



THE

OFFICIAL RULEBOOK

AMERICAN FOOTBALL LEGENDS LEAGUE

2022

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SECTION 1

FRANCHISE OWNERSHIP RULES & RESPONSIBILITIES

SECTION 1.1 - OWNERSHIP

Any owner or ownership group will be required to follow the rules and regulations set forth in this document. Franchise governance will be determined by UFF Sports, Franchise Owners and the League Commissioner. The original sale of franchises and any expansion franchises is achieved by online auction.

SECTION 1.2 - DIGITAL ASSETS

A franchise is a ZRC-2 digital asset (NFT) that is stored in a wallet on the Zilliqa blockchain, ensuring proof of ownership and authenticity. All players are also digital assets whose fantasy player contracts are owned by franchises/scouts. These assets are the sole property of the wallet/franchise owner, there are no duplications.

SECTION 1.3 - BRANDING

Franchise owners are required to create a franchise name and logo. Both must be professional and must be a brand that would be accepted by a real world league. All brands and names will need to be approved by UFF Sports. UFF Sports has a few contacts that can help create a logo for a fee.

- Once a franchise is branded, it cannot be renamed for a minimum of five years. Logos, colours, etc., cannot be changed for a minimum of three years. Alternate or specialty jerseys can be created on a case-by-case basis, with final approval coming from the Head of Football Operations.
- There will be a \$25,000 USD of Score Coin (SCO) fee to change a franchise name. A \$250 USD of SCO fee will apply to changes in logos, colours, etc.



SECTION 1.4 - SELLING A FRANCHISE

An owner can sell a franchise if they wish. The sale of a franchise must be approved by the league in order to ensure all franchise requirements are met. This approval process is in place to protect the ability of the league to function in a professional manner. See Revenue Chart (Appendix A) for distribution of revenue for an already owned franchise sale. Franchises are technically always for sale, anyone can make an offer to a franchise owner at any time.

- The sale of a franchise must go through the commissioner and Head of Football Operations. All parties need to be involved in the email stating the sale price, the roster that is being sold, and confirmation of sale from both parties.
- If a franchise announces that their franchise is for sale, their roster may be frozen until the franchise is sold.

SECTION 1.5 - DISCIPLINARY ACTION

In the event that an owner is not participating in the gameplay or not following the wishes of the governing committee, they will be brought in front of the committee and action will be taken in the best interest of the league.

- If a franchise is seen as “selling off” their assets and putting their franchise’s level of competitiveness/desirability in jeopardy, the franchise will no longer be able to make trades with monetary value unless it is improving the competitiveness/desirability of their roster and/or their franchise may be put on a roster freeze. These actions will be decided upon by the Commissioner and the Competition Committee (See 8.13 Competition Committee)

SECTION 1.6 - FAILURE TO PARTICIPATE

In the event that a franchise owner is no longer responsive and is not participating in the league, UFF Sports retains the right to revoke that franchise NFT. A replacement ZRC-2 franchise will be created and sold at auction or privately to a new owner. There will never be more franchises created than what there is in the real world league.

- If a franchise owner does not pay the annual entry fee for the season before the deadline, the franchise can be revoked or frozen until payment is completed in full and the franchise will forfeit games until they pay in full.
- Franchise will be sold privately or auctioned off.
- If a franchise owner is no longer responsive during the season/playoffs and wins prize pool money, the following will take place:
 - the league will hold the winnings for 6 months from the day it was won
 - if no communication from the owner in that time and the next season starts, the winnings will be added to that season’s prize pool.

SECTION 2

GENERAL MANAGERS

An owner of a franchise can hire a general manager to run their franchise.

SECTION 2.1 GENERAL MANAGER APPROVAL

A general manager hiring needs to be approved by the AFLL governing committee before it can be made official. Scouts can be both a scout and a GM.

SECTION 2.2 GENERAL MANAGER CONTRACT

This is negotiated between the franchise owner and the GM. The AFLL does not need to know the details of the contract that is signed between the two parties. The owner can also replace or release (fire) their GM whenever they see fit. Assistant GMs/ coordinators are also allowed to be hired by an owner, along with scouts and other staff.



AFL LEGENDS LEAGUE



SECTION 2

GENERAL MANAGERS

SECTION 2.3 GENERAL MANAGER LIST

The league will accumulate names, information, and resumes for interested GMs as they come in. This list will be visible for all owners to see and franchises can contact these GM candidates at any time.

SECTION 3

LEAGUE COMMISSIONER AND FANS

SECTION 3.1 COMMISSIONER ROLE

The league commissioner oversees all league transactions, including approving/rejecting trades (with the help of a committee), and announces transactions via email and on social media. The commissioner will also take a lead moderator role in AFLF Telegram group chats.

SECTION 3.2 HIRING OF A LEAGUE COMMISSIONER

Will be done by the Head of Football Operations

SECTION 3.3 FANS

Are just that, they are fans of the AFLF franchises. Fans will support their favourite franchise and attend live events. They will also be able to purchase Score Coin (SCO) and participate in the UFF Sports betting platform.

- Registration – a fan must register as a Fan at UFFSports.com, there is no fee.
- Hodlers – Fans will also purchase Score Coin to hold in anticipation of positive growth for this worldwide Fantasy Sports ecosystem.



SECTION 4

EVENTS

SECTION 4.1 - ONE TIME START-UP EVENTS

- Franchise Auction – The first 16-franchises will be auctioned off over a three-day period beginning on Wednesday Oct. 20 at 12 p.m. ET through to Friday, Oct. 22, 2021.
- To enter the auction, the minimum bid is \$5,000 USD with minimum increments of \$500 USD. A \$5,000 deposit is due 48-hours after the auction closes, and the remaining franchise payment in SCO is due 10-days after that.
- Starting Friday Oct. 22 at 9pm ET, a “Two-Minute Warning” countdown will begin. Any bid within the two minutes will reset the auction clock back to two minutes. The auction ends once there are no bids for a full two minutes. Once the auction closes, the top 16 bids are the new AFLL franchise owners. The winning bids will be paid in the USD equivalent of SCORE Coin (SCO).
- There will be 16-legends players that will be available to be chosen as a “Team Captain”. A higher final bid equals the order that franchises get to pick from this list of legends, and also determines the order of picks in the first AFLL player draft.
- Those who win the first 16-franchises will be seeded 1-to-16 based on highest to lowest bids. Another 16-franchises will be auctioned off in the fall of 2022.
- The funds from the franchise auctions will go into the AFLL prize pool as well as league development.

Initial Player Auction and Draft

- 32-picks (two-rounds) will individually be put up for auction and can be bid on by all 16 franchise owners. Once a pick is won, the owner has 45-seconds to select the legends player of their choice. If time expires then the next highest ranked player will be drafted. Teams can select any retired NFL player from 1950 onward that is in our database.



SECTION 4

EVENTS

Player Draft

Once the 32-picks have been auctioned off, the legends player draft will begin for rounds 3-to-24. Each team will get one pick per round (no trading of picks). Draft order will be determined based on highest to lowest final bids in the franchise auction. Order will be the same for every round.

Free Agent Frenzy

- Franchises will need to fill out their rosters to a full 32 and will need to bid on players until they reach that mark.
- A legend player can be requested to the Commissioner and will be put up for a 24-hour auction with a minimum starting bid of \$50 USD of SCO with \$10-minimum bid increments.
- Teams can go over the 32-player total to a maximum of 40 during the offseason. Up to two weeks before the regular season begins all teams can cut down their roster to 32 at no cost. After that the \$10-release fee for per player is in effect

SECTION 4.2 ANNUAL EVENTS -- see section 9.2

SECTION 5

MARKETPLACES ON THE AFLL PLATFORM

Franchise Marketplace — Every franchise is for sale at all times, available for offers/bids. Franchise owners can also list their franchise for a set asking price.

Player Marketplaces

- Active Players — owned by a franchise in a UFFS league (AFL)
- Free Agents — owned by a UFFS league, having previously been owned by a franchise and bought out or released as a pending free agent

The league is set up on UFF Sports platform.



SECTION 6 _____

LEAGUE PLAY

(AMERICAN FOOTBALL LEGENDS LEAGUE - AFLL)

SECTION 6.1 ANNUAL ENTRY FEE

The annual entry fee will be decided at the midseason Owners' Meeting following the annual trade deadline when the prize pool is capped for that season. Different amounts based on percentages of the previous season's prize pool will be put to a vote for the Franchises.

- If the annual entry fee is not paid on time, the franchise may be revoked or frozen by the league and the franchise will forfeit games until their fee is paid in full.
- Annual Entry Fee for the following season is to be paid 48 hours after the AFLL championship is awarded.

SECTION 6.2 ROSTER DURING REGULAR SEASON

Rosters need to be legal at all times during the regular season or fines will be issued, commissioner will set the team's lineup, and that team's playcalling will be simulated.

- Roster Requirements: 32-total players.
- Offense (11 on the field at once) minimum per position:
- One QB, RB, WR, TE, five (5) Offensive Linemen (Note- only one QB will be allowed to be rostered on each team in the first season).
- Defense (11 on the field at once) minimum of one per position at DT, DE, LB, CB, S

• Special Teams:



- Kicker (1), Punter (1)

Owners are responsible to make sure every position group is filled with the number required on game day with active players.

SECTION 6.3 - PLAYER RELEASE

If a franchise releases a player there is a \$10 USD of SCO buyout fee to be paid to the league.

- To release a player, the team will notify the Commissioner who will announce to the league via email that the player has been released and becomes AFLL property. The AFLL will launch a 24-hour auction if the released player is requested to be acquired by a scout. Minimum bid is \$50 USD of SCO. Franchises can then negotiate directly with scouts for a free agent, which will have a minimum price of \$50 USD of SCO.
- If no request is made by a scout after the 24-hour period then a franchise can request the player be put up for auction.
- Scouts will only be able to do the above following the expansion draft in the fall of 2022. In the inaugural AFLL season franchises can request that a free agent be put up for auction directly to the Commissioner.

SECTION 6.4 - RETIRED/UNRETIRED PLAYERS

- A player can only enter the AFLL when he is officially retired or has not played in the NFL for a full season.
- If a player comes out of retirement to go back to the NFL then the player is removed from the AFLL franchise and released back into the UFAFL as a free agent. When that player retires again they will be returned to their previous AFLL team.

SECTION 6.5 ROSTER DURING OFFSEASON

During the offseason, Franchises can be over or under the positional requirements stated above but can not exceed 50. Roster sizes must adjust as cuts occur closer to the AFLL season and meet league requirements entering Week 1 of the regular season.

SECTION 6.6 SCHEDULE AND DIVISION ALIGNMENT

- Head-to-head weekly format in a 16-game schedule plus playoffs
- Each team in a four-team division will play each other twice. All other games will be randomized for Year 1. Every season after will follow NFL schedule style of conference and out of conference games based on record and division rotation.



SECTION 6

LEAGUE PLAY (AMERICAN FOOTBALL LEGENDS LEAGUE - AFLL)

SECTION 6.7 FREE AGENTS/FREE AGENCY

SECTION 6.7.1 FREE AGENTS

- Franchises can request any player that is considered a Free Agent at any time (excluding playoffs).

A player can become a Free Agent if:

1. They did not get drafted.
2. They are requested. Any retired NFL player from 1950 to present is eligible to be asked to be created and put into game play. This creation and ratings process will take time. There will be a \$250 USD of SCO cost for any newly requested player that needs to be created to join the AFLL world.
3. Player is released from an AFLL roster.

Process of how to request a Free Agent:

- AFLL franchise rep emails commissioner to request the free agent. In Year 2 Scouts will be included and be the ones who request and bid on rights of free agents.
- Then a 24-hour auction will take place. The franchise that requested the player will have the minimum bid of \$50 USD of SCO, with minimum bid increments of \$10 USD of SCO.
- Year 2 and beyond- once a player is owned by a Scout a franchise can deal directly with a Scout or the Scout can put their free agent up for auction to AFLL owners.

SECTION 6.7.2 - FREE AGENCY

- At the end of every AFLL season each franchise must pick ten (10) players to release at no charge (\$10 release fee is waived). These players will join a pool of available free agents in the AFLL system as well as any other players that are requested to be created. This will help keep a flow of player movement and transactions in the AFLL.
- Any player listed as a free agent following the 2022 expansion draft will be available to be bid on by Scouts. In the first season it will be the franchises themselves that can request and bid on free agents. Minimum bid is \$50 USD of SCO.

SECTION 6.7.3 - FUTURE AFLL 16-TEAM FRANCHISE EXPANSION AUCTION

there will be 16 legend “team captains” that can be chosen from. Highest to lowest final bidders picks their captain, and this will also determine the expansion draft order.

- Each original 16-AFLL franchise must leave 10-players unprotected.
- Those players, along with the hundreds of other free agent retired greats will be available for the 16-new owners in the “Expansion Legends Auction”
- The first 80-picks will each be individually auctioned off with a two-minute countdown clock that resets to 30-seconds with each bid once the original timer gets below 30-seconds.
- The winning franchise then has 45-seconds to select their legend player. If a selection is not made then the next highest ranked AFLL legend will be automatically chosen.
- If a player that was released from an original 16-team gets selected then the original franchise owner of that player gets 15% of the sale, 15% to UFFS and 70% to prize pool.
- A 25-round draft will follow the “Expansion Legends Auction” for expansion teams to fill out their roster in order from highest to lowest franchise auction final bids.
- After that then the original 16 will be placed in groups of four to bid on free agents based on their regular season standings from the previous season over three rounds (48-picks). This will be in a worst to first in the standings format.
- Ex. 32nd place, 31st, 30th, 29th can all bid for the first overall pick. Winning bid immediately selects their player then team that finished 28th overall joins the group of four to bid on the second overall pick and so on.
- A 24-hour “Scout Free Agent Frenzy” will begin the day after the above where Scouts would have submitted names of legends players from our database that are not attached to an AFLL team. Up to 100 NFL legend free agents will be put up for auction for Scouts to bid on.
- Following the “Scout Free Agent Frenzy” it is open negotiation between franchises and scouts. Teams negotiate and buy directly from scouts. A scout has until 48-hours before the start of the second game of the NFL season to sell their legend or else they go up for auction starting at \$50 USD of SCO. That way we encourage scout/team relationships, and allow flexibility for the scouts to earn, while also not being able to hold out any player too long.



Each franchise can go as high as 40-players on their roster in the offseason, but must be down to 32-players by cut down day. Up to two weeks before the regular season begins all teams can cut down their roster to 32 at no cost. After that the \$10-release fee for per player is in effect.

Once the season begins all rosters cannot go above 32, otherwise the lineup will be deemed illegal and be fined.

SECTION 6.8 TRADES

- All trades must be approved by the league commissioner. If there is a trade that the commissioner is not comfortable approving and requires more input on whether to approve or reject, the commissioner will discuss the trade with the Head of Football Operations and the Competition Committee.
- Each franchise involved in the trade will have to pay a \$5 USD of SCO trade fee.
- Score Coin is allowed in trades - no cap.
- A football asset (player or draft pick) has to be involved on each side of a trade, a trade can not be made simply for cash/SCO.
- A trade can not be made for “future considerations”.
- Trades can be made during playoffs but if the trade involves a playoff player(s), the trade will not be processed/announced until that player(s) is out of the playoffs.
- Trade Deadline – the trade deadline will be set at 4pm ET on the Tuesday leading into Week 11 of the AFL season. The trade deadline will also be the cutoff line for when the prize pool will reset for the next season.

SECTION 6.9 PRIZE POOL

- The prize pool is progressive and will grow throughout each season.
- The prize pool accumulation runs from one Trade Deadline to the next, shifting to the next season immediately following that season’s trade deadline.
- How the prize pool is distributed is determined by the Franchise Owners and GMs. Owners and GMs can propose changes to the prize pool distribution at the annual Owners/GMs Meetings. (See Section 13 for Owners/GMs Meeting)
- See Appendix C for 2022 Prize Pool Distribution.

SECTION 6.10 CHAMPIONSHIP TROPHY

The AFL league championship trophy name is TBD.

SECTION 7

PLAYOFF STRUCTURE

- The playoff format will always follow the NFL’s playoff format. Four division winners per conference and three wild card spots with the team with the best record in each conference receiving a first-round bye.

SECTION 8

FINES

- Franchises will be fined if they do not follow the rules and regulations.
- 100% of the revenue from fines will go directly to a “Fines Prize Pool”. This is a pool that can only be won by franchises that have not received fines throughout the season.
- A team cannot play their next game and will forfeit if a fine is not paid before the start of that next game.

Types of Fines:

- A fine of \$250 USD of SCO will be assessed to any franchise who fails to submit a full and active AFLL roster for every position two hours prior to the TBD game simulation start time. A \$200 USD of SCO increase on top of the \$250 fine will be issued for each offense.
- Once the season begins all rosters cannot go above 32, otherwise a \$250 USD of SCO fine will also be issued. If a team is still over 32 players two hours before kickoff then the commissioner will select the number of players to drop from that team to get down to the 32 limit.

Calling Audibles

Each team coaching their game live will be able to call audibles if they wish. In Axis Football 2021 the play/game clock pauses when a team calls an audible. To ensure that game play does drag on, the following audible rules will be put in place:

- Tracked by a manual timer, the team calling the audible will have 15-seconds to select their new play

Delay Penalty:

- First Warning - If the team calling the audible takes longer than the allotted 15-seconds to select their play then their 1st warning will be issued
- Any time violation over the 15-seconds after that in that specific game will result in a \$25 USD of SCO fine per infraction. Fines will be added to the fine prize pool.

In-game Behavior

AFLL coaches, owners, etc. will conduct themselves in a respectful manner towards the IKS Media games master, any other official running the game, and AFLL league admins. Any behavior deemed as offensive, aggressive or inappropriate will result in a substantial fine. The fine amount will be determined by UFF Sports admins and decisions will be final.

SECTION 9

AUCTIONS

- Franchises must use their franchise name or real name when bidding, no aliases allowed.
- Only ONE representative from each franchise can participate in the bidding.
- All prices will show up in USD but will need to be paid in SCO on the UFFS platform.
- See Appendix A - Revenue Chart for distribution of revenues from all auctions.

SECTION 9.1 HOW NEW PLAYERS ENTER THE AFL

Any newly retired NFL player (as defined in section 6.4) will enter the “Legends Entry Auction”.

- All qualified players will be put up for auction over a 12-hour period. 30-second extension on each bid that comes in during the final minute of the auction.
- This auction will be held prior to the “Legends Free Agent Draft Auction”.
- Players entering the league will be through the UFAFL. The UFAFL owner can set the starting price for their player to be auctioned off (minimum \$50, no maximum) to the AFL with minimum \$10 USD of SCO-increment bids.
- 85% of the sale goes to the UFAFL owner, 10% to the AFL prize pool, and 5% to platform development
- If the winning AFL franchise also owns an UFAFL team and wins a player bid from their own UFAFL franchise then they pay 15% (10% to AFL prize pool, 5% platform development) and essentially pay the other 85% to themselves.
- The UFAFL player owner has until 48-hours before the start of the second game of the NFL season to sell their legend or else they go up for auction starting at \$50 USD of SCO

SECTION 9.2 LEGENDS FREE AGENT DRAFT AUCTION

Will be an annual event following the second AFL season when the league expands from 16 to 32-franchises.

This auction will take place in November each year, the week after American Thanksgiving

- Franchises will bid in groupings of four for each draft spot and the winning bidder can select any free agent legend. This player can be from the group of ten that will have been released from each team at the conclusion of the season or a newly created player requested by a franchise or scout. Any newly created player request will be disclosed to all franchise owners. The groupings will be in order from worst regular season record.

Ex. The first group would be the team that finished with the worst record (32nd) followed by 31st, 30th, 29th. Whoever bids the highest gets the first overall draft pick. Then team 28 joins the remaining three franchises to bid on the second overall pick, and so on.

- This auction will be done for the first two rounds (64-picks) followed by an open negotiation between franchises and scouts. Teams negotiate and buy directly from scouts. A scout has until 48-hours before the start of the second game of the NFL season to sell their legend or else they go up for auction starting at \$50 USD of SCO.





SECTION 10

CHANGES TO RULES/OWNERS' MEETINGS

- There can be no rule changes or new rules added during the season.
- Any rule changes or additions need to be tabled at the annual Owners/GMs Meetings in the offseason.
- Rule changes or additions will be voted on and require 2/3 of the Franchises to vote in favour of the change/addition for it to be implemented in the AFLL.
- Each franchise only gets one vote. If a franchise has an owner and a GM, they can only vote once.
- There may be some rules or regulations that the Head of Football Operations and Commissioner will decide on that will not be put to a vote. This is to prevent proposed changes that may inhibit the growth of the league and platform.
- There will also be a midseason Owners/GMs Meeting following the annual trade deadline. That meeting will discuss the current season and lay the groundwork for potential topics at the offseason meetings. No changes will occur at the midseason meetings.
- The midseason meeting will discuss the annual entry fee for the next season, which will be voted on following that midseason meeting. The result of that vote will provide franchises with months to prepare for their next entry fee.
- All franchises are expected to be in attendance for these meetings.
- Meetings will be conducted online through video conferences but may be in-person events in the future.

Game Glitches

Axis Football is an excellent game and simulation platform that we at UFF Sports are excited to be partnering with. However, like any technology, video games can be prone to random glitches.

If a glitch/error occurs while a game is being played every effort will be made to correct the situation in real time during the game. In video games sometimes errors/glitches cannot be reversed or rectified due to no ones fault, and could result in a disadvantage for one team. Below are examples of how certain error type situations would be dealt with:

Game Freeze

In the event that game play randomly freezes and it cannot be fixed then the following options will be:

- The game will be restarted immediately if both coaches agree to coach live head-to-head again (and if IKS Media studio availability allows)
- Game is restarted immediately, but both teams put on simulation mode where the Axis Football AI will play for both squads.

If one team wants to coach live and the other team doesn't then the game will be restarted with one live coach vs the simulated other team.

- If the restarted game freezes again then both teams will be simulated.
- A glitch, freeze, internet issue, etc. on only one team's side will result in the glitched team being set to computer simulated mode to continue the game, provided the other squad has not been effected and still has control of their team.

SECTION 11

MERCHANDISE

UFF Sports has an online store where you will be able to purchase merchandise for all AFLL franchises and all scouting agencies, plus UFF Sports branded merchandise.

- You can pay by credit card or ZIL on the store website (eventually SCO).
- Each franchise is responsible for advertising their apparel and merchandise — franchises get a percentage of merchandise sales with their franchise logo on it. (See Revenue Chart)

SECTION 12

SOCIAL MEDIA

SECTION 12.1 UFF SPORTS SOCIAL MEDIA

UFF Sports has official accounts on Twitter, Facebook, Instagram, LinkedIn and Parler. AFLL is also on Twitter @TheAFL as well as the Ultimate Fantasy American Football League @TheUFAFL on Twitter and Instagram.

SECTION 12.2 AFLL FRANCHISE SOCIAL MEDIA

All franchises in the AFLL are encouraged to have an active Twitter account. It is not mandatory but highly recommended for increasing the value of each franchise by growing their following.

SECTION 13

ATHLETE REGISTRATIONS

- All athletes must be registered on the blockchain in order to be part of fantasy leagues in UFF Sports.
- Scouts are the ONLY users that can register athletes on the blockchain. Franchise owners can NOT register athletes on the blockchain.
- Franchises can contact a scout and request a player be registered on the blockchain and then buy that player from the scout.



- Once athletes are on the blockchain, they can NOT be duplicated.
- When athletes are registered, the platform will ask for their name and vitals.

SECTION 14

AFLL DIGITAL ATHLETE NFT PAYOUT STRUCTURE

- 70/30 revenue split between athlete and owner (70% to athlete) of any collectibles (excluding NFTs and after expenses), autograph AFLL merchandise, experiences (ex. cameo video), etc. that are auctioned off by player and AFLL owner.
- 0.005% of AFLL prize pool payout if the NFT athlete finishes in the Top 5 statistically at their position overall at the end of the AFLL regular season. (Ex. \$500 from a \$100,000 prize pool). Percentages subject to change
- 0.0025% of AFLL prize pool to be paid out at the end of the AFLL season to any retired player that is signed on with the platform as a NFT. (Ex. \$250 of a \$100,000 prize pool). Percentages subject to change.
- NOTE- Digital Athlete NFTs are encouraged to, but are not obligated, to interact with the franchise they are on. Introduction between AFLL owner and NFT athlete will be made via the league.



APPENDIX A

REVENUE CHART



				Revenue Splitting Percentages				Revenue Amounts Based on Example \$			
Transaction Type	Transaction Description	Minimum	Example \$	AFL	Prize Pool	Scout	Franchise	AFL	Prize Pool	Scout	Franchise
Player to Scout	Player Registration	\$20.00	\$20.00	90%	10%			\$18.00	\$2.00	\$ -	\$ -
Player to Scout	Annual Futures Auction	\$20.00	\$300.00	90%	10%			\$270.00	\$30.00	\$ -	\$ -
Player to Scout	Scout to Scout Sale of Prospect	\$20.00	\$20.00	10%		90%		\$2.00	\$ -	\$18.00	\$ -
Player to Scout	Scout Trade of Prospect (each scout)	\$5.00	\$10.00	100%				\$10.00	\$ -	\$ -	\$ -
Player to Scout	Scout Trade - SCO Involved	No Minimum	5,000	10%		90%		500	0	4,500	0
Player to Franchise	Annual Rookies Auction	Algorithm	\$300.00	5%	5%	90%		\$15.00	\$15.00	\$270.00	
Player to Franchise	Scout Triggered Auction of Prospect	\$25.00	\$300.00	5%	5%	90%		\$15.00	\$15.00	\$270.00	\$ -
Player to Franchise	Scout Direct Sale to Franchise	\$25.00	\$25.00	10%	10%	80%		\$2.50	\$2.50	\$20.00	\$ -
Franchise Transaction	Trade Fee (each franchise)	\$5.00	\$10.00		100%			\$ -	\$10.00	\$ -	\$ -

Transaction Type	Transaction Description	Minimum	Example \$	AFL	Prize Pool	Scout	Franchise	AFL	Prize Pool	Scout	Franchise
Franchise Transaction	Trade - SCO involved	No Minimum	5,000	5%	15%		80%	250	750	\$0	4,000
Franchise Transaction	Free Agent Auction	\$25.00	\$25.00	10%	90%			\$2.50	\$22.50	\$ -	\$ -
Franchise Transaction	Release Player	\$10.00	\$10.00	10%	90%			\$1.00	\$9.00	\$ -	\$ -
Franchise Transaction	Retire Player - Return to Active Roster	\$10.00	\$10.00	10%	90%			\$1.00	\$9.00	\$ -	\$ -
Retire Player	Auction of Retired Player	No Minimum	\$100.00	5%	5%		90%	\$5.00	\$5.00	\$ -	\$90.00
Retire Player	Direct Sale of Retired Player	No Minimum	\$100.00	10%	10%		80%	\$10.00	\$10.00	\$ -	\$80.00
Franchise Sale	Franchise Sale to New Owner	TBD	\$200.00	10%			90%	\$20.00	\$ -	\$ -	\$180.00
Franchise Sale	Franchise Sales (Expansion)	TBD	\$2,000.00	\$200.00			Remainder	\$200.00	\$ -	\$ -	\$1,800.00
Franchise Sale	Franchise Auction - defunct Ownership	TBD	\$1,000.00	\$200.00	Remainder			\$200.00	\$800.00	\$ -	\$ -
Merchandise Sales	Franchise Merch - Profit	TBD	\$40.00	10%			90%	\$4.00	\$ -	\$ -	\$36.00
Merchandise Sales	UFFS.UFHL Merch - Profit	TBD	\$40.00	100%				\$40.00	\$ -	\$ -	\$ -
FUTURE - Betting	FUTURE - Betting Total Return (SCO)	TBD	20,000	10%			10%	2,000	0	0	2,000

Transaction Type	Transaction Description	Minimum	Example \$	AFL	Prize Pool	Scout	Franchise	AFL	Prize Pool	Scout	Franchise
Fees	Scout Registration Fee	\$20.00	\$20.00	100%				\$20.00	\$ -	\$ -	\$ -
Fees	Annual League Fee	\$200.00	\$200.00	10%	90%			\$20.00	\$180.00	\$ -	\$ -

APPENDIX B

SCORING STRUCTURE FOR AFL

As the late great Raiders owner Al Davis said, “Just win baby”! That is what the American Football Legends League is all about.

Individual player stats don’t matter, it all comes down to head-to-head team wins and losses based on the video game simulation outcome. Axis Football 2021 will be the official video game platform for The AFL.



- Each video game simulation will be recorded and aired to view on AO Sports TV each week. One matchup will be the “AFL Game of the Week” that will have play-by-play commentary and former athlete broadcast analysis. Game length will be four 15-minute quarters.
- No injuries. This is football legends heaven where the best who’ve ever stepped on the gridiron always get to battle at full capacity.
- Players will receive in game ratings based on their best statistical seasons. Era adjustments will occur so that all the greats can compete against one another in their prime.
- Franchise owners/GMs will get to select their offensive and defensive playbooks. Adjustments can be made based on situational (ex. 3rd down defense) and to game plan based on opponent.



AFL Regular Season Prize Pool Payout		SCO=\$0.16 USD	SCO=\$0.20 USD	SCO=\$0.24 USD	SCO=\$0.32 USD	SCO=\$1.00 USD
		\$112,000 Total Reg Season	\$140,000 Total Reg Season	\$168,000 Reg Season	\$224,000 Reg Season	\$700,000 Reg Season
1st Overall	35.00%	\$39,200.00	\$49,000.00	\$58,800.00	\$78,400.00	\$245,000.00
2nd (Division Winner)	18.00%	\$20,160.00	\$25,200.00	\$30,240.00	\$40,320.00	\$126,000.00
3rd (Division Winner)	14.00%	\$15,680.00	\$19,600.00	\$23,520.00	\$31,360.00	\$98,000.00
4th (Division Winner)	11.00%	\$12,320.00	\$15,400.00	\$18,480.00	\$24,640.00	\$77,000.00
5th (Wild Card)	8.60%	\$9,632.00	\$12,040.00	\$14,448.00	\$19,264.00	\$60,200.00
6th (Wild Card)	7.40%	\$8,288.00	\$10,360.00	\$12,432.00	\$16,576.00	\$51,800.00
7th (Wild Card)	6.00%	\$6,720.00	\$8,400.00	\$10,080.00	\$13,440.00	\$42,000.00
AFL Postseason Payout						
1st RD Wildcard	10.00%	\$4,800.00	\$6,000.00	\$7,200.00	\$9,600.00	\$30,000.00
2nd RD Division	16.50%	\$7,920.00	\$9,900.00	\$11,800.00	\$15,840.00	\$49,500.00
3rd RD Conference	22.50%	\$10,800.00	\$13,500.00	\$16,200.00	\$21,600.00	\$67,500.00
Championship	51.00%	\$24,480.00	\$30,600.00	\$36,720.00	\$48,960.00	\$153,000.00

OUR TEAM

WE ARE HERE TO HELP!

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