



**COMMISSIONER'S CORNER..... By Matt Farmer**

Matt is on vacation this issue. His column will return next month.

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**COACHES CORNER**

NJ's John Buffolano needs sub coaches for upcoming weeks until his computer is up & running again. If you can step in on his behalf any week, please contact his opponent for that week directly.

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**MONEY MATTERS..... THIS MONTH**

Report errors in Money Matters ASAP to Mike Jaime

<b>OFL FRANCHISE</b>	<b>1<sup>st</sup> Article</b>	<b>2<sup>nd</sup> Article</b>	<b>3<sup>rd</sup> Art/ Photo</b>	<b>Traded Money</b>	<b>Claims</b>	<b>Cuts</b>	<b>Total XXVIII- 5</b>
Antelope							
Baltimore	FEB						
Buffalo							
California	JAN	JAN	FEB				
Durham							
Florida	JAN	JAN	JAN				
Fresno	JAN	FEB	JAN				
Kutztown	MAR	MAR					
Las Vegas	JAN	FEB	MAR				
Malvern	FEB		FEB				
Medicine							
New Jersey	MAR						
New York			MAR				
Pittsburgh	MAR						
Prairie	FEB						
Round Rock	MAR	APR					
Sacramento	FEB		JAN				
San Francisco							
Scottsdale	FEB		MAR		- 50		- 50
Winnipeg	JAN	FEB	FEB				

NOTES: Teams enjoy 7 more months to submit their 2009 articles/photos to earn \$1 million each, for up to maximum of \$3 million total for the franchise. Article/Photo credits are earned January thru December. Month 2009 credits earned are shown above.

Review Financial Structure in Constitution (pgs 14-18) for upcoming Bonus opportunities, season monetary awards and how Superstar salaries may be impacted (raised immediately) if dictated by player acquisitions. A player's Contract terms should always be weighed in valuing & determining trades.

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**Waiver Wire – All 4<sup>th</sup> Period Claims automatically released following your final 2009 game**

Waiver transaction costs included in this issue are shown with cut/claim amounts

**Effective Week 2**

Durham	Cuts -	Mike Adams, DB
	Claims -	Aaron Stecker, RB
New Jersey	Cuts -	Kevin Dockery, CB Napoleon Harris, LB Chris Masey, C Andy McCollum, G
	Claims -	Rod Coleman, DT Chris Grey, LS Glenn Martinez, WR Kris Wilson, HB

**Effective Week 3**

New Jersey	Cuts –	Richie Incognito, OL
	Claims –	Andy McCollum, G
Sacramento	Cuts –	Kelly Holcomb, QB
	Claims –	Joey Harrington, QB

**Effective Week 4**

None

**Effective Week 5**

Durham	Cuts –	Sean Considine, S
	Claims –	Anthony Smith, S

**Effective Week 6**

Buffalo	Cuts –	Ashley Lelie, WR
	Claims –	Chris Weinke, QB

**Effective Week 7**

Scottsdale	Cuts –	Aundrae Allison, KR @ 0
	Claims –	Michael Spurlock @ 50k

**Effective Weeks 8 - 10**

None

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**\$TEAL\$ & DEAL\$.....**

3<sup>rd</sup> Trade Period closed June 8<sup>th</sup> at 7 PM PDT

No in-season trades were reported this year  
The next trade period will not open until after completion of our regular season

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**2010 OFL DRAFT BOARD (Alphabetical Order) – Thru Trade #74**

OFL FRANCHISE	# 1	# 2	# 3	# 4	# 5	# 6	# 7	# 8
Antelope Mud Fish	LV	LV	LV				LV	
Baltimore Slaughter								
Buffalo Bisons		WPG			MLV			
California Quakes								
Durham Thunder Lizards								
Florida Dragons						NY		
Fresno Fuel								
Kutztown Belchers								
Las Vegas RatPack	CAL					PWF	PWF	
Malvern Monarchs				BUF				
Medicine Mad Hatters	PWF	PWF	PWF	PWF				NY
New Jersey Patriots	DUR				SR			
New York Cobras			BUF	BUF				SF
Pittsburgh Assassins				FF				
Prairie Wildfire								
Round Rock Crusaders								
Sacramento Scorpions			NY				PWF	MLV
San Francisco Buccaneers	FF	WPG	RR	PWF	FF	FF	WPG	
Scottsdale Rancheros		LV						
Winnipeg Vigilantes	DUR	DUR	DUR	PWF			SR	

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**In Pursuit of a Better Mouse Trap  
By- Mike Jaime**

In recent years brief forays into the INET Football League & Diesel Football League, coupled with a fascination of the Knute Rockne Football League perked my interest in a format that combined a SIMPLE (read: no Excel spreadsheet required) Salary Capped System leading to a more competitive format.

No single league I explored (and I've examined at least a dozen) really offers what I've long envisioned. Salary cap leagues suffer identical competitive imbalances found in uncapped leagues. Thus they fail in their intended mission. Too many 1,2,3 & 14,15,16 win teams populate Action Football leagues.

The reasons vary; Poor player decisions. Disparity in Game Day coaching. The cap is too high to start. They permit infinite cuts. They fail to impose a meaningful Off-Season Cap or they impose it too late in the process (like AFTER their draft). Their cap is tied to a fixed dollar figure requiring adjustment each year because Dave Koch changes his salary system every disk and they fail to make correct adjustments. They add or delete franchises and fail to adjust their cap. Finally, like every other Action League in existence they encourage teams to lose with the best picks in their rookie draft. Each of those factors lead to unbalanced non-competitive leagues the founders originally set out to avoid.

The KRFL is far & away the most complex, yet offered two compelling worthwhile features:

1. A meaningful Off-Season Cap that must be met BEFORE teams are permitted to trade. The simplicity & beauty of that concept is vastly unappreciated. It prevents the better teams from perpetuating their dominance by limiting their ability to trade off expensive highly rated players for prime draft picks, but rather forcing them to release a few good nuggets into the annual draft pool.

As great as that stroke of genius was by its founder the KRFL fails miserably by permitting dozens of cuts to get under their Off-Season Cap resulting in some teams slashing their rosters by 20, 30 players & more. I.E. Cut mediocre low salaried players first, and then address the 'good stuff' only if required.

2. Their FA Draft of veteran players is a process tied to a salary determined by draft round. Players selected in 1<sup>st</sup> round garner highest salary (\$10 million), followed by \$7.5 million in 2<sup>nd</sup> round. Progressing downwards to something like \$100K from the 40<sup>th</sup> round on. Excellent concept, but.... requiring Excel spreadsheet (unwanted complexity in the format I was seeking), and an ungodly FA Draft that drags on & on & on & on for some teams into the 50<sup>th</sup> round.

My goal was to replicate the best concepts offered in the KRFL within the simplicity of straight Action Salaries the Game Engine already provides negating any Excel spreadsheet requirement and forgoing formal contract lengths. Secondary to that was to avoid the 20-30 (or more!) player cuts by some teams, yet at the same time offer no restrictions on how many players a team may turnover from year to year.

To achieve that I evolved to a stunningly simple idea: Set a meaningful Off-Season Cap that must be achieved with 10 player cuts or less. Period! (There are exceptions but beyond scope of this discussion.)

To replicate the end means of the KRFL FA Draft I then evolved to a process whereby the Off-Season Cap incrementally INCREASES as the FA Draft progresses. Unique, quite simple and extremely effective in purpose. The weaker teams already far under the Off-Season Cap would be better positioned to afford the highest salaried players early in the draft, while the strongest teams barely able to get under the Off-Season Cap would be limited to lower Action salaried players in those same rounds.

I'm currently in the process of 'back-testing' this entire concept, and thus have begun with the 2003 NFL season disk. I'll actually 'play' 6 seasons worth (NFL 2003 thru 2008) to complete this format test.

Step 1 was to set a simple, meaningful, competitive Season Cap that is relative to some benchmark, thus can float season to season as Dave Koch seems to change his salary criteria every year.

After brief study I settled on the Average Team Salary for the 12 NFL playoff teams for any season, where that Team Salary is defined as the highest paid "X" number of players, understanding that "X" equals the number of players per team allowed by the particular Action League. (Different Action Leagues utilize different size rosters.)

Sidebar: Virtually all salary cap leagues fail to recognize Dave Koch often has 65+ player rosters, thus from the start their Cap Figure is vastly inflated. (I've seen NFL teams with as many as 73 players on the Action Season Disk.) Even at \$250K/player if Dave's disk is 10 players/team more than your cap league roster your salary cap is already \$2.5 million too high.

Let's examine an actual example..... Remember I'm back-testing 6 NFL seasons so I'm starting with NFL 2003.

For NFL 2003, the Avg. of the 12 NFL playoff teams = \$64800 (for the highest paid 45 players). I settled on 45 for two reasons. It's a manageable amount of players in my mythical league that contains 28 teams considering I'll also be drafting real NFL rookies (not on disk, thus don't count towards Salary Cap, nor towards roster).

After some study I settled on an Off-Season Cap = 85% of the Season Cap.  
Thus for the 2003 NFL season, the Off-Season Cap (85% x \$64800) = \$55100.

Before any team can trade, they must cut 10 (or fewer players) to get under that \$55100.

As a point of reference from that 2003 NFL season:

The Ravens highest paid 45 players = \$76484 (highest of the 12 NFL playoff teams)

And the Colts highest paid 45 players = \$55325 (lowest of the 12 NFL playoff teams)

Before either team can trade (or draft) they MUST cut 10 (or fewer players) to get under the \$55100 Off-Season Cap.

How I'm raising that cap incrementally as the FA Draft progresses is as follows:

It remains at \$55100 until after the completion of Round 1. To start Round 2 it goes up \$1.3 million to \$56400. Thereafter it rises by identical \$1.2 million following each round until after the completion of 8<sup>th</sup> Round it equals the season cap of \$64800.

To start Round 1 the 28 team salaries were separated from lowest to highest as follows:  
Raiders (lowest) were at \$45680 and Pittsburgh (highest) at \$55053. (about 20% difference)

By end of 3<sup>rd</sup> Round the 28 teams ranged from low to high looked like this:  
Bears (lowest) \$53830 and Redskins (highest) \$57597 (about 7% gap and clearly closing)

By end of 6<sup>th</sup> Round the spread from lowest to highest was:  
Bills at \$58801 and Cowboys at \$61107 (down to about 4% difference)

As my mythical 7<sup>th</sup> Round Free Agent Draft unfolds the lowest salaried Bills have selected S Darren Woodson (rated 7 and carrying a \$2.652 million salary). OT Willie Roaf rated a 10 with monster \$5+ million salary is still on the board with 177 players having been selected. A unique element to this type of format is not all "like-rounded draft picks" are created equal. A 7<sup>th</sup> round pick for one team no longer is just a "throw away pick" but may be just as valuable as owning an extra 2<sup>nd</sup> rounder in terms of player quality available. Pretty cool I think and a whole new viewpoint to approach a draft!

Salary is not everything for sure, but somehow I just have to believe that if teams are separated by 5% or so in salary LEAGUE-WIDE it has to lend itself to a far more competitive format that anything being offered. No team can afford to be waist-deep at every key position, and durability plays an even more important role.

My mythical league has some other unique elements designed to produce more competitive results that I've not discussed. They are as much tied to concepts I've long coveted to employ to the 28-team format I've designed (necessitating a few simple limits on stockpiling of positions until after completion of the FA Draft- because there's only so many QBs, PKs & Punters to go around.)

Comments, questions, inquires are welcome. You may even earn \$1 million in OFL dollars if you jot them down over a full-page article in an upcoming Newsletter!

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**OFL PASSING LEADERS THRU WEEK 9**

		Att	Cmp	C%	Yards	In	I%	Lg	TD	TD%	Rate
1	Warner, K	MLV	91	64	70.3	910	3	3.3	51	11	128.2
2	Delhomme	BUF	91	61	67.0	786	1	1.1	40	8	118.7
3	Brady, T	SF	290	178	61.4	2495	7	2.4	64	27	110.1
4	McNabb	BLT	199	128	64.3	1526	3	1.5	41	15	106.5
5	Hasselbeck	WIN	210	125	59.5	1480	5	2.4	74	22	106.1
6	Roethlisbe	NJP	280	179	63.9	2282	9	3.2	63	22	102.1
7	Garrard	BUF	154	94	61.0	1207	2	1.3	46	8	97.5
8	Garcia, J	SAC	177	100	56.5	1080	1	0.6	23	12	94.8
9	Schaub	PIT	190	127	66.8	1450	8	4.2	56	12	93.1
10	Manning, P	FD	358	221	61.7	2645	10	2.8	73	17	88.5
11	Favre	SR	294	182	61.9	2140	12	4.1	37	19	88.5
12	Romo	ANT	323	186	57.6	2670	14	4.3	74	20	87.1
13	Brees	MMH	287	181	63.1	2036	11	3.8	55	16	86.8
14	Rosenfels	NYC	262	164	62.6	1747	11	4.2	50	16	84.9
15	Edwards, T	RRC	91	50	54.9	585	3	3.3	40	6	82.9
16	Anderson, D	LVR	215	105	48.8	1496	7	3.3	68	15	81.5
17	Rivers, P	DTL	221	133	60.2	1643	10	4.5	53	8	76.4
18	Kitna	KTZ	309	195	63.1	1937	11	3.6	38	8	74.6
19	Young, V	RRC	129	75	58.1	756	6	4.7	28	3	63.3
20	Huard	CAL	211	129	61.1	1218	12	5.7	54	6	62.9

**OFL RUSHING LEADERS THRU WEEK 9**

		Att	Yds	Ave	Lg	TD				Att	Yds	Ave	Lg	TD	
1	Tomlinson	SAC	161	889	5.5	48	6	11	James, E	FD	160	541	3.4	22	4
2	McGahee	RRC	175	836	4.8	43	3	12	Fargas	BLT	122	535	4.4	44	2
3	Taylor, F	WIN	151	805	5.3	33	1	13	Portis	PIT	140	509	3.6	32	2
4	Westbrook	LVR	145	802	5.5	36	3	14	Addai	ANT	102	481	4.7	19	0
5	Peterson, A	WIN	106	708	6.7	53	3	15	White, L	BUF	124	449	3.6	16	5
6	Grant, R	MLV	111	665	6.0	39	3	16	Jones, T	NJP	124	448	3.6	27	1
7	Gore	LVR	126	595	4.7	30	0	17	Lynch, M	SAC	88	423	4.8	60	1
8	Barber, M	NYC	134	562	4.2	24	2	18	Watson, K	MMH	83	419	5.0	24	3
9	Jones-Drew	MLV	95	560	5.9	42	7	19	Johnson, L	KTZ	113	406	3.6	59	1
10	Lewis, J	SF	129	555	4.3	16	1	20	Graham, E	SR	93	379	4.1	14	3

**OFL RECEIVING LEADERS THRU WEEK 9**

		No	Yds	Ave	Lg	TD			No	Yds	Ave	Lg	TD		
1	Moss, R	ANT	70	1385	19.8	63	13	11	Smith, S	FD	43	650	15.1	73	4
2	Boldin	KTZ	51	602	11.8	38	2	12	Bowe	CAL	43	582	13.5	54	4
3	Welker	SAC	50	629	12.6	37	11	13	Ward, H	BUF	42	455	10.8	21	4
4	Cotchery	NJP	50	634	12.7	48	8	14	Johnson, C	MLV	41	725	17.7	51	11
5	Burress	SF	49	686	14.0	41	10	15	Hilliard, I	FD	41	591	14.4	52	1
6	Wayne, R	PIT	49	560	11.4	56	5	16	Witten	BLT	40	466	11.7	33	6
7	Williams, R	PWF	48	516	10.8	38	4	17	Brown, R	PWF	39	437	11.2	39	0
8	Owens, T	BUF	46	830	18.0	46	5	18	Berrian	NJP	39	706	18.1	63	2
9	Gonzalez, T	MMH	45	428	9.5	19	5	19	Colston	SR	38	613	16.1	36	5
10	Mason, D	MMH	44	546	12.4	55	2	20	Marshall, B	RRC	38	450	11.8	28	3

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OFL TEAM OFFENSE THRU WEEK 9

Offense	Run	Yards	Ave	TD	Pass	Comp	Comp%	Yards	Ave	Int	Int%	TD	TD%	Rate	Run/G	Pass/G	Tot/G	Play
Antelope	181	727	4.0	0	323	186	57.6	2534	7.8	14	4.3	20	6.2	87.1	80.8	281.6	362.3	6.2
San Francisco	222	843	3.8	3	290	178	61.4	2385	8.2	7	2.4	27	9.3	110.1	93.7	265.0	358.7	6.1
Medicine	241	1237	5.1	9	287	181	63.1	1973	6.9	11	3.8	16	5.6	86.8	137.4	219.2	356.7	6.0
New Jersey	241	953	4.0	6	290	184	63.4	2249	7.8	9	3.1	23	7.9	102.5	105.9	249.9	355.8	5.8
Buffalo	307	1117	3.6	7	271	170	62.7	2063	7.6	3	1.1	17	6.3	103.6	124.1	229.2	353.3	5.4
Florida	192	621	3.2	4	358	221	61.7	2476	6.9	10	2.8	17	4.7	88.5	69.0	275.1	344.1	5.4
Malvern	343	1769	5.2	11	146	100	68.5	1328	9.1	5	3.4	16	11.0	120.9	196.6	147.6	344.1	6.2
Baltimore	315	1646	5.2	7	204	132	64.7	1446	7.1	3	1.5	17	8.3	109.9	182.9	160.7	343.6	5.7
Winnipeg	308	1568	5.1	5	210	125	59.5	1424	6.8	5	2.4	22	10.5	106.0	174.2	158.2	332.4	5.7
Sacramento	280	1429	5.1	7	260	149	57.3	1538	5.9	1	0.4	17	6.5	96.4	158.8	170.9	329.7	5.3
Pittsburgh	308	1203	3.9	9	246	159	64.6	1744	7.1	10	4.1	16	6.5	91.4	133.7	193.8	327.4	5.2
Las Vegas	304	1456	4.8	3	215	105	48.8	1413	6.6	7	3.3	15	7.0	81.5	161.8	157.0	318.8	5.4
Scottsdale	175	674	3.9	4	294	182	61.9	2073	7.1	12	4.1	19	6.5	88.5	74.9	230.3	305.2	5.7
New York	235	1056	4.5	4	276	171	62.0	1676	6.1	11	4.0	16	5.8	83.3	117.3	186.2	303.6	5.2
Round Rock	305	1402	4.6	4	228	128	56.1	1281	5.6	9	3.9	9	3.9	70.7	155.8	142.3	298.1	4.9
Durham	288	1010	3.5	5	228	139	61.0	1598	7.0	10	4.4	9	3.9	79.5	112.2	177.6	289.8	4.9
Kutztown	199	658	3.3	3	309	195	63.1	1806	5.8	11	3.6	8	2.6	74.6	73.1	200.7	273.8	4.6
Prairie	228	600	2.6	3	260	156	60.0	1438	5.5	16	6.2	6	2.3	59.1	66.7	159.8	226.4	4.0
California	188	683	3.6	5	262	162	61.8	1353	5.2	13	5.0	7	2.7	66.3	75.9	150.3	226.2	4.2
Fresno	186	554	3.0	2	298	177	59.4	1468	4.9	17	5.7	8	2.7	59.6	61.6	163.1	224.7	4.0

OFL TEAM DEFENSE THRU WEEK 9

Defense	Run	Yards	Ave	TD	Pass	Comp	Comp%	Yards	Ave	Int	Int%	TD	TD%	Rate	Run/G	Pass/G	Tot/G	Play
Pittsburgh	223	845	3.8	2	214	127	59.3	1345	6.3	7	3.3	12	5.6	85.7	93.9	149.4	243.3	4.8
Durham	236	929	3.9	2	279	157	56.3	1364	4.9	14	5.0	8	2.9	60.1	103.2	151.6	254.8	4.3
Baltimore	233	877	3.8	8	264	148	56.1	1510	5.7	8	3.0	12	4.5	76.5	97.4	167.8	265.2	4.7
Buffalo	200	848	4.2	1	274	147	53.6	1544	5.6	13	4.7	13	4.7	68.0	94.2	171.6	265.8	4.9
Malvern	266	1229	4.6	4	216	125	57.9	1172	5.4	10	4.6	7	3.2	66.6	136.6	130.2	266.8	4.8
Winnipeg	254	1243	4.9	3	242	140	57.9	1176	4.9	11	4.5	9	3.7	66.1	138.1	130.7	268.8	4.7
San Francisco	269	1096	4.1	5	259	160	61.8	1565	6.0	12	4.6	13	5.0	78.6	121.8	173.9	295.7	4.8
Round Rock	264	1137	4.3	8	213	140	65.7	1558	7.3	11	5.2	18	8.5	95.8	126.3	173.1	299.4	5.5
Kutztown	241	983	4.1	8	277	162	58.5	1757	6.3	13	4.7	13	4.7	74.6	109.2	195.2	304.4	5.2
Medicine	258	1204	4.7	2	261	155	59.4	1564	6.0	11	4.2	12	4.6	76.1	133.8	173.8	307.6	5.2
Sacramento	205	927	4.5	2	266	160	60.2	1903	7.2	12	4.5	15	5.6	84.2	103.0	211.4	314.4	5.7
Las Vegas	225	688	3.1	5	281	181	64.4	2157	7.7	10	3.6	16	5.7	93.9	76.4	239.7	316.1	5.4
Fresno	283	1163	4.1	7	237	157	66.2	1745	7.4	9	3.8	17	7.2	97.8	129.2	193.9	323.1	5.4
Prairie	293	1260	4.3	10	219	150	68.5	1881	8.6	4	1.8	20	9.1	118.1	140.0	209.0	349.0	6.1
Florida	238	994	4.2	2	289	174	60.2	2203	7.6	7	2.4	20	6.9	97.9	110.4	244.8	355.2	6.0
New York	289	1338	4.6	7	262	164	62.6	1870	7.1	11	4.2	17	6.5	90.4	148.7	207.8	356.4	5.6
Scottsdale	264	1042	3.9	6	332	207	62.3	2208	6.7	8	2.4	17	5.1	90.0	115.8	245.3	361.1	5.3
California	283	1173	4.1	5	294	178	60.5	2096	7.1	8	2.7	18	6.1	93.2	130.3	232.9	363.2	5.5
New Jersey	249	1041	4.2	7	286	182	63.6	2395	8.4	1	0.3	26	9.1	120.2	115.7	266.1	381.8	6.3
Antelope	273	1189	4.4	7	290	186	64.1	2253	7.8	4	1.4	22	7.6	108.7	132.1	250.3	382.4	6.0

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