other position, his game experience for changing position is halved. This is often the case, since a player may be specializing at a position, but meanwhile performing other duties, such as returning punts, as well. For example, a center being changed to a utility lineman would only gain half credit per game in which he played both at the center position and at one of the other line positions (with a penalty in contact ability). If his time at center accounted for most of his playing time, the game should not be counted at all. Similarly, a linebacker specializing at middle linebacker would only gain half experience for position change purposes if, in $1/3$ of the defenses, he played in a position identifiable as outside linebacker rather than middle linebacker.

After the three games' experience is gained (rounded, so at $2\ 2/3$ games it is possible), a roll for change is made if the coach is still sure that the change is desired. (If not, the player retains his original position, and is ineligible for further position change during the season.) If the result of the change roll is undesirable, an attempt may be made to reverse it by having the player return to his original position. A die is rolled. If the roll is 1 to 3, the change in player attributes is reversed, and he retains his previous position. He is then ineligible for position change while on that team for the remainder of that season and all of the next one (!) [This requires keeping track of change attempts season to season. Let's not do this!]. If he goes to a different team, he will be eligible for change in the following season's training camp. If the roll is 4 to 6, the player retains the negative attribute changes and the changed position. Another attempt may be made to reverse the unfavorable position change result (and the position) in the following season's training camp, but only if he stays with the same team. Regardless of outcome, the player may make no further position change during the season.

Players who, during training camp, are acquiring special skills, such as deep snapper, punt returner, or such, or who are being coached to remove some deficiency, are ineligible for position change during training camp or exhibition season.

New for Season IX: No preseason position change completions: Players who were coached, made position changes, trained as special teams specialists, or recovered from injury cannot complete position changes in preseason. This was possible before with the longer (4 game) preseason, but not with a shorter (2 game) preseason. (Players who made position changes, or tried to, would be ineligible anyway.) At most, these players can receive 1.3 games credit if they begin a position change after training camp at the beginning of preseason. For Season IX: We will have two preseason games. Each player making a change starting immediately after training camp (after receiving previous special coaching) receives $2/3$ credit per game (only $1/3$ if he also plays some at old position), for a total of $1\ 1/3$. (This would be a change. Previously, with a 4 game preseason, each such player got $2/3$ credit per game, for a total of $8/3$ rounded up to 3 games in preseason. This let these players can complete change rolls before the regular season if they played enough. If we go back to 4 preseason games, we should cut the credit toward a position change to $1/3$ game per preseason game for these players. The rationale is that the coaching, recovery, or position change initiated in training camp is not just a training camp emphasis, but also extends through preseason.)

[What follows seems overly complicated, and I don't think we are doing it anyway; this should be dropped.] A player who did not receive special coaching of any kind during training camp, and begins a position change in preseason, can receive up to 2 games' experience toward the new position. (Presumably, the change would have actually begun during training camp once it was apparent who was having success and who was not, so this reflects 2/3 credit for work starting before the end of training camp, and 2/3 for each preseason game, for a total of 2. Play at the new position for one more game would allow resolution, while a player who had been otherwise occupied in training camp would need 2 games at 2/3 each.) Players changing position during the regular season should not be allowed but 1/3 credit for a game in which they also continued to play at the old position not compatible with the new position. Example: a DH moving to CB who plays some in SC (hence, as other than a CB) as well as playing in IR (as a CB) would get only 1/3 game experience credit toward a transition to CB. A CB who is changing to DH who plays in both locations, (with a penalty in SC for being out of CB position), would get 2/3 credit.

Position changes may be of three types described below:

Specialization: This is the most frequent form of position change. It occurs when a player changes from a less to a more specialized position in the same part of the hierarchy of position types. Examples include utility lineman to guard, linebacker to middle linebacker, back to fullback or wide receiver, end to wide receiver or tight end, and defensive halfback to safety. During such a change the player is not penalized, since the more specialized position is included in his current one, so he is not playing out of position. Specialization is the form of position change most likely to cause player improvement, since the player has fewer distractions and can concentrate on the more specialized duties more fully. A player may specialize from one position to the next most specialized, or may more fully specialize at once. For example, a player who plays both linebacker and defensive lineman could specialize at linebacker, or at middle linebacker. The wait and specialization roll is the same in both cases. (He could also first move to linebacker then later to middle linebacker, taking two rolls. But that would take two seasons.)

De-specialization: This change is from the more specialized to a less specialized position. Only one such step of de-specialization can be made at a time. An example would be a center changing to be a utility lineman, or a cornerback becoming a general purpose defensive halfback. To make such a change, the player must play in the positions which are not included in his current position, but are included in the new position, paying the appropriate penalty for being in an unfamiliar position.

Different position: This change is from a player's current position to one which is not above or below it in the position hierarchy. The new position must (usually) be no less specialized than the positions: B,E,T,G,DE,DL,LB, and DH. A player other than an offensive lineman may not change to the center position. No player who has not been a quarterback may become a quarterback.

When using the change tables, some attribute changes depend on the player's position. Favorable changes are generated based on the new position, unfavorable ones are based on the old position. If there is some remaining ambiguity, use the new position.

If a player's position is changed, and the player is cut before the first regular season game or within 3 games of completing the position change, the player may revert back to his former position (but not values, if any change was negative) unless he improved in making the change, in which case the new position sticks. Any team subsequently acquiring the player (within 3 games of being cut) can decide which position he will assume. The same rule of thumb applies to trades. In any case, additional position change during the season is ruled out.

12.5.2a (clarification):

The following transitions are allowed. These are neither "specializations" nor "unspecializations", which are adequately covered in the current rules.

- Q to B or DH
- B to E, DH, LB, G
- F to H, TE, LB, G
- H or TB to F, W, DH
- E to B, LB, DH
- TE to B, F, T, G, DL, LB
- W to H, TE, DH
- T to G, C, TE (gets P=1 as TE)
- G to T, C, F, DT, DE, DL
- C to T, G, DT, DE, DL
- U to DT, DE, DL
- DL to LB, G, T
- DE to DT, LB, G, T
- DT to DE, LB, G, T
- LB to DE, DT, G, TE
- OLB to MLB, DE, G, TE
- MLB to OLB, DT, G
- DH to LB, B, E, W, H
- CB to S, W, E
- S to CB, LB, OLB, B, E

A player more generalized, such as DH* (can play DH or LB) can transfer to any specific position for either of his specialties.)

12.6 Position and ability maximums

In the course of generating player changes, it is possible for a player to acquire extraordinary abilities, which are difficult to imagine physically. For example, it is very unlikely that a player would have both a very large contact ability and high speed as well. The following table gives the 'normal' maximum value combinations for speed and contact ability:

0-7 2-6 3-5 4-4 5-2 6-1

If a player has an ability change that would exceed one of these combination maximums by one point, a roll is made on the following table:

- 1-2 Player actually acquires the enhanced ability
- 3-4 Player acquires the ability, but possibly only for this season
In the next season's training camp, this roll is repeated.
- 5 The enhanced ability is effected, but the complementary ability is decremented. (For example, +C for a 3-5 makes the player a 4-4.)
- 6 The change is ignored.

If the player has a change that would exceed the maximums by 2, the same table is used, but the die rolls are 1, 2, 3, and 4-6 respectively. If the ability change is from 4-3 to 5-3 or from 1-6 to 1-7, use the above chart but with 1-3 making the change permanent, and 4 to 6 as given.

The normal maximum pass value is 4 for DH, Q, E players, 5 for W, 3 for TE, B, H, LB and OLB, 2 for MLB, F, and 2 [Change from 1 for Season XII] for defensive and offensive linemen. A player receiving a change that would exceed these values rolls on the table above, but a roll of 5 is treated as change ignored. If a player is fortunate enough to receive a change that would exceed the listed value by two, the numbers in the table are 1, 2, and 3-6 respectively. If a player receives an enhancement in the same training camp in which he is changing position, the maximum for the new position applies.

12.7 Special focus training camps

Training camp emphasis: A team may choose to emphasize something other than individual coaching in training camp. At a cost of giving up all coaching and position changes (but not injury recovery or special teams specialization) during training camp, a coach may instead choose:

12.7.1. Conditioning emphasis:

All players on the team are +1 for tiredness rolls for the entire season. (This would not apply to players traded or acquired in trades or free agents that join after training camp, even players who had been in training camp then released and reacquired. Once a player leaves the roster, the benefit is lost (he is no longer under supervision) The benefit would NOT apply to "pc" (poor condition) players, but those players would be (during camp) automatically (and unavoidably) coached, and (at the coach's option) be "double coached" (two separate coaching roll sequences) to remove that attribute in training camp. (If the first roll sequence succeeds, the second is not made. You cannot choose for a given pc player not to get this coaching, but you can avoid him getting it twice. (This reduces some of the risk to a star that you'd just as soon not risk getting a -c to remove a pc)

Any player who gets a "+C-S" result in training camp ignores that result. Any player receiving a "-s" can roll d6=1-3? to take a "-c" instead (unless the player is already c=0). Any player who could normally be coached for speed can be coached in this camp, and is coached as if he is "-2" instead of "-1".

12.7.2. Fundamentals emphasis:

All players who have a single negative attribute "o", "!", "im", "-", "ll", or "f" is "double coached" for removal of that attribute. Each coaching roll is made twice. Players who have two negative attributes are coached three times (total) for any of them, but no more than twice for a given attribute, so up to three attributes are coached either

once or twice each. Every player having negative attributes must be so coached. The "pc" is NOT a negative attribute covered by this rule. Neither is #. Of course, the random change tables can still result in additional negative attributes or the addition of positive ones. Players are not coached for positive changes. Any + special attribute roll during training camp (as a result of a normal change roll) can be rolled as 50% an attribute chosen by the coach, 50% a random roll on the table. (Roll d6: 1-3 choose, 4-6 roll on table). Similar for - special attributes, however you can only choose "f" for Q, E, and B types, and cannot choose inappropriate attributes such as "strong arm" for a LB.

12.7.3. Special teams emphasis:

Experience available in training camp and preseason for special teams is doubled. In addition, during the season there should be a reduced (halved) chance of a "bobble" and a +1 chance on avoiding or making a FG block, and a +1 on C and S (both) on each KO and P squad. On "punt block" rolls of O4 vs O4, etc. the player who went through this camp receives an extra +1 bonus. (This personal benefit should be missing for players picked up on trades, free agents etc. after training camp, even though the benefit still attaches to the team calculations (C, S). Players traded lose the benefit, even if going to another team with this camp emphasis.) In addition, the team can specify one extra special team tactic that can be used in a game. For example, some KO returns could be Normal, others might be Sideline. Teams without this emphasis choose one tactic for each special team (though they can choose a blitzed P or FG without penalty).

12.7.4. Complex offense / defense game plan emphasis:

The team gains 1 extra offensive set, 2 extra defenses, and 3 extra plays that can be used in game plans, and 2 extra rows rather than 8/10 for play/defense selection.

12.8 Change tables

Age	(1st season <28)			(25 or younger)			(26 to 29)		
Games	0-3	4-7	8+	0-3	4-7	8+	0-3	4-7	8+
Die									
5	-	-	-/B	-	-	-	-	-	-
6	B	B/A	B/A	C	B/C	B	C/D	C	B/C

Age	(30 to 33)		(34 & older)		38+	rookie	free	rookie	free
Games	0-5	6+	0-5	6+		agent	trade	agent	
Die					D				
3					D				
4	-	-	-	/C	D	B	-	-	
5	-/C	-	D	D	ret	C	B/C	-	
6	D	C/D	D	D	ret	D	D	-/C	

Change Effects:					+/- for QB:				
Die	A	B	C	D	+	-	+	-	
1	+C	+C	+C/+P	-%	rm -	rm +	1	rm -	rm +
2	+C	-C	-C	-C	m	im/c	2	3r	3r
3	+P	+P/-P	-P	-P	^/\$!/f	3	st	st
4	+%	+C-S	+C-S	-S	^	o	4	+	-/pc
5	+%	+%	+%/ -S	-S	r	#	5	3r	#
6	+/+S	+/-	+/-	-	gc	pc	6	gc/r	o/f

Note: Use "f" only for offensive players other than linemen; others get "!".

Use "\$" only for non-linemen. Linemen get "^" or "m" instead.

Use "c" only for non-linemen. Linemen get "im" or "o" instead.

Attributes:

m: mature im: immature c: plodder ^: big play \$: evasive
 !: penalty prone f: fumble prone o: error prone
 3r: 3rd receiver r: robust #: injury prone
 -: weak arm +: strong arm gc: good condition pc: poor condition
 st: soft touch
 rm + or rm -: remove positive or negative attribute. If none, ignore.

Die Roll "%" changes by Position (change for 3rd edition)

Die	Q/W/CB/DH	E/S/K	TE/H/B/OLB/LB	F,MLB,Pt	OL,DL
1	+C	+C	+C	+C	+C
2	+P	+C	+C	+C	+C
3	+P	+P	+C	+C	+C
4	+P	+P	+P	+C	+C
5	+P	+P	+P	+P	+C
6	+P	+P	+P	+P	+P

Changes for kickers: Kicker		Punter
+C	+2 yards distance	+2 yards distance
-C	-2 yards distance	-2 yards distance
+P	+2 accuracy (" -2 n" of b/n)	+2 control
-P	-2 accuracy (" +2 n" of b/n)	-2 control
+S	-2 blocked (" -2 b of b/n)	+1 control
-S	+2 blocked (" +2 b of b/n)	+1/18 chance of block if rushed

Specialization (any)					Despecialize, position change				
Die	rk	<25	26-9	30-3x	rk	<25	26-9	30-3	
4	-	-	-	-	-	-	-	C	
5	/B	-	-	-	C	-/D	C	D	
6	B	B	B/C	C	D	C	D	D	

(The above table has been replaced by a more explicit position-to-position change table.)

Football Organization of Louisa, Player Transitions

Allowed Position Transitions, Offense to offense, offense to defense

	Q	Q*	B*	B	F	H	TB	E	W	TE	U	G	T	C
Q	1			2				2						
Q*	3			4		4		4						
B*				5	6	7		8	8	6				
B			9		6	7		10	8					
F				9						12		11		
H				12	13		7		10					
TB				10		12								
E			14	1					8	6				
W				14		14		12		13				
TE					14			9	10			11	11	
U					15					15		5	5	5
G					15					15	12		16	12
T											12	12		17
C											12	12	16	

	Q	Q*	B*	B	F	H	TB	E	W	TE	U	G	T	C
Q	2	2												
Q*	2	2		2										
B*	10			13										
B	18			11										
F				11	11									
H	18			11										
TB														
E	18			11										
W	18		18											
TE				18	11	11								
U					18	18	18							
G				11	18	18	18							
T					18	18	18							
C					18									

DH S CB LB DL DE DT

Allowed Player Transitions, defense to defense, defense to offense

	DH	CB	LB	MLB	DE	NT		B	E	W	T	E	G	T
	S	DH*	OLB	DL	DT									
DH		7	8	14	13									
S	9		10		13									
CB	12	13				13								
DH*	8	7	8		6	5								
LB	10	10		9		5	6	11	11	11				
OLB	9						13		13					
MLB					10	12		11		11				
DL					15				5	5				
DE					15	15		12		16				
DT							10	12	12			5		
NT								9	9	12				

	DH	CB	LB	MLB	DE	NT
	S	DH*	OLB	DL	DT	
DH	12	12	12			
S	12	12				
CB			12			
DH*	12	12	12	11		
LB	9					
OLB	9					
MLB	9					
DL					18	11
DE					18	11
DT					18	11

Note: for players going to defense, for a result of “f” roll 1 die: hi=!,
 Players converting to offensive or defensive line positions lose all pass value.
 This applies when going from offense to defense and vice versa as well.

	1	2	3	4		5	6	7	8	9
1r	C	C p=1	B	B p=2	1r	B	B	B	+p	
1v	C	C p=1		p=1	1v	C	-p	-p	C	
1e	D	p=0	C	C p=0	1e	C	-p	-p	-c	-c
2	o	o p=1	o	p=1	2					o
3	-p	p=2		p=2	3					-c
4	f	f p=2	-c	p=2	4					
5	C	C p=2	B	B p=2	5		+c-p		+p-c	C
6r		p=3	+p	p=3	6r	B	B	B	B	C
6v	-p	p=2		C p=2	6v	B	B	B	B	C
6e	-2p	D p=1	-s	D p=1	6e	C	C	C	C	D

10 11 12 13 14 15 16 17 18

1r	+p-c	+c-s		+c-s		p=2	!	!	C
1v	+p-c	+c-s		+c-s		p=1	C	C	C
1e	-c	-s	-c	-s	-c		C	C	-c
2	o	o	o	o/!	o/!	o f		o	o
3		D			-p	-c+s			
4	!	!		f	f	f p=1	!	!	!
5	+p-c	+c-s	C	-p+c	C	D p=1	+c-s	+c-s	+p-c
6r	C	C	C	C	C	C p=1	C	C	C
6v	D	D	D	D	C	D	C	C	D
6e	D	D	D	D	D	D	D	D	D

Temporary effects while playing out of position or while making transition:

Table #/effect:

- 2: P=1, C-1
- 6: C-1
- 8: C-1
- 9: C-1
- 10: C-1
- 11: C-1
- 12: P-1, C-1 *
- 13: P-1, S-1
- 14: P-1, C-1
- 15: P=0, C-1
- 16: C-1
- 17: C-1 *
- 18: P-1, C-1

* non C is 1/12 chance to fumble the snap.

Reversing Unfavorable Changes:

If the change rolled is considered unsatisfactory, a decision may be made to reverse the change, and have the player return to his old position. The chance to do so successfully depends on age:

Newly drafted rookie: Die roll of 1-4 reverts OK
 Veteran (incl 1st year): Die roll of 1-3 reverts OK
 Exp. Veteran (30+ yrs): Die roll of 1 reverts OK

Injury Recovery:

From in-season game injury: 1/6 (d6g -P) or 1/3 (2d6g -S, -C) resolved before the draft
 From "Season" injury: 1/6(-P) or 1/3 (-S, -C) resolved in training camp
 (-1/6 for -C, 1/2 for -S in the future)

From previously failed injury recovery:
 25 or younger: a die roll of 1-4 recovers
 26-29: 1-3 recovers
 30-33: 1-2 recovers
 34+: 1 recovers

Note: use "adjusted" age

Training Camp Change Tables:

	Die roll:	1	2	3	4	5	6
Adjust for age, experience:	Age	-2	-1	-	-	+1	+2
	Exp	-2	-1	-	-	+1	+2
	Exp	-2/3	-1/3	-	-	+1/3	+2/3

	Newly Drafted rookie	New Rookie Free Agent	First season <28yr (R or R2 players)			25 or younger			26 to 29			30 to 33	
			0-3	4-7	8+	0-3	4-7	8+	0-3	4-7	8+	0-5	6+
4	-	B	-	-	-	-	-	-	-	-	-	-	-
5	B/C	C	-	-	-/B	-	-	-	-	-	-	-/C	-
6	D	D	B	B/A	B/A	C	B/C	B	C/D	C	B/C	D	C/D

	34-38		39+
	0-5	6+	
3	-	-	D
4	-	-/C	D
5	D	D	D
6	D	D	D

rm: if no attribute to remove, roll again.
 Traded player: 6,hi = C roll
 Free Agent pickup: 6 = C roll
 (does not apply if cut by same team)
 (Above rolls in addition to regular change rolls)

	% = by position						Kicker/Punter effects					
	A	B	C	D	+	-	Q,E,DH B, LB, TE	L, DL	K	P		
1	+C	+C	+C/+F	-%	rm -	rm +	C	C	C	+C	+2yd	+2yd
2	+C	-C	-C	-C	rm -	!	P	C	C	-C	-2yd	-2yd
3	+P	+P/-P	-P	-P	/	o	P	C	C	+P	N-1	ctl+1
4	+%	+C-S	+C-S	-S	/	o	P	P	C	-P	N+1	ctl-1
5	+%	+%	+%/ -S	-S	r	#	P	P	C	+S	B-1	+1yd
6	+/+S	+/-	+/-	-	gc	pc	P	P	P	-S	B+2	-2yd

Ability Coaching:
 Coachable attribute values by position:

OL or DL:	3-1	S or C
OL or DL:	2-2	S or C*
OL or DL:	2-3	C
OL or DL:	1-4	C
MLB, F, TE:	3-2	S
MLB, F, TE:	2-3	S or C
MLB, F, TE:	1-4	C
MLB, F, TB:	0-x-x	P
TE, H, B, LB, OLB	1-x-x	P (P* if P=0)
OLB, LB, B, E	0-5	C
OLB, LB, B, E	1-4	C
OLB, LB, B, E	2-3	S
E, W, Q, DH, CB, S	2-x-x	P (P* if P=1)
H, TB, W, DH, CB, S	0-5	C
H, TB, W, DH, CB, S	1-4	S
any non-L	0-4 or 1-3	C* or S*

Die roll #1: See if any effect
 Meets criterion at left : 5,6
 Meets "*" criterion: 4,5,6

Die roll #2: Based on Age:
 New rookie:
 Succeeds
 First year (R,R2): 4-6
 26 or younger: 5,6

Die roll #3: Determine result

	C	S	P	rm
1	+C	+S	+P	rm
2	+C	+S	+P	rm
3	+C	+S-C	+P	rm
4	+C-S	+S-C	+P-C	rm, -C
5	-	-	-	-
6	-S	-C	-C	-C