

Part 1: Player Addition Draft

1. There will be **one** Player Addition Draft (a.k.a. “the Draft”) during a TUFF regular season. This Draft will occur on the Tuesday after six TUFF game days or half of the scheduled game days have been completed (whichever occurs earlier).
 - a. For the purposes of this policy, a game day shall be defined as *completed* if the majority of the games scheduled for that day are played to completion.
 - b. The Competition Committee may elect to delay the Player Addition Draft in the event that an unusual number of games have not been completed as scheduled.
2. One week prior to this Draft, the Competition Committee must do the following:
 - a. Notify the Captains Committee of the scheduled Draft date, and provide a copy of this policy to the Captains Committee.
 - b. Consult all players on the TUFF Waitlist to determine which players are interested in joining a team mid-season, and maintain a list of these interested players. The players should be asked to provide contact information, in the event that they are added to a team.
 - c. Consult all players who have not appeared in at least two games during the TUFF season, in order to determine if those players intend to play regularly during the remainder of the regular season (*not* including playoffs). If any of these players do not indicate their intent to do so, their team captains must be notified prior to the Draft date.
3. No less than 24 hours prior to the Draft, team captains must notify the Competition Committee of any players who are unable to continue playing for the remainder of the TUFF Regular Season *and* TUFF Playoffs. Those players will be removed from the team’s roster. Additionally, any players who have not played in at least two games prior to the Draft and have not indicated their intent to play regularly during the remainder of the regular season must be removed from their teams’ rosters.
 - a. In the event of uncertainty about an injured player’s intent to return, the Competition Committee may contact that player to inquire about this subject. The Competition Committee may remove a player from a team’s roster if they clearly state that they are unable to or do not intend to return for the remainder of the TUFF regular season and TUFF Playoffs.
4. In the Draft, all teams **must** add the same number of players that have been removed from their roster based on Rules 3 and 3a. In the event that there are not enough interested players for this rule to be completed, the Competition Committee shall create a temporary modification for this rule.
5. The Competition Committee will determine the number of players who will be added in the Draft, based on Rule 4. This number of players must be activated off the list of interested players, in the order in which they joined the original TUFF Waitlist.
6. Teams will draft players in a series of rounds, until all teams have added the number of players that is required by Rule 4. In each round, each team in need of a new player will select one new player. The order of each round will be determined by the

highest original draft round of the players to be replaced (from highest round to lowest round). If there are any ties for this order, the tied teams shall add players in reverse order of *average point differential per completed game* (e.g. the tied team with the worst average point differential shall select first).

If the Competition Committee believes that the standard order would be detrimental to the league's competitive balance, they may modify the order of teams' selections in the Player Addition Draft, with a modified order that is partly based on league standings. This can include a change to the order of some round(s), while keeping the standard order for other round(s).

Captains must be notified of the order of selections 4 hours prior to the beginning of the Player Addition Draft.

7. Once the Draft has been completed, the Competition Committee must provide team captains with their new player's contact information as soon as possible. Newly-added players are immediately eligible to play.

Part 2: Exceptional Circumstances - Additions due to loss of top player(s)

1. A team is in *exceptional circumstances* if their Designated Quarterback or their first selection in the initial TUFF Draft is unable to play for the remainder of the TUFF Season and Playoffs. A team may fall into exceptional circumstances for this reason at any time during the TUFF Season or Playoffs (before or after the Player Addition Draft).

When a team is in exceptional circumstances for one of these reasons, their team captain(s) must notify the TUFF Commissioner, Assistant Commissioner or the Competition Committee leader as soon as possible.

2. At any time after the Player Addition Draft has concluded, a team's captains may ask the Competition Committee to declare that their team is in exceptional circumstances, if they believe that the loss of one or more players other than those named in Rule 1 has left them unable to play competitively. The Competition Committee must approve or deny this request within 72 hours.
 - a. A team should be considered "unable to play competitively" when the Competition Committee believes that they would likely score no points or be subject to the NGFFL's mercy rule in a game against any other TUFF team.
3. Once a team's captains have provided the required notice or the Competition Committee has approved a request made by the team, the Competition Committee must provide those captains with a list of players currently on the TUFF Waitlist.
4. This team may request to add any player to their roster from the TUFF Waitlist, including any player who joins the TUFF Waitlist after the team has provided the notice required by Rule 1 or had their request approved by the Competition Committee as per rule 2. The team's captains must notify the Commissioner,

Assistant Commissioner or the Competition Committee leader when they have chosen a player who they would like to add.

5. Within 48 hours, the Competition Committee must contact the player in question to confirm that they are interested in joining the team mid-season. In this 48 hour period, the Competition Committee must approve or deny the team's request. (Requests should only be denied if the Competition Committee believes that the player addition would have a major, detrimental impact to the league's competitive balance.)
6. Once a player addition request has been approved and the player has confirmed that they are interested in joining TUFF, the Captains Committee must be notified as soon as possible. If, within 24 hours of being notified, the captains of 60% of all other teams (not including the team requesting to add the player) have objected in writing to the TUFF Commissioner or Assistant Commissioner, the player addition request shall be denied, and the team continues to be in exceptional circumstances (i.e. they may request to add a different player to their team). After this 24 hour period, if fewer than 60% of teams have objected, the player is added to the team roster and is immediately eligible to play.

Part 3: Miscellaneous Exceptional Circumstances

The Competition Committee may, in consultation with all team captains and with the intent of maintaining competitive balance, allow or require teams to add players at other times between the initial player draft and the player addition draft. The method of this addition will be determined by the committee.

Part 4: Interpretations

This policy has been written with the intent to remove the ambiguities and shortcomings of the previous Player Addition Policy. It is also intended to establish clear timelines and reduce the amount of time spent deliberating.

If there is any ambiguity or unforeseen circumstance, the Competition Committee and TUFF Executive shall determine how to interpret and/or amend this policy.

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