

The below playing rules and bylaw proposals were adopted by NFL clubs at today's NFL meetings:

Approved 2018 Playing Rules Summary

1. By Competition Committee; Makes permanent the playing rule that changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.
2. By Competition Committee; Changes standard for a catch.
7. By Competition Committee; Authorizes the designated member of the Officiating department to instruct on-field game officials to disqualify a player for a flagrant non-football act when a foul for that act is called on the field.
11. By Competition Committee; Lowering the head to initiate contact with the helmet is a foul.

Approved 2018 Bylaws Summary

1. By Competition Committee; Makes permanent the liberalization of rules for timing, testing, and administering physical examinations to draft-eligible players at a club's facility.
2. By Buffalo; For one year only, amends Article XVII, Section 17.4 to liberalize the rule for reacquisition of a player assigned via waivers.
- 4a. By Competition Committee; Amends Article XVII, Section 17.16 to permit clubs to trade players from Reserve/Injured.
6. By Minnesota; Amends Article XVIII, Section 18.1 to replace the 10-day postseason claiming period with a 24-hour period.

Approved 2018 Playing Rules Summary

1. By Competition Committee; Makes permanent the playing rule that changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.
2. By Competition Committee; Changes standard for a catch.
7. By Competition Committee; Authorizes the designated member of the Officiating department to instruct on-field game officials to disqualify a player for a flagrant non-football act when a foul for that act is called on the field.
11. By Competition Committee; Lowering the head to initiate contact with the helmet is a foul.

2018 PLAYING RULE PROPOSAL NO. 1

Amend Rule 11, Section 6, Article 3 (Touchback, pg. 47) (new language underlined, deleted language struck through):

ARTICLE 3. BALL NEXT IN PLAY. After a touchback, the team that has been awarded the touchback next snaps the ball at its 20-yard line from any point on or between the inbound lines, unless the touchback results from a free kick, in which case the ball shall be placed at the team's 25-yard line.

Submitted by Competition Committee

Effect: Makes permanent the Playing Rule that changes the spot of the next snap after a touchback resulting from a free kick to the 25-yard line.

Reason: Player safety.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2018 PLAYING RULE PROPOSAL NO. 2

Amend Rule 8, Section 1, Article 3 (Completed or Intercepted Pass, pgs. 31-32) (new language underlined, deleted language struck through):

ARTICLE 3. COMPLETED OR INTERCEPTED PASS. A player who makes a catch may advance the ball. A forward pass is complete (by the offense) or intercepted (by the defense) in the field of play, at the sideline, or in the end zone if a player, who is inbounds:

- (a) secures control of the ball in his hands or arms, prior to the ball touching the ground; and
- (b) touches the ground inbounds with both feet or with any part of his body other than his hands; and
- (c) ~~maintains control of the ball after (a) and (b) have been fulfilled, performs any act common to the game (e.g., tuck the ball away, extend it towards or over the goal line or the line to gain, take an additional step, turn upfield, or avoid or ward off an opponent), or he maintains control of the ball long enough to do so. until he has the ball long enough to clearly become a runner. A player has the ball long enough to become a runner when, after his second foot is on the ground, he is capable of avoiding or warding off impending contact of an opponent, tucking the ball away, turning up field, or taking additional steps (see 3-2-7 Item 2).~~ performs any act common to the game (e.g., tuck the ball away, extend it towards or over the goal line or the line to gain, take an additional step, turn upfield, or avoid or ward off an opponent), or he maintains control of the ball long enough to do so.

Note 1: ~~If a player has control of the ball, a slight Movement of the ball does not automatically result in loss of control. will not be considered a loss of possession. He must lose control of the ball in order to rule that there has been a loss of possession.~~

~~If the player loses the ball while simultaneously touching both feet or any part of his body to the ground, it is not a catch.~~

Note 2: If a player, who satisfied (a) and (b), but has not satisfied (c), contacts the ground and loses control of the ball, it is an incomplete pass if the ball hits the ground before he regains control, or if he regains control out of bounds.

Note 3: A receiver is considered a player in a defenseless posture (See Rule 12, Section 2, Article 7) throughout the entire process of the catch and until the player is capable of avoiding or warding off the impending contact of an opponent.

Item 1. Player Going to the Ground. ~~A player is considered to be going to the ground if he does not remain upright long enough to demonstrate that he is clearly a runner. If a player goes to the ground in the act of catching a pass (with or without contact by an opponent), he must maintain control of the ball until after his initial contact with the ground, whether in the field of play or the end zone. If he loses control of the ball, and the ball touches the ground before he regains control, the pass is incomplete. If he regains control prior to the ball touching the ground, the pass is complete.~~

~~**Item 2. Sideline Catches.** If a player goes to the ground out of bounds (with or without contact by an opponent) in the process of making a catch at the sideline, he must maintain complete and continuous control of the ball until after his initial contact with the ground, or the pass is incomplete.~~

~~**Item 3. End Zone Catches.** The requirements for a catch in the end zone are the same as the requirements for a catch in the field of play.~~

~~*Note: In the field of play, if a catch of a forward pass has been completed, after which contact by a defender causes the ball to become loose before the runner is down by contact, it is a fumble, and the ball remains alive. In the end zone, the same action is a touchdown, since the receiver completed the catch beyond the goal line prior to the loss of possession, and the ball is dead when the catch is completed.*~~

~~**Item 4. Ball Touches Ground.** If the ball touches the ground after the player secures control of it, it is a catch, provided that the player continues to maintain control.~~

~~**Item 5. Simultaneous Catch. Note 4:** If a pass is caught simultaneously by two eligible opponents, and both players retain it, the ball belongs to the passers. It is not a simultaneous catch if a player gains control first and an opponent subsequently gains joint control. If the ball is muffed after simultaneous touching by two such players, all the players of the passing team become eligible to catch the loose ball.~~

~~**Item 6. Carried Out of Bounds. Note 5:** If a player, who is in possession of the ball, is held up and carried out of bounds by an opponent before both feet or any part of his body other than his hands touches the ground inbounds, it is a completed or intercepted pass. It is not necessary for the player to maintain control of the ball when he lands out of bounds.~~

Submitted by Competition Committee

Effect: Changes standard for a catch.

Reason: Simplification and clarification of the rule.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2018 PLAYING RULE PROPOSAL NO. 2

Amend Rule 8, Section 1, Article 3 (Completed or Intercepted Pass, pgs. 31-32):

ARTICLE 3. COMPLETED OR INTERCEPTED PASS. A player who makes a catch may advance the ball as a runner. A forward pass is complete (by the offense) or intercepted (by the defense) in the field of play, at the sideline, or in the end zone if a player, who is in bounds:

- (a) secures control of the ball in his hands or arms, prior to the ball touching the ground; and
- (b) touches the ground inbounds with both feet or with any part of his body other than his hands; and
- (c) after (a) and (b) have been fulfilled, performs any act common to the game (e.g., tuck the ball away, extend it towards or over the goal line or the line to gain, take an additional step, turn upfield, or avoid or ward off an opponent), or he maintains control of the ball long enough to do so.

Note 1: Movement of the ball does not automatically result in loss of control.

Note 2: If a player, who satisfied (a) and (b), but has not satisfied (c), contacts the ground and loses control of the ball, it is an incomplete pass if the ball hits the ground before he regains control, or if he regains control out of bounds.

Note 3: A receiver is considered a player in a defenseless posture (See Rule 12, Section 2, Article 7) throughout the entire process of the catch and until the player is capable of avoiding or warding off the impending contact of an opponent.

Note 4: If a pass is caught simultaneously by two eligible opponents, and both players retain it, the ball belongs to the passers. It is not a simultaneous catch if a player gains control first and an opponent subsequently gains joint control.

Note 5: If a player, who is in possession of the ball, is held up and carried out of bounds by an opponent before both feet or any part of his body other than his hands touches the ground inbounds, it is a completed or intercepted pass.

2018 PLAYING RULE PROPOSAL NO. 7

Amend Rule 15, Section 2, Article 2 (Replay Official's Request for Review, pg. 65) (new language underlined, deleted language struck through):

ARTICLE 2. REPLAY OFFICIAL'S REQUEST FOR REVIEW. A Replay Review will be initiated by a Replay Official from a Replay Booth comparable to the location of the coaches' booth or Press Box when the on-field ruling is:

- (a) a score for either team;
- (b) an interception;
- (c) a fumble or backward pass that is recovered by an opponent or goes out of bounds through an opponent's end zone;
- (d) a muffed scrimmage kick recovered by the kicking team;
- (e) after the two-minute warning of each half; and
- (f) throughout any overtime period.

There is no limit to the number of Replay Reviews that may be initiated by the Replay Official. The Replay Official's ability to initiate a review will be unrelated to the number of timeouts that either team has remaining, and no timeout will be charged for any review initiated by the Replay Official. The Replay Official must initiate a review before the ball is next legally put in play.

The Replay Official and designated members of the Officiating department at the League office may consult with the on-field officials to provide information on the correct application of playing rules, including appropriate assessment of penalty yardage, proper down, and status of the game clock. In addition, if the designated member of the Officiating department determines that a foul for a non-football act called on the field is flagrant, then they can instruct the on-field officiating crew to disqualify the player(s) who committed the foul. Those players who were not penalized, but who engaged in non-football acts that were determined to be flagrant and directly related to the foul called on the field, may also be disqualified by the designated member of the Officiating department. The determination that a foul is flagrant must be based on the available video provided on the television broadcast and the designated member of the Officiating department must instruct the officiating crew to disqualify the identified player(s) before the ball is next legally put in play. The Officiating department does not have the authority to instruct the on-field game officials to assess a penalty against a player.

Submitted by Competition Committee

Effect: Authorizes the designated member of the Officiating department to instruct on-field game officials to disqualify a player for a flagrant non-football act when a foul for that act is called on the field.

Reason: Integrity of the game.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2018 PLAYING RULE PROPOSAL 11

Amend Rule 12, Section 2, Article 6 (Unnecessary Roughness, pgs. 51), and Article 8 (Initiating Contact with the Crown of the Helmet, pg. 52) (new language underlined, deleted language struck through):

ARTICLE 6. UNNECESSARY ROUGHNESS. There shall be no unnecessary roughness. This shall include, but will not be limited to:

- (a) using the foot or any part of the leg to strike an opponent with a whipping motion (leg whip);
- (b) forcibly contacting a runner when he is out of bounds;

Note: Defensive players must make an effort to avoid contact. Players on defense are responsible for knowing when a runner has crossed the boundary line, except in doubtful cases where he might step on a boundary line and continue parallel with it.

- (c) a player of the receiving team who has gone out of bounds and blocks a kicking team player out of bounds during the kick. If this occurs on a kick from scrimmage, post-possession rules will apply if appropriate (9-5-1);
- (d) running, diving into, or throwing the body against or on a runner whose forward progress has been stopped, who has slid feet first, or who has declared himself down by going to the ground untouched and has made no attempt to advance (see 7-2-1-a, d);
- (e) running, diving into, or throwing the body against or on any player on the ground either before or after the ball is dead;
- (f) throwing the runner to the ground after the ball is dead;
- (g) unnecessarily running, diving into, cutting, or throwing the body against or on a player who (1) is out of the play or (2) should not have reasonably anticipated such contact by an opponent, before or after the ball is dead;
- (h) a kicker/punter, who is standing still or fading backward after the ball has been kicked, is out of the play and must not be unnecessarily contacted by the receiving team through the end of the down or until he assumes a distinctly defensive position. However, a kicker/punter is a defenseless player through the conclusion of the down (see 12-2-7-7);
- (i) using any part of a player's helmet ~~or facemask~~ to butt, spear, or ram an opponent ~~violently or unnecessarily~~; or
- (j) grabbing a helmet opening of an opponent and forcibly twisting, turning, or pulling his head.

Penalty: For unnecessary roughness: Loss of 15 yards. The player may be disqualified if the action is judged by the official(s) to be flagrant. If the foul is by the defense, it is also an automatic first down.

Note: When in question about a roughness call or potentially dangerous tactics, the covering official(s) should always call unnecessary roughness.

ARTICLE 8. INITIATING CONTACT WITH THE CROWN OF THE HELMET USE OF THE HELMET. It is a foul if a runner or tackler initiates forcible contact by delivering a blow with the top/crown of his helmet against an opponent when both players are clearly outside the tackle box (an area extending from tackle to tackle and from three yards beyond the line of

~~serimage to the offensive team's end line). It is a foul if a player lowers his head to initiate and make contact with his helmet against an opponent. Incidental contact by the helmet of a runner or tackler against an opponent shall not be a foul.~~

Note: The tackle box no longer exists once the ball leaves the tackle box.

Penalty: Loss of 15 yards. If the foul is by the defense, it is also an automatic first down. The player may be disqualified if the action is flagrant.

Submitted by Competition Committee

Effect: Lowering the head to initiate contact with the helmet is a foul.

Reason: Player safety.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

Approved 2018 Bylaws Summary

1. By Competition Committee; Makes permanent the liberalization of rules for timing, testing, and administering physical examinations to draft-eligible players at a club's facility.
2. By Buffalo; For one year only, amends Article XVII, Section 17.4 to liberalize the rule for reacquisition of a player assigned via waivers.
- 4a. By Competition Committee; Amends Article XVII, Section 17.16 to permit clubs to trade players from Reserve/Injured.
6. By Minnesota; Amends Article XVIII, Section 18.1 to replace the 10-day postseason claiming period with a 24-hour period.

2018 BYLAW PROPOSAL NO. 1

Amends Article XIV, Section 14.8 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Contact With Draft-Eligibles

14.8 The following rules govern club contact with draft-eligible players:

(A) Clubs may time, conduct on-field tests, interview, and administer written tests to draft-eligible players only at the following sites and subject to the following conditions (see (B)(3)(e) below for exceptions for interviews and written tests):

(1) League-approved workouts administered by scouting organizations of which NFL clubs are members. A maximum of one such workout per year (preferably in late ~~January~~ February or early ~~February~~ March) will be held at a central location over several consecutive days, provided, however, that the scheduling for such workouts will, where possible, make full use of weekend days to minimize the participants' mid-week absence from their campuses, and further provided that best efforts will be made to limit each individual player's participation in the workouts to a three-day period that will allow him to attend classes the first day, travel to the workout site that afternoon or evening, participate in a full day of timing and testing (and/or medical examination) on the second day, and travel home on the third day after a half-day of participation at the workouts.

Players who have been invited to the League-approved session shall not be timed or tested at ~~their residence or college campus~~ at any location until after the completion of the League-approved session.

(2) The metropolitan area of the city in which the player's college is located, defined as including only the contiguous suburbs of such city. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.)

(a) Where possible, all in-season visits to campuses by NFL club representatives (including employees of scouting organizations of which NFL clubs are members) will be by appointment with advance notice to each college's designated professional football

liaison. NFL representatives will adhere to the colleges' individual policies concerning open or closed practice sessions.

- (b) Each NFL club and each NFL scouting organization will designate one person authorized to discuss injury or rehabilitation information with a college trainer during the season. College trainers will be asked to fill out a physical-status form on each of his team's draft-eligible players in late summer and an updated form, if warranted, after the college season is completed. These forms, developed by the Professional Football Athletic Trainers Society and approved by the member clubs and scouting organizations, constitute the only demands that representatives of the NFL clubs or scouting organizations will make on college trainers each year.
 - (c) For off-season visits to campuses, NFL representatives must make every effort to work out draft-eligible players only on days of the week designated by the college involved. NFL representatives would continue to be allowed to attend professional football timing days scheduled in the spring by colleges for all players, including non-draft-eligibles.
 - (d) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel Department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.
- (3) The campus of any college located in the same state as the player's college, provided that the player is attending a school in NCAA Division I-AA, II, or III, an NAIA school, or a junior college. In such cases, the player is permitted to be timed, tested, and interviewed only on a school's Pro Day, and only if he has received permission from a school's Pro Liaison.
- (4) The metropolitan area of the city in which the player lives, defined as including only the contiguous suburbs of such city. (NFL clubs located in such areas may use their own facilities for the timing and testing if they wish.) If a draft-eligible player establishes a residence in another city (e.g., lease on an apartment), NFL clubs will be permitted to send

their scouts to such cities for purposes of timing and testing. If a draft-eligible player establishes a residence in another city and becomes part of a “camp,” involving other players, NFL clubs are prohibited from timing and testing such players at a “camp,” observing the sessions of the “camp,” or otherwise participating in it.

- (a) If an NFL club is conducting on-field tests for five or more draft-eligible players at a single site outside of its home city on any day, notification of such tests must be provided to the Player Personnel department of the League office and posted on the NFL website no later than three business days prior to the date of the tests, and all NFL clubs will be permitted to attend such on-field testing. This prohibition does not apply to interviews, electronic testing, or psychological testing.
- (5) College postseason all-star game practice sessions, provided that the players are participants in the all-star game. Players who are not participants are prohibited from such activities.
- (6) At the club’s facility if:
 - (a) The player’s campus or residence is located within a 50-mile radius of the club’s permanent facility and/or within the contiguous suburbs of the club’s home city;
 - (b) The player attends one of the three FBS schools, including at least one that is a member of a Power Five conference, as assigned by the Player Personnel department of the League office. Proximity to the club’s facility (measured by driving distance) will be the primary, but not sole, factor for selecting schools.

However, such draft-eligible players are not eligible to be timed and tested on-field at the club’s facility if the club provides transportation and/or lodging for the visit. Players for whom the club provides transportation and/or lodging are limited to a physical examination, interview, and written tests, subject to the procedure in 14.8 (B)(3). The League office must be notified of any visit to the club’s facility prior to its completion.

Furthermore, no draft-eligible player may be brought into a club’s facility or home-city area during the period beginning on the

seventh day preceding the Principal Draft through and including the final day of the Draft.

(7) At NFL Regional and Super-Regional Combines-type events operated by the NFL Football Operations department.

(B) Clubs may administer medical examinations to draft-eligible players under the following rules:

(1) At League-approved workouts administered by scouting organizations of which NFL clubs are members (see (A)(1) above);

(2) At a maximum of one League-wide follow-up session per year scheduled at a central location approximately two to three weeks before the annual college draft. This session would be for physical examinations only and would include no physical activity, such as on-field drills, weightlifting, and performance tests. Players invited to this follow-up session would be from the following categories:

(a) Those designated by team physicians at the earlier timing and testing session as requiring further physical examination closer to the draft;

(b) Those invited to the earlier workouts but who did not attend;

(c) Those subject to an occurrence that changes their physical or eligibility status;

(d) Others agreed upon by the scouting organizations.

(3) At the club's facilities or any other location, including the player's campus, provided that no draft-eligible player may be brought into a club's facilities, ~~or~~ home-city area, or any other location before the time of the initial League-wide session (see (A)(1) above); further provided that clubs will be limited to examining at the club's facilities or elsewhere in the club's home-city area, or at any other location, a maximum of thirty (30) players; and further provided that clubs located in the same franchise area are prohibited from combining their allotments of players under the permissible 30 per club to create a larger number for each. Despite the foregoing, a club may, after the initial League-wide session, administer physical examinations at its facilities

or elsewhere in its home-city area to an unlimited number of draft-eligible players ~~who reside or attend college in the metropolitan area of the club's facility.~~ whose campus or residence is located within a 50-mile radius of the club's permanent facility and/or within the contiguous suburbs of the club's home-city area; or whose college is one of the three FBS schools, including at least one that is a member of a Power Five conference, as assigned by the Player Personnel department of the League office. Proximity to the club's facility, (measured by driving distance), will be the primary, but not sole, factor for selecting schools. All medical examinations of draft-eligible players administered by individual clubs in their home-city areas or any other location must be administered under the following rules:

- (a) Duration of each examination is limited to one day;
 - (b) Examination must not include physical activity of any kind. (A Cybex test is considered part of an orthopedic examination and is permitted);
 - (c) Examination must be after the completion of all football games, including postseason bowl games, in which the player is to participate as a player for his school;
 - (d) The League office must be notified of all such examinations before they are administered; and
 - (e) Interviews and written tests may be conducted during the visit for the physical examination.
- (C) A physical examination is the only permissible reason for a member club to bring a draft-eligible player into its city and/or training facilities before the draft of that year.
- (D) During the period from one week before the annual draft up to and including the final day of the draft, no club is permitted to transport or sponsor the transport of a draft-eligible player to its offices, workout facilities, home city, or other site without prior permission of the Commissioner, even if the player's campus or residence is located in the same metropolitan area as the club's facility; and no club is permitted during the same period to house a draft-eligible player at any site, including sites within his home city. Medical examinations may be administered by clubs during this one-week

period at the player's home city or the city in which his college is located, whichever is applicable.

- (E) In no circumstances under (A) and (B) above is a club permitted to give or offer to give, directly or indirectly, a draft-eligible player anything of significant value beyond necessary transportation and lodging expenses. Club souvenirs and similar items are permissible. With respect to transportation paid for or arranged for free agents who are not selected in the draft, such payments or arrangements may not be made until the final round of the draft is completed.

- (F) If a player is draft-eligible for a given draft by not having signed with the club that selected him in the immediate prior draft, no club in the League except the original drafting club may time, test, examine, or otherwise contact such player without permission of the original drafting club ~~up until the time he is selected by another club~~ unless the player is not selected in a subsequent draft for which he is eligible. Any such contact may subject the contacting club to League tampering prohibitions (see Section 9.2).

See also CBA, including Article 7 (College Draft)

Submitted by Competition Committee

Effect: Makes permanent the liberalization of rules for timing, testing, and administering physical examinations to draft-eligible players at a club's facility.

Reason: Makes the college scouting process more equitable for all clubs.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

**Schools in Metropolitan Area of Clubs' Facility
(As assigned by NFL Player Personnel)**

Power 5 Schools in **BOLD**

NFL Club	Current Local FBS Colleges			Current FBS/Club	Local FBS Colleges in New System (all have 3)	Duplicate Schools (w/ service academies)	
				1.1		School	Count
ARZ		Arizona State		1	Arizona Arizona State UNLV	Penn State	5
ATL	Georgia		State	2	Georgia Georgia State Georgia Tech	Army	3
BLT		Maryland		1	Maryland Penn State (Navy) Virginia	Navy	3
BUF	Buffalo			1	Buffalo Penn State Syracuse	Rutgers	3
CAR	Charlotte			1	Charlotte South Carolina Wake Forest	Temple	3
CHI		Northwestern		1	Northwestern Northern Illinois Notre Dame	California	2
CIN	Cincinnati			1	Cincinnati Ohio State Miami (OH)	Central Florida	2
CLV	-			0	Akron Kent State Ohio State	Florida	2
DAL	SMU		TCU	2	North Texas Southern Methodist Texas Christian	Kent State	2
DEN	-			0	Colorado Colorado State Wyoming (Air Force)	Maryland	2
DET	-			0	Eastern Michigan Michigan Toledo	Northern Illinois	2
						Northwestern	2
						Ohio State	2
						San Diego State	2
						San Jose State	2
						Stanford	2
						UCLA	2
						USC	2
						Virginia	2
						West Virginia	2
						Wisconsin	2

NFL Club	Current Local FBS Colleges	Current FBS/Club	Local FBS Colleges in New System (all have 3)
GB	-	0	Northern Illinois Northwestern Wisconsin
HST	Houston Rice	2	Houston Rice Texas A&M
IND	-	0	Illinois Indiana Purdue
JAX	-	0	Central Florida Florida Florida State
KC	-	0	Kansas Kansas State Missouri
LA	UCLA USC	2	San Diego State UCLA USC
LAC	UCLA USC	2	San Diego State UCLA USC
MIA	Florida Atlantic Florida International Miami	3	Florida Atlantic Florida International Miami
MIN	Minnesota	1	Iowa State Minnesota Wisconsin
NE	Boston College	1	Boston College Connecticut (Army) Massachusetts
NO	Tulane	1	Louisiana State Southern Mississippi Tulane
NYG	Rutgers	1	Penn State (Army) Rutgers Temple
NYJ	Rutgers	1	Penn State (Army) Rutgers Temple

NFL Club	Current Local FBS Colleges	Current FBS/Club	Local FBS Colleges in New System (all have 3)
OAK	<i>California</i> Jose State <i>Stanford</i>	San 3	<i>California</i> San Jose State <i>Stanford</i>
PHI	Temple	1	<i>Penn State</i> (Navy) <i>Rutgers</i> Temple
PIT	<i>Pittsburgh</i>	1	Kent State <i>Pittsburgh</i> <i>West Virginia</i>
SF	<i>California</i> Jose State <i>Stanford</i>	San 3	<i>California</i> San Jose State <i>Stanford</i>
SEA	<i>Washington</i>	1	<i>Oregon</i> <i>Oregon State</i> <i>Washington</i>
TB	South Florida	1	Central Florida <i>Florida</i> South Florida
TEN	<i>Vanderbilt</i> Middle Tennessee	2	Middle Tennessee <i>Vanderbilt</i> Western Kentucky
WAS	<i>Maryland</i>	1	<i>Maryland</i> <i>Virginia</i> <i>West Virginia</i> (Navy)

2018 BYLAW PROPOSAL NO. 2

For one year only, amends Article XVII, Section 17.4 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Reacquisition of Players

17.4 (C) A player who has been traded or assigned via waivers cannot return to the club that took such action until two seasons, including the season of the year in which he left the club, have elapsed, unless one of the following exceptions applies:

Reacquiring Traded Player

- (1) Traded player must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for a minimum of four (4) regular season games, after which the original assignor club may reacquire the player by waiver assignment or free-agent signing. The four-game requirement specified herein may span two regular seasons if applicable; or
- (2) Traded player must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for less than four (4) regular season games and must have been placed on waivers and terminated by the assignee club or any subsequent club, in which case the original assignor club may reacquire the player only by free-agent signing. The original assignor club under these circumstances must not reacquire such player by trade or assignment via waivers; or
- (3) Traded player, before participating in any practice or game for the assignee club, must have reverted to the assignor club through conditions of a trade requiring his reporting to or passing the physical examination of the assignee club, or through a condition requiring him to execute a previously agreed-upon contract with the assignee club within a period of time agreed upon by the clubs, but in no event longer than three business days after the trade has been approved by the Commissioner.

Reacquiring Player Assigned Via Waivers

- (4) If a player is assigned via waivers, the original assignor club may reacquire the player by free agent signing at any time, subject to other rules in this Constitution and Bylaws or the rules of the League; or
- (5) Player assigned via waivers must have been on the Active List of the assignee club or any club beyond the assignee club for at least one regular season game, after which the original assignor club may reacquire the player by waiver assignment; or
- ~~(4) (6) Player assigned via waivers must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for a minimum of four (4) games while a player limit is in effect (preseason or regular season games, or a combination thereof), after which the original assignor club may reacquire the player by trade, waiver assignment, or free agent signing. The four-game requirement specified herein may span two seasons if applicable~~
- ~~(5) Player assigned via waivers must have been on the Active List of the assignee club, any club beyond the assignee club, or a combination thereof, for less than four (4) games while a player limit is in effect (preseason or regular season games, or a combination thereof) and must have been placed on waivers and terminated by such assignee club or any subsequent club, in which case the original assignor club may reacquire the player only by free agent signing. The original assignor club under these circumstances must not reacquire such player by trade or assignment via waivers.~~

Reacquiring Terminated Player

- (1) There are no restrictions on reacquiring, in the same or a subsequent season, players who have been terminated via the waiver system, subject to restrictions that may appear in other parts of this Constitution and Bylaws.

Evasion of Reacquisition Rules

- (2) Any evasion of the rules covering reacquisition of players, including but not limited to procedures by a club to place a player on another club's roster in order to evade the former club's player limit, will result in appropriate discipline by the Commissioner against all involved clubs that are proven to have taken part in such maneuvers with prior knowledge of the evasion.

(D) No player who opts for free agency under the waiver system section of the Collective Bargaining Agreement can re-sign with the same club in the same season or in the following season.

Submitted by Buffalo

Effect: For one year only, liberalizes the rule for reacquisition of a player assigned via waivers.

Reason: Permits more access to players.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn

2018 BYLAW PROPOSAL NO. 4A

Amends Article XVII, Section 17.16 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Reserve/Injured

17.16 The following rules govern Reserve/Injured:

- (K) **Trading From Reserve/Injured.** ~~Players~~ A player on Reserve/Injured with a “major” injury may not be traded. The acquiring club may designate the player for return to its Active List, provided the trading club placed the player on its Reserve/Injured List after 4:00 p.m., New York time, on or after the day after the roster reduction to 53 players, and all other applicable Player Personnel Rules have been met.

Submitted by Competition Committee

Effect: Permits clubs to trade a player who is on Reserve/Injured with a major injury.

Reason: Roster flexibility.

	<u>VOTE</u>		<u>DISPOSITION</u>
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

2018 BYLAW PROPOSAL NO. 6

Amends Article XVIII, Section 18.1 of the Constitution and Bylaws to reflect the following (new language underlined, deleted language struck through):

Claiming Period

18.1 (B) Clubs may claim a player placed on waivers by notifying the Commissioner within the claiming period. Clubs may file claims on players for whom waivers have been requested beginning at 4:01 p.m., New York time, on the day such waivers are requested and ending at 4:00 p.m., New York time, on a subsequent date, pursuant to the following:

- (1) For any waivers requested during the period commencing on the first business day after the Pro Bowl or the Super Bowl, whichever occurs later, through 4:00 p.m., New York time, on the Friday prior to the final regular season weekend, a 24-hour claiming period shall be in effect, except for waiver requests on Friday and Saturday of each week, which shall expire at 4:00 p.m., New York time, on the following Monday. [Exception: During the two weekends preceding the first full weekend of preseason games, waivers requested on Friday will expire at 4:00 p.m., New York time, on Saturday; waivers requested on Saturday will expire at 4:00 p.m., New York time, on Sunday; and waivers requested on Sunday will expire at 4:00 p.m., New York time, on Monday.]

If the claiming period is scheduled to expire on a holiday, or such other day when the League office is not open for customary business, the claiming deadline shall be extended until 4:00 p.m., New York time, on the next League business day.

Waivers requested on the Friday preceding the final regular season weekend shall expire at 4:00 p.m., New York time, on Saturday.

If any waiver request has been designated as Procedural Recall, the club requesting such waivers shall thereafter have an additional 24 hours to recall such waiver request.

- ~~(2) A claiming period of 10 calendar days shall be in effect for any waivers requested during the period from the Saturday of the final regular season weekend through the conclusion of the final postseason game, but the assignment or termination of any players will be deferred until the first business day after the Super Bowl game.~~

~~If the waiver request is within 10 calendar days of the first business day after the Super Bowl game, such claiming period will expire on the first business day after the Super Bowl game. A club that is not participating in the playoffs shall not request waivers on players after 4:00 p.m., New York time, on the Saturday of the final regular season weekend, unless it is awarded a player via waivers on the Monday after its final regular season game and needs to create an opening on its roster for such player.~~

- (2) A claiming period of 24 hours shall be in effect for any waivers requested during the period from the Saturday of the final regular season weekend through the conclusion of the final postseason game, except for waiver requests on Friday and Saturday of each week, which shall expire at 4:00 p.m., New York time, on the following Monday.
- a) Assignment of player contracts will be deferred until the first business day after the Pro Bowl or the Super Bowl, whichever occurs later.
 - b) Terminations of player contracts by a club that is still participating in the playoffs will occur at the expiration of the claiming period, but termination of player contracts of non-playoff clubs will be deferred until the first business day after the Pro Bowl or the Super Bowl, whichever occurs later.
 - c) A club that is still participating in the playoffs may sign players whose contracts have been terminated to the club's Active/Inactive List, Practice Squad, or Reserve/Future List, and a club whose playing season has concluded may sign such players to its Reserve/Future List.

All waiver notices released by the Commissioner during the training or regular season shall be sent by NFLNet or facsimile.

The Commissioner shall notify each club in both conferences simultaneously of any waiver request in the manner prescribed above. Any club within the League may, upon request, secure from the Commissioner all available salary information on any player for whom waivers have been requested, which information shall be supplied prior to the time for the filing of any claim on such player.

Submitted by Minnesota

Effect: Replaces the 10-day postseason claiming period with a 24-hour period. Permits players who are waived by playoff clubs to be signed during the postseason.

Reason: Provides playoff teams with access to players.

VOTE

For _____

Against _____

Abstain _____

Absent _____

DISPOSITION

Adopted

Rejected

Tabled

Withdrawn